

# the sisters of pestilence

An OSRIC™ compatible adventure for 4-6 characters of 1<sup>st</sup> to 3<sup>rd</sup> level

By M. W. Poort



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## FOREWORD

Originally written in 1989, *The Sisters of Pestilence* has evolved over the years at my table from a simple romp through a coven of witches and their undead overlord to the introduction to a multi-faceted, "Restore the Lost King and Rise Against the Empire" campaign, and back again. This version includes the best parts of all of the revisions, as well as areas where an industrious Game Master (GM) can expand the scenario to better fit his own campaign. Remember, it's your game! Do what you want with it.

Unlike *The Shrine of Hecate*, the first module in the City Adventures series, *The Sisters of Pestilence* is not designed for a fledgling GM or inexperienced players despite the low level requirement for characters. Certainly players and GMs of little experience are welcome to enjoy the scenario, for how else can one learn to play the game? Assuming though that the GM takes full advantage of the setting, with its relentless assault on characters who daily wandering through the wilderness, the adventure should prove challenging to even those who have played for many years. In fact, due to the potential for lengthy deleterious effects of disease, poison, and wounds, with minor adjustments this scenario easily can be played with characters in the Level 2-4 range.

The module contains two sections: the tower and basement containing the Sisterhood caretakers, and the dungeon containing the tomb. Though it can be played straight through, especially if the party takes a wrong turn at the entrance, smart (or cowardly) players likely will take it in stages as it is highly likely that the party will incur severe injuries during their foray against the Sisters. Assuming that they have slain, or captured and incapacitated, all of them as well as their servitor creatures, and that they keep a strict watch and stay together for safety, it would be unfair for the GM to penalize them for taking a few days to recuperate (and for Hallig to recover, should they wish to include him in their party). A particularly generous GM might even see fit to award experience points at this stage, especially if any of the characters are close to advancing a level. The characters will need them in the tomb.

Once again I would like to thank Mark O'Reilly (the original creator and caretaker of *Dragonsfoot*), Steve Yates for his continued purveyance and tireless support of the site, Stuart Marshall, Matthew Finch and the Knights & Knaves Alehouse for everything OSRIC™, and Bryan Fazekas and the rest of the crew of (the now unfortunately defunct) & (AND) Magazine. These people, as well as many others, have spent much time and treasure making it possible for someone like me to realize, at long last, the dream of publishing my adventures.

M. W. Poort

## CREDITS

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## PRINTING

Some people have reported printing issues with the PDF, particularly images with all-grey backgrounds or overlays. This does not occur if you use the Print as Image option when printing the PDF.

## The Ivory Tower



## the sisters of pestilence

An OSRIC™ compatible adventure for 4-6 characters of 1<sup>st</sup> to 3<sup>rd</sup> level

In a lonely section of the Land far from the crowded confines of civilization stands a dark forest, a mass of thorny trees, brambles, and fens densely clustered amongst the ancient hills. Brave explorers venture within, seeking a tower said to contain the tomb of a forgotten king. Few return, but those who do tell tales of rotting corpses hanging from the trees and dark shapes flitting in the shadows, silence-shrouded days and fever-haunted nights, and an ever-present foreboding of something that lies therein, watching....waiting. Dare you seek your fortune there, in the grasp of The Sisters of Pestilence?

### BACKSTORY

The standard plot hook\* for this module is that the party, for whatever reason, has come to the area in search of the lost tomb of a forgotten king. As Game Master (GM) you may make as little or as much of that as you wish. If your players enjoy the challenge of traipsing through the hostile wilderness, encountering other potential friends and foes along the way, so be it. On the other hand, if your players just want to "get straight to the action", hand wave the background, supply them with a bit of information and motivation, and begin the scenario at the approach to the tower.

Do not be too quick to dismiss travel through the wilderness though, as the adventure benefits greatly from the setting. The mood of this module is much like a campfire ghost story, and a measured escalation of events leading to the revelation of a mysterious tower rising in the darkness can be the difference between a mediocre set of sessions and ones that will be fondly remembered and endlessly recounted for many years.

\* Additional plot hooks are available for the GM on Page 18. Or if you prefer, create your own. It's your game!

### LOCATION

The forest around the tower is vast, spanning an area dozens of miles in diameter. The rough terrain and forbidding wilderness combine to render travel through the region slow and difficult. Steep, rocky hills densely covered with thorny trees and thick brambles dominate the landscape, beneath which lie karst cavern systems and the winding streams that created them. Stagnant fens fill the flooded lowlands between the hills, from which erupt clouds of biting black flies during the day and hordes of mosquitoes at night. The area is nearly silent during the day, with only the occasional croaking frog or cawing crow accenting the trickle of small streams. At night the darkness presses close, enveloping all within its folds. Strange lights flit amongst the trees, and the infrequent howl or snarl of

unknown creatures brings pause to even the bravest man. No man has laid claim to these hills for many years, and even then, only as a frontier to be settled by future generations in a time which never came to pass.

The area closest to the tower, roughly a mile or two in any direction, is particularly horrific. Victims of the Wasting Fever in various stages of decomposition hang in the trees from ropes woven of green-growth vines or human hair. Skulls, rib cages, and other recognizable portions of the human frame lie in heaps half-buried in the undergrowth near the base of many other trees. Whatever the foul practices occurring here, they have endured for many, many years.

On a rocky hill overlooking a fen-filled ravine, a lonely stone tower stands four stories tall. A path leads up to the open front door; a second path hidden in the undergrowth to the left of the first leads down the cliff face to the actual entrance to the tower (Area 1). Lengthy reconnaissance of the area eventually reveals a way around the hill and down into the ravine. There, in the rocky cliff face at the base of the hill, is the secret door used by the cult to access their lair (Area 2). A large herb garden containing a lot of garlic, some shallots, and various edible and medicinal herbs is planted in the soil there. Human and a few much larger (ogre) tracks lead to and from the fen pools, but disappear in the rocky foundation near where the secret door is located.



## RUMORS (d12)

The chart below contains rumors, true, false and somewhere in-between, available for use with the scenario. You may parcel them out through interaction between the characters and various merchants, travelers, innkeepers and townspeople, or simply roll a few times and provide the information as you see fit. On a roll of 12 of 1d12, no rumor is obtained (or simply repeat a previous rumor).

- 1 The tomb is the final resting place for Hereric the Mighty, last king of the Aethelingen. (True)
- 2 Hereric guards the key to his own tomb. (True, but it's a statue of Hereric)
- 3 The forest is the home of an ancient hag who devours anyone she catches in her domain. (False)
- 4 A nearby kingdom wants to lay claim to the area and is willing to pay well for detailed information about it. (False, unless the GM wants to create a plot hook for it)
- 5 Brigands, outlaws, and other wild men of the woods often have been seen in the forest. (True, but not often)
- 6 There's nothing supernatural about the sickness that comes from that place. The fens are full of bad water, poisonous plants, and unhealthy miasma. (False, mostly. There are plenty of natural causes for some of the sickness to be found in the forest, but the Sisters also infect travelers with the Wasting Fever when possible.)
- 7 One or more werewolves are known to live in the forest. (False, unless the GM wants to add some)
- 8 The forest is very dangerous. Even local humanoid tribes avoid it whenever possible. (True)
- 9 There is no tomb. Some of the lords hereabout pay folks to say so to move along undesirable adventurers from their lands. All that's out there are the ruins of an old brigand chief's fort. (False)
- 10 There is no tomb. The "tomb" is just a place where barbarians used to burn (not bury) their dead. The rumor got started when some Imperial scribe made a mistake when translating an old chronicle. (False)
- 11 The tomb is impossible to access. It was built by the finest Dwarven craftsmen gold could buy. (True, mostly. Dwarven craftsmen were involved in building the tomb, but it is not impossible to access, especially if the party contains one or more literate dwarves.)

## THE WILDERNESS: WANDERING MONSTERS (d20)

Wandering monster checks in the forest wilderness should be made every six turns (one hour) if the party is mobile, and every 24 turns (four hours) when stationary.

- 1-3 Large Spider (1d6): AC 6, HP 3 (1+1), Move 6, 1 attack (bite) for 1d4 + poison, THAC0 = 18, Align N
- 4-6 Large Centipedes (1d6): AC 9, HP 1 (1/4), Move 21, 1 attack (bite) for 1 + poison, THAC0 = 20, Align N
- 7-9 Giant Rats (1d6): AC 7, HP 2 (1/2), 1 attack (bite) for 1d3 + disease, Move 12, THAC0 = 20, Align N
- 10 Venomous Snake (1): AC 8, HP 2 (1/2), Move 12, 1 attack (bite) for 1 + poison, THAC0 = 20, Align N
- 11-15 Poisonous Plants\* (1): AC n/a, HP n/a, Move n/a, 1 attack for 0 + poison, THAC0 = n/a, Align n/a
- 16-17 Brigands (2d4): AC 7, HP 3-5 (1-), 1 attack (weapon) for 1d6, Move 12, THAC0 = 20, Align CE
- 18-19 Huge Spider (1): AC 6, HP 11 (2+2), Move 18, 1 attack (bite) for 1d6 + poison, THAC0 = 16, Align N
- 20 Zombies\*\* (1d3): AC 8, HP 8-10 (2), Move 6, 1 attack (fist) for 1d8 + disease, THAC0 = 16, Align N

\* **Poisonous Plants.** Poisonous plants are encountered as wandering monsters only when the party is mobile. If the party is stationary, such as when camped for the night or resting for a significant amount of time, wandering monster checks resulting in Poisonous Plants should be replaced with "spooky but otherwise harmless environmental effects." These include such things as a frog croaking, a twig snapping loudly or a dead branch falling out of a tree, insects suddenly growing silent for a prolonged period of time, wind whistling eerily through the trees or suddenly blowing strongly through the camp for a few moments, ominous clouds suddenly darkening the sky, or the odd rustle of leaves or (imagined?) faint murmur of unintelligible voices in the indistinguishable distance.

Attacks by poisonous plants are caused by movement through the area in which they grow, and are pricks, scratches and scrapes from needles, thorns, and abrasive surfaces. Each character moving through the area is subject to one attack, which automatically hits unless the character is covered completely by heavy protective clothing. Any unprotected skin, such as on the hands, arms, legs or face, puts the character at risk for exposure to the poison. For each "attack" (each time the character moves through an area of poisonous plants), the character must Save vs. Poison; failure indicates an effect

generated for that encounter at random from the Effects table (see below). Onset time for each effect is 1d3 turns. The effect should be generated once, and all who fail their save for the encounter should suffer the same effect.

#### Poisonous Plants: Effects Table

- 1 Save at +4; -1 on attack rolls and saving throws due to nausea and general weakness
- 2 Save at +4; reduce movement rate by 3 due to rash, blisters and swelling (minimum movement rate = 3)
- 3 Save at +2; -2 on attack rolls and saving throws due to blurred vision
- 4 Save at +2; -4 on attack rolls and saving throws due to high fever and delirium
- 5 Save at +1; -2 hit points for 12-24 hours (12 if sleep, 24 if not). Lost hit points can be healed
- 6 Save at +1; unconscious for 1d6+2 hours, then as Option 1 (-1 on attack rolls and saving throws)

Effects last for 12 hours unless otherwise noted. Multiple penalties to attack rolls and saving throws do not stack; instead, the maximum penalty (-1, or -2, or -4) is applied for its duration. Multiple dissimilar effects, such as to attack rolls/ saving throws and to movement rate, do stack.

Ex. Brother Wenzel, wearing little more than his holy robe and traveling boots in the sweltering heat of summer, pushes through a thick bramble of Red Thorn. The GM rolls a 1 on 1d6, which is Option 1 on the Effects table. Though at +4 for the save, Brother Wenzel fails his Save vs. Poison and receives -1 on attack rolls and saving throws for 12 hours. The GM checks for onset time and rolls a 2 on 1d3; Brother Wenzel notices he is becoming nauseous and feels a bit weak 20 minutes after pushing through the brambles.

An hour later, the unlucky cleric inadvertently grabs a handful of Prickly Bristleweed and fails his Option 4 saving throw. Ten minutes to a half hour later (1d3 turns, as rolled by the GM), Brother Wenzel notices he is now feverish and becoming delirious. The Prickly Bristleweed takes effect, increasing the penalty to -4 on attack rolls and saving throws for 12 hours. The effect of the Red Thorn will have worn off before 12 hours have passed, but Brother Wenzel will not notice since he will still be suffering the greater effect of the Prickly Bristleweed.

Finally, two hours later, the muddle-headed Brother Wenzel slips and falls while wading through a patch of Scratchgrass. He fails his Option 2 saving throw, and 1d3 turns later his movement rate is reduced by 3 for 12 hours (thus he will be moving slower than usual for two hours or so after the effect of the Prickly Bristleweed wears off).

\*\* Infectious Zombies. Zombies encountered in the area around the tower are created by the Sisters of Pestilence, and carry an infectious magical disease (the Wasting Fever). Treat all zombie attacks as giant rat attacks in regards to the possibility of characters contracting the disease (5% chance per hit). See Cure Disease, OSRIC, p. 42 for more details on the effects of Cause Disease.

#### THE TOWER: ARCHITECTURAL DESCRIPTION

Unless otherwise stated, interior tower architecture follows these standards:

**Ceilings:** 12 ft high and vaulted or supported by lintels or arches

**Walls & Floors:** the stonework consists of carved, unmortared blocks (1' x 1' x 2'). Floors are stone tiled (rough texture) and uneven.

**Doors:** 6 ft high and 4 ft wide, constructed of several layers of 1" thick oak planks connected with wooden pegs & pins and studded (points outward) with rusty iron nails. Forcing doors by physical means requires a Save vs. Poison; failure indicates the character has contracted a debilitating disease (similar to encounters with giant rats). Door hinges and rungs are hardened bronze. Hinges are on the inside (doors open inward).

#### THE TOWER: WANDERING MONSTERS

Wandering monster checks within the tower and dungeon areas are unnecessary unless the party lingers in the same location for more than six turns, or is particularly destructive in their attempts to access portions of the tomb (such as by chopping down a door, or smashing the pedestal in Area 13 with a sledge hammer).

**Areas 1-6** Vermin (large spiders, large centipedes, huge rats, etc), half-chance (1 on 1d12)

**Areas 7-18** A shadow (always 1, endless number of encounters), standard chances (1 on 1d6)

**Large Spiders (1d6):** AC 6, HP 3 (1+1), Move 6, 1 attack (bite) for 1d4 + poison, THAC0 = 18, Align N

**Large Centipedes (1d6):** AC 9, HP 1 (1/4), Move 21, 1 attack (bite) for 1 + poison, THAC0 = 20, Align N

**Huge Rats (1d6):** AC 7, HP 1 (1/4), 1 attack for 1 (bite) + disease, Move 12, THAC0 = 20, Align N

**Shadow (1):** AC 7, HP 13-15 (3+1), Move 12, 1 attack (touch) for 1d6 + CON, THAC0 = 16, Align CE

## DUNGEON KEY

## (01) Empty Passage

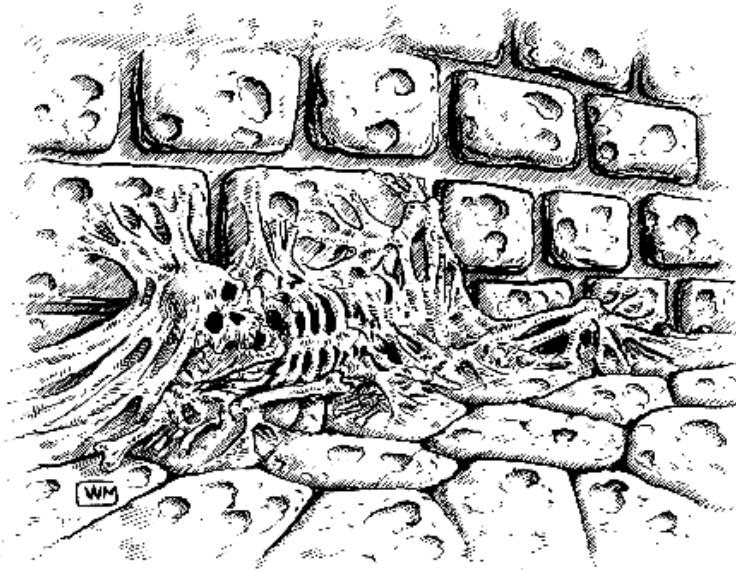
A tall gate of gnarled hedge posts blocks entry into a hallway of set stone blocks and thick wooden beams. The corridor, heavy with the stench of death, is painted a sickly yellow and strewn with rotting corpses of plague victims and the bare, dull bones of the long dead. Several huge rats pick at the flesh. They will glare menacingly, but flee down the hall if threatened unless given no option but to fight. The corridor leads to a T-shaped intersection that branches north and south. The northern corridor leads to the tower interior, while the southern tunnel leads to an apparent dead end. An empty torch sconce is set into the wall 20' to the north of the junction; another containing an unlit torch is set into the wall 40' to the south.

Huge Rats (8): AC 8, HP 1 ( $\frac{1}{4}$  HD), Move 12, Att 1 (bite) for 1+ disease, THAC0 = 20, Align N

## (02) Secret Passage

This small niche contains an empty dais, with scrape marks on the surface seemingly indicating that a statue once stood here but has been removed. A secret door at the back of the niche opens into a small area, beyond which a long staircase descends into darkness. This passage leads to a secret door in the rocky cliff face at the base of the hill. The Sisters use it in preference to the main entrance (Area 1) as it provides direct access to water and fen forage.

Inscribed into the dais in formal Common are the words "As with the once and future king, herein stands the beginning and the end." It is a veiled reference to the presence of the secret door.



## (3a) Tower: Evil Shrine

This octagonal chamber, the deepest of the tower levels, is the shrine in which the Sisters practice the blasphemous rituals of the King in Yellow (Deity of Sickness and Death). The stench of death and decay reaches the upper portion of the stairs, and is obvious to anyone descending into the room. Atop a stone altar in the middle of the room, upon which dark bloodstains and iron rings for binding sacrifices are evident, is a large, gem-studded rat skull. Thirteen small tallow lamps, arranged in a circular pattern around the altar, burn fitfully, illuminating the area. Stinking piles of dung, in which maggots and worms writhe and creep, litter the floor. Several rotting corpses are strewn about, amongst which flies buzz and other insects furtively scuttle. A single Initiate stands near a large iron bell in the corner behind the staircase. The Initiate seems to be chanting something in a soft monotone while gesturing with a bronze sickle and a wooden bowl of dung.

The Initiate is performing a minor (non-magical) ritual; roll reaction dice to determine her actions (anything from ignoring the intruders (unless attacked) or attempting to flee to attacking without warning or quarter). If the Initiate flees, she will ascend to the Lower Dormitory (Area 3c) to warn the other Sisters. If prevented from fleeing, if possible she will ring the iron bell as loudly as she can in an attempt to raise the alarm. The bronze sickle is a religious instrument belonging to the cult; the Initiate will not use it as a weapon.

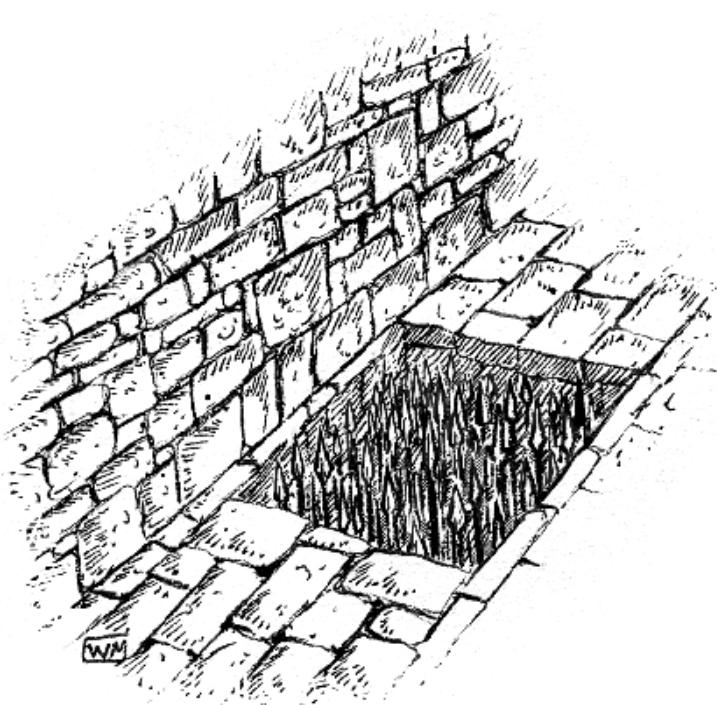
There is nothing of value in the room except the 14 Moss Agate gemstones (eyes and teeth) in the rat skull, worth 10gp each. The Initiate wears a yellow woolen robe, sandals, and a miniature ornamental bronze sickle (her holy symbol) on a leather thong. A simple wooden club hangs from a loop on her rope belt.

Initiate of Pestilence (C1): AC 9, HP 4, Move 12, 1 attack (club) for 1d4, THAC0 = 20, Align CE

## (3b) Tower: Basement

The crossroads of the tower, this octagonal chamber contains staircases leading up and down to other tower levels and a doorway leading to the non-tower areas of the dungeon, as well as a shaft leading up to the pit trap in the Lower Dormitory level (Area 3c). Strings of human skulls, hung like stored onions, dangle from hooks set into the ceiling beams on either side of the doorway. A large barrel of water, two wooden buckets, and a covered pot of human tallow oil are tucked into the corner behind the staircase leading down to the Shrine (Area 3a). An 85' long coil of hemp rope and several pounds of garlic bulbs (woven into strings) hang on the wall nearby.

In the southern portion of the chamber, a bed of rusty iron spikes extrudes from a shallow pit in the floor beneath the pit shaft. There is a 33% chance (1-2 on 1d6) that the noise caused by someone falling into the room will garner the attention of the ogre servant in the old store room (Ogre Lair: Area 4). If so, he will respond in two rounds, curious but not immediately hostile, though upon seeing anyone other than the Sisters or the snake he will attack (he is always hungry).



### (3c) Tower: Lower Dormitory

This is the first of four above-ground levels in the tower. A faux entrance, visible from the path leading to the tower, opens into a 10' x 10' area strewn with dead leaves. Two giant rats dig through the clutter, cautiously watching anyone approaching them. If threatened they will attack or flee, but otherwise will remain wary but ignore the characters. Beneath the leaves lies a hidden pit which opens if more than 50 pounds of pressure is exerted onto the top, such as from someone stepping on it (a spear thrust or push from a 10-foot pole will not trigger it unless the wielder has a 14 or greater Strength). The pit drops onto spikes in the tower basement (Area 3b); those falling into it receive 1d6 + 1d8 damage (fall + an assumed 1d2 spikes at 1d4 damage each).

The interior of the tower ground floor, which is not accessible from the section containing the pit, houses four Initiates of the Cult of the King in Yellow, one Novice, and one Priestess in charge. Two small tallow lamps provide dim light in the room, revealing sleeping pallets of woven reeds and grass, as well as a few personal effects (ex. a bone comb, a dirty hair ribbon, a

wooden cup or bowl, etc.) of the cultists, lying on the floor along the walls.

Five haggard women dressed in sickly yellow woolen robes (the sixth Sister is in the shrine (Area 3a)) sit upon the pallets, engaged in small talk while spinning and weaving a pile of human hair into a long rope. Engrossed in their work and not expecting visitors, they can be Surprised by anyone moving quietly. However, if intruders are noticed, the Initiate closest to the stairs leading to the Upper Dormitory (Area 3d) will flee upstairs while the others arm themselves or ready spells, returning in 1d3+1 rounds with three more Initiates and the other Novice (the other Priestess will ascend to the Crone's chamber (Area 3f) to warn the Shrine Priestess).

The Sisters have nothing but their robes, sandals, and bronze holy symbols, their clubs, and a few personal effects. The GM should choose spells for the Sisters from the list of those available to cult members (see Crone's Chamber: Area 3f).

**Giant Rats (2):** AC 7, HP 2 (½), Move 12, 1 attack (bite) for 1d3 + disease, THAC0 = 20, Align N

**Initiates of Pestilence (3C1):** AC 9, HP 3-5, Move 12, 1 attack (club) for 1d4, THAC0 = 20, Align CE

**Novice of Pestilence (C2):** AC 9, HP 7-10, Move 12, 1 attack (club) for 1d4, THAC0 = 20, Align CE

**Priestess of Pestilence (C3):** AC 9, HP 13, Move 12, 1 attack (club) for 1d4, THAC0 = 18, Align CE

### (3d) Tower: Upper Dormitory

The second of four above-ground levels in the tower houses three Initiates, one Novice, and one Priestess of the Cult of the King in Yellow. Tiny (4" x 12") shuttered-but-open windows set high in each wall allow what light penetrates the thick brambles and underbrush to brighten the room during the day, while at night torches in wall sconces or small tallow lamps provide flickering illumination. Sleeping pallets of woven reeds and grass and a few personal effects belonging to each woman (as seen in the Lower Dormitory (Area 3c)) lie on the floor along the walls of this dirty chamber.

Assuming they have not been alerted to the presence of intruders in the tower, the Sisters will be engaged in a heated argument over whether the toad, the rat, or the crow is the proper representative beast of their deity. None of them are likely to notice anyone quietly entering the room due to their concentration on this *\*vital\** theological dispute, thus the chance for Surprise is doubled. If the intruders are noticed, the Initiate closest to the stairs up to the Chapter Room (Area 3e)

will flee to warn the Shrine Priestess while the other Sisters arm themselves or ready spells.

As with the other group of Sisters, most of these also have nothing but their robes, sandals and bronze holy symbols, their clubs, and a few personal effects. Note that the three Initiates in this area are much younger than the other women, being daughters from illicit liaisons with brigands and other forest wanderers in the past. The GM should choose spells for the Sisters from the list of those available to cult members (see Crone's Chamber: Area 3f).

The Priestess in this chamber (Skratha) was once a sorceress with a band of brigands who consorted with the Sisters. When the brigands fell out with the cultists, Skratha betrayed them and joined the cult as an Initiate. She has risen in power over the years, and now is second in rank to the Shrine Priestess. Skratha's only concern is her own well-being; to save her own skin (and take control of the cult) she will betray even the Shrine Priestess. Skratha retains her powers of illusion, and has memorized **Change Self** and **Colour Spray** for use when her life is in danger. Her spellbook is hidden beneath her sleeping pallet, and contains those two spells plus **Audible Glamour**, **Dancing Lights**, **Phantasmal Force**, and **Wall of Fog**.

**Initiates of Pestilence (3C1):** AC 9, HP 3-5, Move 12, 1 attack (club) for 1d4, THAC0 = 20, Align CE

**Novice of Pestilence (C2):** AC 9, HP 7-10, Move 12, 1 attack (club) for 1d4, THAC0 = 20, Align CE

**Skratha (Priestess of Pestilence) (C4/I2):** AC 9, HP 13, Move 12, 1 attack (club) for 1d4, THAC0 = 18, Align CE

### (3e) Tower: Chapter Room

This chamber is used by the cult as a chapter room in which the women gather for communal time such as meals, indoctrination, and instruction from the Shrine Priestess. Like the chamber below, small (4" x 12") shuttered-but-open windows set high in each wall allow what light penetrates the thick forest canopy to brighten the room during the day. At night the room is dark, as no one is allowed within during sleeping hours except under special circumstances (such as an incursion into the tower by invaders). If an alarm has not been

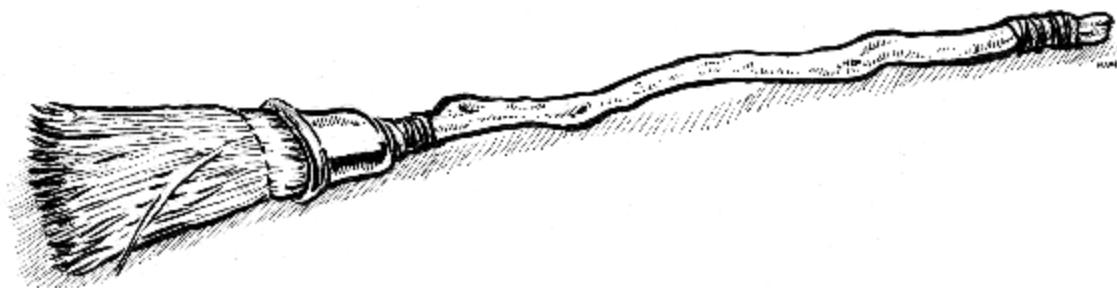
raised, no one will be present in this chamber.

12 wolf pelts lie in a circle in the center of the room, atop each of which are a wooden bowl, spoon and cup. A short length of rope is tied to an iron rung set deeply into the stone in the center of the circle. The Sisters use it to secure animals or other creatures on which they practice spells (such as **Cause Light Wounds**). Something stands in the northwest corner behind the staircase, concealed beneath a dirty yellow robe.

The robe-covered object behind the staircase is a **Broom of Flying**. The command word for controlling it (Hazel) is carved into the handle. However, the Broom has grown rather cranky after many years of use (or perhaps it merely malfunctions), and any time the command word is uttered there is a 50% chance it will act as a **Broom of Animated Attack**, pelting the would-be rider and anyone else within 10 feet with blows. The Broom receives four attacks per round, two with the handle end of the broomstick and two with the straw end. All successful attacks do 1d6 damage; successful attacks with the straw end also blind the creature struck for 1 round. Once frenzied, the Broom has a 50% chance each round of attacking until it ceases, after which it remains dormant until commanded again. The Broom also can be rendered dormant by covering it with a lengthy piece of cloth, such as a blanket or robe. A successful To Hit roll is needed to accomplish this. If the Broom is attacked it can absorb 18 points of damage before shattering into dozens of pieces, completely ruined.

The Shrine Priestess is aware that the **Broom of Flying** frequently malfunctions and attacks its would-be rider. If she is in the room and at her last resort, if possible she will retrieve it from the corner and offer it in exchange for her life. She will attempt to trick the party; if they are cautious and insist that she activate it first, she will sit astride and motion for the characters to stand back (and, in a falsely conniving manner, to stand clear of the staircase), hoping that they either comply (in which case she will trust her luck and activate it, hoping to fly down the staircases through the tower levels to safety), or better yet, they assume she is trying to escape and one of them will take possession of the Broom and attempt to activate it (thus perhaps triggering the Broom's frenzy).

**"Hazel"** (1): AC -2, HP 18 (4), Move 4, 4 attacks (broomstick) for 1d6 + special, THAC0 = 15, Align N



## (3f) Tower: Crone's Chamber

The top level of the tower serves both as living space for the Shrine Priestess and storehouse for the cult's lore. A blood-painted Protection from Evil circle is drawn on the floor in the northern portion of the room, inside of which is a straw mattress, similar to the pallets used by the lesser members of the cult but much better padded with dried grass. Next to the mattress is a brazier filled with ashes and a small wooden chest. A bookshelf with eight leather-bound volumes is centered along the southern wall, next to which is a large sack. Centered along the western wall is a low table covered with herbs and a pile of 12 torches. In the center of the room stands a large (3' diameter), tall (3' high), lidless, woven-reed basket. If she has not responded to the presence of the party in the tower, the Shrine Priestess sits in front of the table mixing the ingredients of a *Bane*ful Brew.

A large (12' long) snake is coiled inside the woven-reed basket, sleeping in the damp chill of the chamber. If awakened it will be groggy and attack at -2 for the first 1d3 rounds. Its bite is poisonous but weak, causing immediate incapacitation and death in 1d6 rounds (Save vs. Poison at +2 negates). The serpent recognizes cult members by their garlic scent and the sound of their sandals against the stone and will not attack them. All others it will slay unless commanded otherwise by the Shrine Priestess. A large iron key which opens the padlocks on the doors in the crossroads chamber (Area 8) lies at the bottom of the basket, hidden beneath a torn and dirty blanket.

A spare dirty yellow robe, used as a pillow, lies on the straw mattress. The brazier contains only ashes (or maybe some

coals if the weather is cold). The small chest is latched and contains 13 gold pieces, 22 silver pieces, and 37 copper wrapped in a small piece of cloth, a small pot of ink made from blood and ground insects, a magical salve that, when ingested or applied to a wound, acts as a clerical *Neutralize Poison* spell (one dose,  $\frac{1}{2}$  dose allows a new save instead of neutralizing the poison), and a *Scroll* (MU): *Detect Magic*, *Light*, *Knock*. The large sack contains 8 dirty spare yellow robes. The bookshelf holds a copy of *Vis Medicatrix Naturae* by Septimus Remo (herbalism), a copy of *Saxicorum* by Tassimus, an unsigned, informal history of the tomb of Hereric, a general volume on ritual knowledge of the cult of the King in Yellow (including pact information) and his association with the Queen in Red (Deity of Vengeance, Murder and Slaughter), a language primer of basic Goblic phrases, two empty tomes, and a volume of gibberish purporting to detail how the sounds of insects are actually the voices of demons (resembling, but not titled, *The Necronomicon*.) Lying next to the books are two crow-feather quills and a ritual sickle encrusted with dung. The two named tomes are worth at least 100gp each in any city; the other tomes may have value to the right collector.

The history tome reveals the existence of the tomb of Hereric below, and in general all of the information contained on the walls of the Hall of Lore (Area 12). This knowledge is known to the Shrine Priestess but not the other cultists; the tome was intended to provide a written source of instruction for the cult to assist them with the protection the tomb. The tome is protected with a *Simple Ward* (Fire) which causes 1d3 points of damage and destroys the book (Save vs. Magic negates, also negating the destruction of the tome). Unless the Ward is somehow negated, no one except the Shrine Priestess may open the book without igniting the trap unless the phrase "For the Once and Future King" first is spoken.

The Shrine Priestess (Boulla) is a crone who will not be able to engage in melee easily due to her enfeebled condition. However, if caught unprepared (especially if Surprised) she is overwhelmed easily and can be prevented from casting spells. If she has been alerted to the party's presence beforehand, she first will spend one round inscribing a *Simple Ward* (Lightning) upon herself, hoping to inflict injury (1d3 hit points) upon an enemy who attacks her. Otherwise her first action will be the casting of *Snake Charm* to awaken the giant snake and draw it into combat with the intruders.

Boulla is well aware that the bite of the giant snake is poisonous and death occurs within a few rounds. If necessary, and a character has been poisoned by the snake, she will reveal the existence of the magical salve and barter it (thus the life of the character affected by the poison) for her own safety. However, Boulla is chaotic evil. If multiple characters are afflicted, she will mention that there is enough salve for two, but is not above letting the party assume that a half-dose guarantees recovery (it only grants a new saving throw).



Boulla wears a dirty yellow robe, sandals, and a bronze, ornamental sickle holy symbol like other members of the cult. She also wears piece of amber with a fly trapped inside on a leather thong as a necklace, worth a mere 20gp but considered a holy item by the cult, and a pair of rune-etched copper bracelets (Bracers of Armor +2, grants base AC 8).



If all of her cult has been slain and she has no alternative, Boulla will cast *Sanctuary* and flee the tower to a safe location in the forest nearby. Thereafter she will return and seek the destruction of the party. She has the ability to command the Hererinc (automatic success) and the faux Hereric (7-20 on 1d20) with her clerical Turning power, and if the party does not destroy them before following the true path to Hereric's tomb, Boulla will gather them in Area 8 and assail the party when they return. Furthermore, if she is able (based on available time and daily spell constraints), she will inscribe a *Glyph of Warding*: Fire upon the secret door in the Trapped Chamber (Area 7), hoping to kill a party member who otherwise has survived her onslaught.

Boulla's Prepared Spells: *Command*, *Cause Light Wounds*, *Protection From Evil*, *Sanctuary*, *Simple Ward*; *Augury*, *Hold Person*, *Snake Charm*; *Create Food and Water*

Boulla (Crone) (C5): AC 8, HP 18, Move 6, 1 attack (club) for 1d4, THAC0 = 18, Align CE

Giant Snake (1): AC 5, HP 18 (4+2), Move 15, 1 attack (bite) for 1d4 + poison, THAC0 = 15, Align N

### Spells Available to the Cult of the King in Yellow (the Sisters of Pestilence):

1st Level	2nd Level	3rd Level	4th Level
Bless*	Augury	Animate Dead	Cure Serious Wounds*
Command	Chant	Continual Light*	Detect Lie**
Create Water*	Detect Charm	Create Food & Water	Divination
Cure Light Wounds*	Find Traps	Cure Blindness*	Exorcise
Detect Evil*	Hold Person	Cure Disease*	Lower Water
Detect Magic	Know Alignment	Dispel Magic	Neutralize Poison*
Healthful Draught (new)**	Resist Fire	Feign Death	Protection from Evil 10' Radius**
Light*	Silence 15' Radius	Glyph of Warding***	Speak with Plants
Protection from Evil**	Slow Poison	Locate Object	Sticks to Snakes**
Purify Food & Drink*	Snake Charm	Prayer	Tongues
Remove Fear*	Speak with Animals	Remove Curse**	
Resist Cold	Spiritual Weapon	Speak with Dead	
Sanctuary			
Simple Ward (new)			

\* Reversed only

\*\* Standard or Reversed

\* Reversed only

\*\* Standard or Reversed

\*\*\* Fire, Lightning or Paralysis only

Spells marked "Reversed only" can only be cast as the reverse form (ex. *Continual Light* can only be cast as *Continual Darkness*). Spells marked "Standard or Reversed" can be cast either in standard form or the reversed form (ex. *Detect Evil* or *Detect Good*), but must be memorized in one form or the other (thus *Detect Good* cannot be cast as *Detect Evil*).

Note: None of the clergy of the Sisters of Pestilence are of sufficient level to cast 4th level spells. They are provided for use by the GM if the module is adjusted for higher level characters (ex. 4-6 characters of 2nd to 4th level).

## (04) Ogre Lair

This large chamber was once a storage room, but now houses the ogre servant of the cult. A scorched breastplate cradled in ashes impedes access through the doorway; several huge rats on a spit sizzle and pop overtop a small bed of hot coals in it. The ogre keeps the fire burning at all times, believing that the heat and flame deter the giant snake from entering the room.

A large pile of kindling (used in the makeshift brazier) and a tree stump with a woodsman's axe sunk into its surface line the western wall. In the center of the northern wall, a barred cell door leads to the Gaol (Area 5). Nearby, cast haphazardly in the corner, lay a suit of studded leather armor, a broadsword in a sheath, a dagger in a sheath, a longbow, and a quiver with 11 arrows previously belonging to Hallig (see Area 5).

A large barrel of water and several crates reconstructed from scrap lumber are stacked in the southeastern corner, behind which is a large pile of old clothes (the garments of previous sacrificial victims of the cult) used as a bed by the ogre. Bones (human and animal) litter the floor around the clothing, along with a wooden tankard, a broken long sword (used as a blunted knife to cut meat), a large whetstone, and a copper tureen missing all but two of its inset gemstones (worth 25gp). Wrapped in an old tunic and hidden in the pile of clothes, a small collection of coins (217cp, 61sp, and 4gp) and a silver bracelet (worth 100gp) taken from various victims of the cult comprise the meager treasure of the ogre.

As with most ogres, this one is brutish and perpetually hungry. He will attack anything other than one of the Sisters or the snake immediately, hoping to kill and eat it before it is claimed by the women. The ogre fights with a short, thick-hafted spear or (space permitting, such as in this chamber) a large club. The club is unwieldy in the enclosed area of the chamber; the ogre receives a -2 penalty to attack with it anywhere in this underground setting. When first encountered, the ogre will be found rubbing a crushed handful of raw garlic bulbs onto its skin (proof against attack by the snake, though the ogre trusts the burning brazier far more).

Ogre (1): AC 5, HP 21 (4+1), Move 9, 1 attack (weapon) for 1d10, THAC0 = 15, Align CE

## (05) Gaol

Beyond the barred cell door in the Ogre Lair (Area 4) lies a block of four prison cells. Thick wooden doors, each equipped with a tiny barred window and pin-locked door bar, lead to individual 10' x 10' cells used to house future sacrificial victims of the cult. Three of the cells seem empty, but the fourth holds a middle-aged, male human fighter (Hallig) who fell into the clutches of the Sisters while wandering through the nearby

forest. He has been infected with the Wasting Fever (Cause Disease from the Shrine Priestess) and is in the final stages of the illness.

Hallig is very weak and unable to assist the party physically (nor defend himself) in any way. If questioned, he is able to mumble only a few semi-coherent phrases about "falling" (the pit trap), "witches" (the Sisters), and "the touch of death" (Cause Disease from the Shrine Priestess). Questioning him will require repeated attempts spanning the length of a turn, during which time he will fade in and out of consciousness until eventually becoming comatose. Due to the magical disease, he is incapable of recovering his Strength (currently a 3) or Hit Points (currently 1), even if treated by magical means (other than Cure Disease or something akin to Limited Wish), for another 30 hours.

Once the disease has run its course, Hallig will be able to recover through normal or magical means. When again in full health, he is willing to assist the party for the duration of this adventure if they freed him. If the party expended magical means to heal him, Hallig is willing to take service as a henchman with any fighter of Good alignment and at least equal standing (Level 2) or noble status. If this occurs, treat Hallig as a non-player character for the duration of his service (see Hirelings and Henchmen, OSRIC, p. 127 for more details).

Hidden in one of the three "empty" cells, wedged between the wall and the bed frame, is *Freond* ("friend"), an invisible dagger in an invisible sheath. Finding the dagger requires a thorough search of the cell (treat as a Concealed Door). Despite its invisible state, once handled it will be obvious to anyone trained in the use of knives/daggers that the weapon is well-balanced and of fine craftsmanship. This fine quality bestows a non-magical +1 to damage rolls, and the magical quality of the invisibility renders it able to hit creatures only hit by magical weapons (treat as +1 in terms of what it can hit).

The dagger and sheath remain invisible until the dagger is drawn, at which time the sheath becomes visible. Even when drawn, the dagger remains invisible until used in an attack, and returns to its invisible state two rounds after the last attack round in which it was used. For more information, see the item description in the New Magic Items section of this module.

Captured characters may be imprisoned here, awaiting rescue by fellow party members (or the inevitable Wasting touch of the crone). Incautious characters who explore the gaol may find themselves locked in; a cult member finding someone in the room will slam and bar the outer door before fleeing upstairs to report to the Shrine Priestess.

Hallig (F2): AC 10, HP 12 (currently 1), Move 12, 1 attack (by weapon type), THAC0 = 20, Align LG



### (06) Corridor to the Crypt

A long hallway, dusty from disuse, comes to its apparent end. A sconce containing an old, unlit torch is set into the wall. Twisting the sconce clockwise unlatches a secret door in the eastern wall with a faintly audible sound, but does not open it. The door is weighted and set on its hinges in such a way that it closes itself (or remains closed), but may be pushed open easily as long as the sconce remains in the unlatched position.

If the sconce is twisted back to its usual position, the door will re-latch once it closes. A rung set into the other side of the door also can be twisted (counter clockwise) to unlatch it. When unlatched, the door may be pulled open easily.

### (07) Trapped Chamber

A length of corridor opens into a small chamber, apparently used by common folk to burn offerings to the entombed king. Dust covers the floor; more dust and very old ashes cover the top of a small pedestal in the center of the room. Carved into the surface edge of the pedestal (in a circular, clockwise pattern) in formal Common is the phrase "For the once and future king." Ashes of roughly the same color as the pedestal fill the depressions, making the words difficult to discern unless removed.

Four bodies of an adventuring party lay on the floor surrounded by numerous dead insects. The adventurers were

slain by a poison gas trap in the pedestal, and though decomposed their bodies remain in surprisingly good condition due to the toxin slaying the insects which would have devoured the corpses. One was obviously a male human fighter; the remains of ring mail cling to the corpse and a dented round shield and lightly rusted broadsword lay nearby. He has nothing of value. Another obviously was a male human cleric (Deity of Weather and Storms), as a priest's brown robe covers much of the body and a lightning bolt holy symbol on a leather thong still hangs from his neck. A war hammer, also lightly rusted, and the burnt stub of a torch lie nearby.

The other two bodies are not easily identifiable from their possessions. One was a female elf magic user whose robe has been slit but still contains a hidden silver dagger. The dagger is tarnished but worth two gold pieces if properly cleaned. The fourth corpse is that of a male human fighter of lesser social standing. He may be mistaken for a thief, as he wears leather armor and is armed with a lightly rusted Imperial short sword and dagger. Nothing else of any value, such as equipment or provisions, remains in the room, having been looted or destroyed by the Sisters.

The dust on the floor and pedestal is toxic, though lengthy exposure to air has greatly reduced its efficacy. It came from a now-spent poison gas trap in the pedestal which was triggered by one of the now-dead adventurers. Movement in the room, especially from searching or moving the corpses, will stir up the dust, making it difficult to breathe. Anyone in the chamber breathing the dust takes one hit point of damage per turn, evident from a burning sensation in the lungs and eyes. A successful Save vs. Poison negates the effects; each player should roll once per character to determine if his character is affected. The use of wetted cloth covering the nose and mouth (to prevent inhalation of the dust) will inhibit the effects, but the dust will mix with the moisture and form a vaporous toxin that instead causes one hit point of damage per three turns.

If discovered, the secret door in the northern portion of the eastern wall can be pushed open into the corridor beyond, giving access to the tomb. A rung on the other side of the door allows it to be pulled open from within. As with the door in the corridor to the crypt (Area 6), this door also is weighted and set on its hinges in such a way that it closes itself.

### (08) Crossroads Chamber

The ceiling of the main portion of this chamber is higher than most, rising to 24 feet. The walls and ceiling are covered with a continuous fresco pattern; hundreds of tiny tiles have been set to resemble a crossroad in the forest. Trees and undergrowth decorate the walls, along with stone-paved roads that seem to extend into the north and south walls and posted signs next to each. Three pillars made from solid tree trunks

(complete with bark) support the 12' ceiling of the portico in the eastern portion of the chamber. Two heavy wooden doors therein bar passage to whatever lies beyond. Completing the scene, paving stones cover the floor, resembling a road.

Each sign bears a message in formal Common. On the northern wall is written "Thrice fallen, rise but once to find that which you seek." The southern wall displays the message "For every road traveled there is a crossroad, and with every crossroad a new path in life. Those who choose wisely more often arrive at their intended destination. Those who do not more often achieve unintended wisdom." The messages are a subtle riddle, indicating (on the southern wall) that one door leads to the true path forward, the other to wisdom obtained through failure, and (on the northern wall) that those who proceed through the doors may know the correct path by the descent (and ascent to the Hall of Lore (Area 12)) of the stairs.

Each wooden door is locked with a heavy padlock and a stout wooden bar permanently pegged into place. Both may be sawn through relatively quietly with the appropriate tool, or hacked and battered quite loudly otherwise. Either option will take three turns to complete; hacking and battering will draw attention, so the GM should check for Wandering Monsters each turn. The padlocks may be opened with the key hidden in the giant snake's basket in the Crone's Chamber (Area 3f), picked at normal chances by anyone with the necessary tools skilled in that method, or opened with the appropriate magical means (such as Knock). Each door also may be forced open with a successful Major Test of Strength check made at a -10% penalty per remaining locking mechanism, ex. if either the padlock or bar remains secured, the check is made at -10%, but if both remain secured the check is made at -20% (see Ability Scores, OSRIC, p. 1). Note that the doors are studded with injurious rusty nails (for more details see The Tower: Architectural Description, p. 4).

### (09) Trapped Stairs

Three sets of stairs descend into darkness; a pit trap between the last two impedes progress through the passageway. The pit triggers when 50 or more pounds of weight or pressure is applied to the lid, such as by someone heavy stepping on it or someone rather strong prodding it with a pole or staff. The lid is counterweighted in such a way that it closes itself. Anyone falling into the pit, which is 20 feet deep, receives 3d6 hit points of damage.

The pit is empty, an indication that either no one has fallen prey to it yet, or the tomb has a caretaker (both are true).

Note that a single Hererinc (see Faux Valhalla: Area 10), armed and lightly armored, weighs less than 50 pounds and will not trigger the trap if passing over it.



### (10) Faux Valhalla

This large chamber contains a long wooden table set for a feast and four wooden benches, a hearth over which a boar was roasted on a spit, and a slightly raised section behind a balustrade in which a wooden throne overlooks the table. Seated at the table are the skeletal remains (still intact) of a dozen warriors. These are the Hererinc, retainers of Hereric the Mighty, who through application of necromantic sorcery (treat as Animated skeletons) retain unholy vitality. Due to the fervor of their service to their lord, they are more difficult to turn while in the crypt (treat as Zombies). Furthermore, until Hereric is slain, if the Hererinc are slain but remain within the crypt (Areas 8-18), they will reassemble spontaneously within one day at full capability and rise again to defend their lord.

The Hererinc will attack any living creature within the chamber, animating if attacked, touched, or disturbed in any way, or if the secret door leading from the room is opened. They will pursue through that secret door, attacking until slain. They will not pursue past the secret door leading to the Trapped Chamber (Area 7), but will close the door there or attack anyone attempting to keep it open.

The table is set with a matching set of carved wooden plates, platters, bowls, cups, pitchers and flagons. Each place setting also contains a pewter spoon and two-pronged fork. The wooden set of dishes is worth 100gp to anyone who recognizes the royal bear pattern carved on it, but is covered with the rotted remains of a meal and will be difficult to sell at or near value if not thoroughly cleaned.

A heavy wooden throne carved with the same royal bear pattern sits atop a raised area separated from the rest of the room by a wooden balustrade. The throne is hinged to the floor on the north (front) side. Tilting it towards the north wall releases pressure upon a plate which operates the secret door nearby to the east of the throne (no pressure, door opens; weight on the plate, door closes). The throne need only be raised a few inches to open the door, but doing so requires a successful Minor Test of Strength check (see Ability Scores, OSRIC, p. 1)

The secret door may be discovered through searching without discovery of the opening mechanism built into the throne, but due to the design of the locking mechanism, a *Knock* spell will NOT unlock/open it.

**Skeletons (12):** AC 7, HP 5-7 (1), Move 12, 1 attack (weapon) for 1d6, THAC0 = 19, Align N

## (11) Watery Grave

Several sets of stairs descend a twisting corridor, culminating in a flooded chamber containing several intentional construction gimmicks designed to draw attention away from the true threat. The floor of the chamber was excavated below the water table so that even during the driest year there is at least two feet of water covering it. The floor is slick and muddy, with stone tiles jutting at odd angles rendering it difficult to



traverse. Finally, two false doors are set into the southern wall. They do not lead anywhere and cannot be opened.

All of these aspects of the chamber were designed to draw attention away from two Hererinc who lay submerged in the northern portion of the room. They will arise once any living creature has entered the water and has its back turned to them, hoping to Surprise it. Each will throw a dagger, then close to attack with another dagger. Each will fight until slain, or until all living creatures have fled beyond their sight. They will not pursue past the long staircase closest to the room.

**Skeletons (2):** AC 7, HP 5-7 (1), Move 12, 1 attack (weapon) for 1d6, THAC0 = 19, Align N

## (12) Hall of Lore

Beyond the secret door from the faux Valhalla (Area 10), a staircase ascends to a T-shaped intersection. The passage to the left (east) leads to a dead end (Area 12c). The passage to the right (west) leads to a small chamber (Area 12a), or a branching corridor that leads to a statue (Area 12b). The floor of the 50' section closest to the staircase is covered with old straw and dried pitch, easily ignited by the careless use of a torch or the **Simple Ward (Fire)** trap at the top of the stairs. The **Simple Ward** causes 1d3 hit points of damage to whomever triggers it; a successful Save vs. Magic negates the damage and prevents the flame from igniting the combustibles. If lit, the pitch burns rapidly, filling the area (including the chamber) with a bitter, choking smoke. The smoke lingers for days unless removed by magical or mundane means, causing one hit point of damage per turn spent in the area if breathed.

## (12a) Lore Chamber

Runic script carved on the walls of this chamber informs the reader that he now stands in the tomb of Hereric the Mighty, last king of the royal house of Aethelingen. The script provides a history of the final battles of the Aethelingen and their followers against the encroaching Imperial legions, paying especial attention to Hereric's exploits, and ending with his death and the fall of the kingdom. The script is illustrated with depictions of Hereric in various situations, his famous **Girdle** around his waist and **Jarnglumr** (Hereric's broadsword) held high, filling his enemies with terror. This information is valuable to an interested sage, who would pay well to have an accurate record of the final years of Hereric's life story. Further carvings on the walls contain a cryptic mention of the need to preserve his body so he might rise again in the future to lead the restoration of the kingdom. The royal council (king-makers) had a crazy plan to resurrect Hereric at an opportune time in the future, a plan that has gone awry, resulting in the horrific reality awaiting adventures in the burial chamber (Area 15).

**(12b) Statue**

In a niche in the northern wall of the corridor stands a statue of a tall, bearded, barbaric warrior (Hereric the Mighty) bearing a broadsword and a round shield emblazoned with the heraldic device of a bear rampant (the royal crest of the Aethelingen). Hidden in a secret compartment in its base (treat as a secret door) is a Dwarven Rune Key. The Key, which is in the form of a bronze medallion on a chain, also displays the bear rampant heraldry on the obverse as well as stylized Dwarven runic script spelling (in Dwarven) the word "the Bear" on its reverse. It unlocks the secret pedestal-door in the antechamber to Hereric's tomb (Area 13).

If discovered, the secret door at the end of the passage can be pushed open into the corridor beyond, providing access to the antechamber (Area 13). The door is weighted and set on its hinges such that it closes itself (or remains closed). A rung on the other side of the door allows it to be pulled open from within.

**(12c) Dead End**

This corridor is empty and devoid of ornamentation, apparently unfinished. Savvy players may suspect the existence of a secret door, but none exists. However, should the GM wish to connect this tomb with additional dungeon levels of his own design, a secret door could be placed here. If so, to prevent confusion the secret door should be impossible to open without some device (such as another Rune Key) added by the GM to Hereric's tomb (Area 15).

**(13) Tomb Antechamber**

This square room is the antechamber in which those who paid their final respects to the dead king burnt their offerings. The walls are covered by rough wood panels. Dark stained oaken support beams and trestles built into the walls support the ceiling. A doorway in the middle of the north wall seems to be the only other exit from the room. A stone pedestal, atop which is a bronze brazier, is set on a pale blue, slightly raised (12") dais in the middle of the eastern wall. The vertical exterior of the dais is tiled with smooth river stone, engendering the appearance of a fanciful forest pond. The pedestal radiates a faint magical dweomer which may be detected by the usual magical means (such as Detect Magic).

The bronze brazier contains old ashes and dust. Hidden beneath the brazier, carved into the surface edge of the pedestal (in a circular, clockwise pattern) in formal Common are the words "Let no man lay his hands hereupon until the dawn." In the center of the writing, in stylized Dwarven runic script which will be difficult for all except dwarves to read (even if fluent in the Dwarven language), is the phrase "That which must be seen, will?". This is another subtle riddle that, when

answered aloud correctly with the word "Appear", causes the script to disappear, replaced by a small indentation in which the medallion Rune Key from Area 12b will fit perfectly. Should the Rune Key be placed therein, an audible "click" will alert the characters that something has occurred, and the pedestal can be swiveled to reveal a 3 ft. diameter shaft opening onto a set of steep steps. The steps end at a short tunnel which leads to Hereric's burial chamber (Area 15). The pedestal cannot be opened without using the Rune Key except by the usual magical means, such as Knock. If the Rune Key is removed, the Dwarven script reappears, replacing the indentation.

**(14) Trapped Staircase**

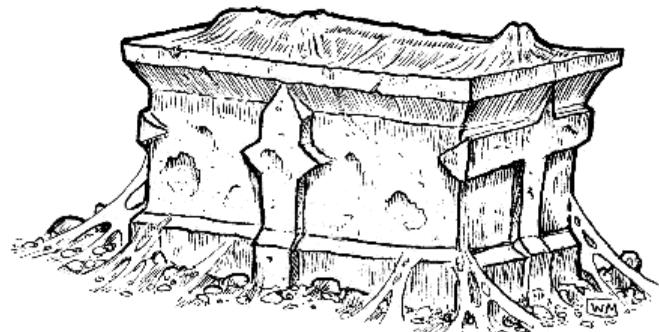
The secret door on the southern wall of the antechamber (Area 13) can be pushed open to reveal a narrow staircase descending to a (false) stone door. The secret door is weighted and set on its hinges in such a way that it closes itself (or remains closed). A rung on the staircase side of the door allows it to be pulled open from within.

The false stone door is part of a trap; the rung is the trigger, and pulling on it opens the pit, dropping all those in the area in front of the door 20 feet onto spikes for  $3d6$  (fall) +  $1d8$  (spikes) damage. The lid of the pit is counter-weighted and will close itself once there is less than 50 pounds of weight on it.

**(15) Burial Chamber of Hereric the Mighty**

The narrow tunnel beneath the pedestal in the tomb antechamber (Area 13) leads downward at an angle to a hall twice as long as wide with a semi-circular end. A stone sarcophagus on a slightly raised dais occupies most of the space in the far end, flanked by urns and other pottery glittering with apparent wealth. Stacked against or hanging from the walls are dozens of broadswords, battle axes, boar spears, round shields, and suits of chainmail: arms and armor for a king's warband, all of which is rusted, rotted and of no value.

The urns and pottery contain the burial treasure of Hereric the Mighty, money intended for the raising of an army to assist the resurrected king in the re-conquest of his land. A total of 5000cp, 2050sp, 350gp, a thick silver bracelet carved with the



stylized image of a bear rampant (500gp), and 12d12 pieces of copper and bronze jewelry (1d4+1gp each) lies therein.

The remains of Hereric the Mighty, now a barrow-wight, lie in the sarcophagus. It will ignore those who enter the tomb unless someone disturbs any of the treasure or the sarcophagus, or anyone remains in the chamber for more than one turn. At either provocation the wight will thrust aside the lid of the sarcophagus with supernatural strength, bursting forth to attack intruders with an unholy fury. Check for Surprise if the players have not stated they are wary of attack when disturbing the sarcophagus. If intruders are driven out of the tomb, the wight will wait in gloomy silence for three turns (30 minutes) before returning to its eternal repose.

The sarcophagus also contains Hereric's sword *Jarnglumi* ("Iron-Roarer", a +1 broadsword which causes Fear when drawn from its scabbard due to the tremendous roar it emits). The wight will not use the weapon, but will concentrate its attacks upon anyone who wields it.

**Wight (1):** AC 5, HP 23 (4+3), Move 12, 1 attack (claw) for 1d4 + level drain, THAC0 = 15, Align LE

## (16) Trophy Hall

The floor of this chamber, covered with a fresco pattern of small, colored tiles, resembles a forest floor. Rotted shreds of tapestries dangle from pegs on the walls, along with the mounted heads of large wolves, massive horned bulls, and deer/elk with huge racks of antlers. A wooden statue of a mighty, spear-wielding barbarian huntsman protrudes from a niche in the southern wall, gesturing towards the stairs in the western wall leading down into darkness (see Descent into Darkness: Area 17). A short staircase in the eastern wall rises a few feet to a room separated from the trophy hall by a wooden balustrade (see Dining Hall: Area 16a).

**Magic Mouth** has been cast upon the statue. If any living creature with no more than two legs comes within five feet of the statue, it calls out loudly "Death or Glory! Hereric and his warband await!"

## (16a) Dining Hall

The short staircase in the trophy room leads up to a small chamber separated from below by a wooden balustrade along its western wall. Situated in the middle of the room is a long, sturdy wooden table covered with a rotting table cloth of forest green with gold stitching around the edge. The table is laden with wooden dishes of desiccated fruits, rock-hard chunks of bread and small wheels of cheese, a withered ham on a shank bone, several empty drinking horns, and a dozen large, sealed

jars of red or white wine. All of the provisions are quite obviously spoiled except the wine, which seems good if examined. It is potable, but has been poisoned (Save vs. Poison or blinded for 4d6 hours, onset in 1d3 turns). Purify Food and Drink or similar magic cast upon the fare would render the wine safe to drink, but though the food would become edible, it would remain rather foul in taste and texture.

## (17) Descent Into Darkness

Stairs descend from the Trophy Hall (Area 16) into a hallway and faux side passages covered with **Continual Darkness**. The darkness, which is centered at the southern wall of the middle, southern side passage, begins halfway down the first set of descending stairs and ends halfway down the stairs descending into the Faux Crypt (Area 18). The hallway and side passages are empty.

A tripwire, anchored into the walls at the top of the stairs that descend into Area 18, has been warded with **Simple Ward (Cold)**. The first living creature to touch the tripwire triggers the spell, which causes 1d3 hit points of damage. Incautious characters entering the staircase may fall down the stairs into the Faux Crypt (Area 18), taking 1d2 hit points damage.

## (18) Faux Crypt

The staircase from Area 17 descends into a long chamber divided by two parallel rows of stone pillars. 12 skeletons (Hereric) bearing the arms and armor of wealthy barbaric warriors line the walls. A wooden throne on a slightly raised dais occupies much of the space in the far end, flanked by urns and other pottery glittering with apparent wealth. Stacked against or hanging from the walls are dozens of broadswords, battle axes, boar spears, shields and suits of chainmail: arms and armor for a king's warband, all of which is rusted, rotted and of no value.

Seated atop the throne, in a seemingly pensive, brooding pose, is an obviously dead barbaric warrior. One hand grasps a broadsword as though it were a walking stick, while his head nods forward, his crown fallen onto his lap, as if he is asleep. A round shield with the heraldic device of a bear rampant leans on the side of the throne within easy reach. Though dead, the body is oddly intact as if somehow resistant to decay and the passage of time.

Hidden in a secret compartment beneath the seat of the throne is a mysteriously well-preserved leather girdle with a large silver buckle emblazoned with black bear rampant and Aegishjalmar. This is the legendary **Girdle of Hereric**, which bestows courage upon its wearer in fearsome situations (+4 on saves vs. fear-type magic) and provides either an automatic morale check success for the wearer's warband or retainers, or



a +2 to saving throws on all fear-type magic to those within 10 feet who are allied with the wearer (wearer's choice).

The coins overflowing the urns and pottery look valuable, but most of them are bronze with a wash of silver or gold. Each is worth one-tenth of a copper piece (thus 1000 = 1gp). Of the 8472 coins, there are 288cp, 91sp, and 17gp (the gold is on top to sell the illusion). Of greater value are the two 100gp hakegeld bracelets worn by the wight, and the jeweled crown in its lap. The crown looks like white gold, but is actually electrum, and is studded with 12 small jasper stones. The crown is worth 1000gp intact, or 150gp for the metal and 50gp per stone.

If anyone enters the chamber beyond the second set of pillars, attacks the wight or skeletons, or disturbs anything within the chamber in any way, the skeletons and wight will animate and attack. The skeletons will attempt to surround intruders and drive them towards the wight, who will use his unholy level-draining ability to dispatch them rapidly. Those slain by the level-draining ability will rise the next night as half-strength wights under the command of the barrow-wight in Area 15. Note that, when in the presence of the wight, the skeletons also are turned as Type 5 undead creatures instead of their usual

(special) Type 2. Further note that, if the barrow-wight in Area 15 has been slain, the wight in this chamber will become free-willed and will gain 1HD (to a maximum of 4+3) for each level it drains, and that those slain by the level-draining ability will rise as half-strength wights under its command.

**Wight (1):** AC 5, HP 12 (2+1), Move 12, 1 attack (claw) for 1d4 + level drain, THAC0 = 15, Align LE

**Skeletons (12):** AC 7, HP 5-7 (1), Move 12, 1 attack (weapon) for 1d6, THAC0 = 19, Align N

## Thus Ends The Sisters of Pestilence

### ENDSTORY

Assuming the party has been completely successful in annihilating the Sisters and plundering the tomb, the question now posed by their success is how to transport all of the loot back to civilization. Though certainly not a king's treasury, much less a dragon's horde, the mass of coins and other items in the tomb is a considerable amount, and of considerable weight and encumbrance. A previously well-provisioned party likely will find their relatively unladen pack mules invaluable in this endeavor. Just remember that they can't eat gold.

### GM NOTES

A note on party composition for this module: the players may find that having a druid in the party would be rather useful, at least in getting them safely to the tower, though certainly not at the expense of not having a cleric. Druids are unable to Turn the undead, and this adventure is rife with them. A paladin also might be particularly useful in the dungeon, though not at the expense of not having a thief or two to search for the many traps protecting the tomb. Finally, with all of the Dwarven construction and script in the dungeon, having a dwarf in the party also may prove invaluable.

And a note on the functioning of Brooms of Flying: Hazel, the cantankerous Broom of Flying, does not move at the speed which many modern players will associate with such items due to watching Harry Potter movies. Hazel moves at a stately pace of 4 (40 feet per round); relatively, the standard movement rate of an unencumbered human is 12. Furthermore, from folklore, the correct manner in which to ride such a broom is stick down, straw up (like a hobby-horse), though inevitably players with almost certainly more experience with Harry Potter than esoteric historical sources will mount in the opposite manner. As GM you may have Hazel function in any manner you wish regarding up and down, backwards and forwards, especially since in any manner Hazel remains quite a dangerous ride.

## EXPERIENCE POINTS AWARDS

## Opponents - Tower and Tomb

Shrine Priestess (Boulla): 434

Priestess (Skratha): 533

Sisters:  $45 + 3-5^* (C1)$   $65 + 14-20^* (C2)$ , 144 (C3) each

Ogre: 200

Giant Snake: 227

Rats: 6 (Huge), 9 (Giant) each

Wights: 682 (Hereric), 614 (Faux Hereric)

Skeletons:  $15 + 5-7^*$  each

## Opponents - Wandering Monsters

Brigands:  $10 + 3-5^*$  each

Large Centipedes: 31 each

Poisonous Plants: nil

Shadow: 306

Spiders: 81 (Large), 183 (Huge) each

Venomous Snake: 36

Zombies:  $30 + 8-10^*$  each

## Magical Items

+1 Broadsword (Jarnglumr): 800

The Girdle of Hereric: 1500

Invisible Dagger: 100

Broom of Flying/Animated Attack (Hazel): 2000\*\*

Salve of Neutralize Poison: 200

Scroll (MU): Detect Magic, Light, Knock 400

Bracers of Armor +2: 1000

\* Depends on hit die and hit points. Ex. 1 HD, 3 HP = 3 EXP; 2 HD, 10 HP = 20 EXP; 3 HD, 15 HP = 45 EXP.

\*\* Experience only awarded if kept as a magic item. No experience points are awarded for destroying the broom.

## Money and Miscellaneous Items

Monetary treasure (coins, gems, jewelry, etc.) is worth 1 experience point per gold piece value as long as the treasure is removed from the dungeon to a safe location (i.e., the party's hideout, base camp, etc). Monetary treasure is often heavy (ten coins weigh one pound), and requires containers such as sacks, backpacks, and chests to transport.

## NEW MAGIC ITEMS

## Freond

Experience Point Value: 100, Gold Value: 1000 GP



Freond ("Friend") is a magical dagger which, though it provides no bonuses to hit, affects all creatures hit only by silver or +1 (or better) weapons and provides +1 on all damage rolls due to the fine quality of the blade. Furthermore, it and the sheath are invisible and remain so until the dagger is drawn, at which time the sheath becomes visible. Even when drawn, the dagger remains invisible until used in an attack, and returns to its invisible state two rounds after the last attack round in which it was used.

## The Girdle of Hereric

Experience Point Value: 1500, Gold Value: 5000 GP

The Girdle of Hereric is a wide belt of black leather ending in a large silver buckle. The leather is tooled with intricate knotwork patterns. The buckle is emblazoned with a bear rampant heraldic device and an Aegishjalmar (8-forked cross pattern). The Girdle bestows courage upon its wearer in fearsome situations, providing +4 on all saves vs. fear-type magic. Furthermore, at the wearer's choice, it bestows all allied creatures within 10 feet with either an automatic Morale check success or +2 on all saves vs. fear-type magic.

## Jarnglumr

Experience Point Value: 800, Gold Value: 3000 GP

Jarnglumr ("Iron-roarer") is a magical blade of northern origin, a +1 Broadsword which emits a loud roar (like a ferocious beast) when drawn from its scabbard. The roar causes terror in all creatures within 30 feet not allied with the wielder as per the Level 4 Magic User spell **Fear** (treat the sword as a 7th level caster). As follows:

- 1 The wielder is immune to the effects.
- 2 All creatures allied with the wielder, as defined by the wielder (ex. the wielder's retainers, fellow party members, etc.), are immune to the effects.
- 3 A successful Save vs. Magic renders a creature immune to the effect for 24 hours.
- 4 The effect applies to a particular creature once per 24 hours (ex. an orc who, affected by the fear, flees in terror cannot be affected again until 24 hours have passed).

## NEW SPELLS

## Healthful Draught (reversible)

## Clerical/Druidic Necromancy

Level: Cleric 1, Druid 1

Range: Touch

Duration: 6 turns/level

Area of Effect: 1 potion

Components: V, S, M

Casting Time: 1 round\*

Saving Throw: None (Neg.)

Clerics and druids use this spell to create simple healing potions of short duration. The spell must be cast onto a pint-sized brew of herbal ingredients which has steeped in hot, pure water for 1 turn (10 minutes). If the potion is not used immediately, it retains potency for six turns (1 hour) per level of the caster. When fully imbibed, a Healthful Draught restores 1d3 hit points plus 1 hit point per two levels of the caster (see table below).

The reverse, Baneful Brew, creates a toxic liquid which inflicts 1d3 hit points plus 1 hit point per two levels of the caster (see table below) when imbibed in full.

Note that both the Healthful Draught and the Baneful Brew must be fully imbibed within the duration to be effective and do not impart any indication of the effect until fully consumed. Partial consumption, such as when "saving some for later" or "sharing with another character", does not impart any healing or harm to any of the imbibers.

## Effects of a Healthful Draught or Baneful Brew (by Caster Level)

Caster Level	1	2-3	4-5	6-7	8-9	10+
Effect	1d3	1d3+1	1d3+2	1d3+3	1d3+4	1d3+5

## Simple Ward

## Clerical Abjuration/Evocation

Level: Cleric 1

Range: Touch

Duration: Permanent (until discharged)

Area of Effect: 1 creature or item\*

Components: V, S, M

Casting Time: 1 round

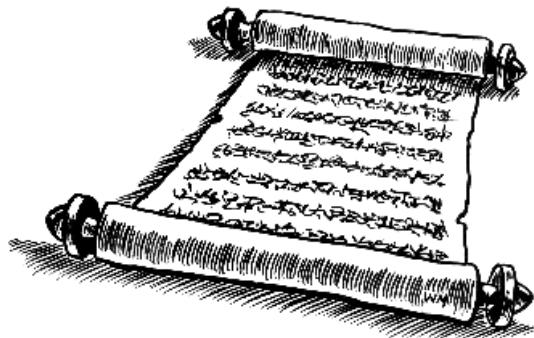
Saving Throw: Negates

A Simple Ward is a minor warding sigil which operates in a manner similar to a Glyph of Warding. The caster must spend one round drawing the sigil on the item or creature to be

warded with chalk, ink, smoke or some similar substance (ex. blood). The item or creature cannot be larger than 10 cubic feet, roughly the size of a 6" thick door, and only one Warding of any type can be cast upon it. The sigil is activated by touch; any being (other than the creature upon which the Simple Ward is inscribed) touching the warded item or creature without first speaking the name of the sigil (or a short command phrase if the caster is 3<sup>rd</sup> level or higher) discharges its power.

Simple Wards may be of fire, cold, or electrical nature, and inflict 1d3 hit points upon the being which discharged it. Note that a successful Save vs. Spells completely negates the effects; the Simple Ward discharges, but the being is not injured. Creatures immune to the particular form of attack (such as Frost Giants to Cold) also discharge Simple Wards without injury.

Further note that there are many ways to ward an object which exceeds the area restriction of the spell. For example, though a very large door could not be warded completely, the door rung or knocker (if 10 cubic feet or less in size) could be, as could a single floor tile (again, if 10 cubic feet or less in size) in front of the door. GM discretion is advised.



## PLOT HOOKS

**Get Rich or Die Trying:** The party learns of the potential existence of a forgotten tomb filled with riches and searches for it to recover the plunder. The standard plot hook for most uses.

**A Needle in a Haystack:** While traveling overland from Point A to Point B, the party wanders into the forest, becomes lost, and eventually finds the tower. With no idea where they are, they enter in search of answers and find quite a bit more than they expected.

**Beyond the Furthest Horizon:** The party is hired by someone with an interest in the area to explore it, assess any dangers, and return with a report. Having traveled well beyond the frontier, they find the tower and enter in fulfillment of their mission. This may assume that rumor #4 (see p. 4) is true.

## STAT SHEET

## Large Centipedes (Wandering Monsters)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
9	[01]	1	Large Centipede (1/4) Att 1 (bite) for 1 + poison, Swarm Attack, Move 21, THAC0 = 20
9	[02]	1	Large Centipede (1/4) Att 1 (bite) for 1 + poison, Swarm Attack, Move 21, THAC0 = 20
9	[03]	1	Large Centipede (1/4) Att 1 (bite) for 1 + poison, Swarm Attack, Move 21, THAC0 = 20
9	[04]	1	Large Centipede (1/4) Att 1 (bite) for 1 + poison, Swarm Attack, Move 21, THAC0 = 20
9	[05]	1	Large Centipede (1/4) Att 1 (bite) for 1 + poison, Swarm Attack, Move 21, THAC0 = 20
9	[06]	1	Large Centipede (1/4) Att 1 (bite) for 1 + poison, Swarm Attack, Move 21, THAC0 = 20

Poison +4 save, 4d4 damage; Swarm Attack +1 to hit per creature beyond 4 (max +4)

## Huge Rats (Wandering Monsters)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
8	[01]	1	Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20
8	[02]	1	Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20
8	[03]	1	Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20
8	[04]	1	Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20
8	[05]	1	Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20
8	[06]	1	Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20

Disease 5% (1 on 1d20) chance per hit of inflicting disease as per *Cause Disease*, Save vs. Poison negates Swarm Attack +1 to hit per creature beyond 4 (max +4)

## Giant Rats (Wandering Monsters)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
7	[01]	2	Giant Rat (1/2) Att 1 (bite) for 1d3, Swarm Attack, Move 12, THAC0 = 20
7	[02]	2	Giant Rat (1/2) Att 1 (bite) for 1d3, Swarm Attack, Move 12, THAC0 = 20
7	[03]	2	Giant Rat (1/2) Att 1 (bite) for 1d3, Swarm Attack, Move 12, THAC0 = 20
7	[04]	2	Giant Rat (1/2) Att 1 (bite) for 1d3, Swarm Attack, Move 12, THAC0 = 20
7	[05]	2	Giant Rat (1/2) Att 1 (bite) for 1d3, Swarm Attack, Move 12, THAC0 = 20
7	[06]	2	Giant Rat (1/2) Att 1 (bite) for 1d3, Swarm Attack, Move 12, THAC0 = 20

Disease 5% (1 on 1d20) chance per hit of inflicting disease as per *Cause Disease*, Save vs. Poison negates Swarm Attack +1 to hit per creature beyond 4 (max +4)

## STAT SHEET

## Large Spiders (Wandering Monsters)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
6	[01]	3	Large Spider (1+1) Att 1 (bite) for 1d4 + poison, Swarm Attack, Move 6, THAC0 = 18
6	[02]	3	Large Spider (1+1) Att 1 (bite) for 1d4 + poison, Swarm Attack, Move 6, THAC0 = 18
6	[03]	3	Large Spider (1+1) Att 1 (bite) for 1d4 + poison, Swarm Attack, Move 6, THAC0 = 18
6	[04]	3	Large Spider (1+1) Att 1 (bite) for 1d4 + poison, Swarm Attack, Move 6, THAC0 = 18
6	[05]	3	Large Spider (1+1) Att 1 (bite) for 1d4 + poison, Swarm Attack, Move 6, THAC0 = 18
6	[06]	3	Large Spider (1+1) Att 1 (bite) for 1d4 + poison, Swarm Attack, Move 6, THAC0 = 18

Poison +2 save, instant incapacitation, death in 1d4 rounds; Swarm Attack +1 to hit per creature beyond 4 (max +4)

## Huge Spider (Wandering Monsters)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
6	[01]	11	Huge Spider (2+2) Att 1 (bite) for 1d6 + poison, Move 18, THAC0 = 16

Poison +3 save, instant incapacitation, death in 1d4 rounds

## Venomous Snake (Wandering Monsters)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
8	[01]	2	Venomous Snake (1/2) Att 1 (bite) for 1 + poison, Move 12, THAC0 = 20

Poison +4 save, 4d4 damage; Surprise 1-4 on 1d6 (like Elf)

## Brigands (Wandering Monsters)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
7	[01]	5	Brigand (1-) Att 1 (weapon) for 1d6, Move 12, THAC0 = 20
7	[02]	4	Brigand (1-) Att 1 (weapon) for 1d6, Move 12, THAC0 = 20
7	[03]	3	Brigand (1-) Att 1 (weapon) for 1d6, Move 12, THAC0 = 20
7	[04]	4	Brigand (1-) Att 1 (weapon) for 1d6, Move 12, THAC0 = 20
7	[05]	3	Brigand (1-) Att 1 (weapon) for 1d6, Move 12, THAC0 = 20
7	[06]	4	Brigand (1-) Att 1 (weapon) for 1d6, Move 12, THAC0 = 20
7	[07]	5	Brigand (1-) Att 1 (weapon) for 1d6, Move 12, THAC0 = 20
7	[08]	4	Brigand (1-) Att 1 (weapon) for 1d6, Move 12, THAC0 = 20

Morale +1 on morale checks; Arms & Armor leather armor, shield, short sword, spear, handaxe

## STAT SHEET

## Shadow (Wandering Monsters)

AC	#	HP
7	[01]	14

Description

Shadow (3+1) Att 1 (touch) for 1d6 + CON drain, Move 12, THAC0 = 16

Attribute Drain 1 point CON per hit; **Special Defenses** +1 weapon to hit, Immune to cold, poison, paralysis, sleep, charm, fear

## Zombies (Wandering Monsters)

AC	#	HP
8	[01]	7
8	[02]	8
8	[03]	9

Description

Zombie (2) Att 1 (fist) for 1d8 + disease, Move 6, THAC0 = 18

Zombie (2) Att 1 (fist) for 1d8 + disease, Move 6, THAC0 = 18

Zombie (2) Att 1 (fist) for 1d8 + disease, Move 6, THAC0 = 18

**Disease** 5% (1 on 1d20) chance per hit of inflicting disease as per *Cause Disease*, Save vs. Poison negates;

**Special Defenses** Immune to cold, paralysis, sleep, charm, fear

## Huge Rats (Area 1)

AC	#	HP
8	[01]	1
8	[02]	1
8	[03]	1
8	[04]	1
8	[05]	1
8	[06]	1
8	[07]	1
8	[08]	1

Description

Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20

Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20

Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20

Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20

Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20

Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20

Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20

Huge Rat (1/4) Att 1 (bite) for 1, Swarm Attack, Move 12, THAC0 = 20

**Disease** 5% (1 on 1d20) chance per hit of inflicting disease as per *Cause Disease*, Save vs. Poison negates

**Swarm Attack** +1 to hit per creature beyond 4 (max +4)

## SWARM ATTACK (Optional Rule)

Very small creatures are able to attack a man-sized creature in numbers far greater than typical for larger ones. Some of them are able to Swarm an opponent, gaining attack bonuses due to their sheer number (the defender simply cannot defend his vital areas against all of them).

When creatures capable of a Swarm Attack engage an opponent, each gains a cumulative +1 to hit for each of their number greater than four (to a maximum of eight). Thus, if six large centipedes attack a single opponent, each attacks at +2 because of their number (6 is 2 greater than 4).

## STAT SHEET

## Initiate of Pestilence (Area 3a)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
9	[01]	4	Initiate (C1) Att 1 (club) for 1d4, Move 12, THAC0 = 20

Spells [Choose One] Command, Cause Light Wounds, Detect Evil, Detect Magic, Darkness, Cause Fear, Sanctuary

## Giant Rats (Area 3c)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
7	[01]	2	Giant Rat (½) Att 1 (bite) for 1d3, Swarm Attack, Move 12, THAC0 = 20
7	[02]	2	Giant Rat (½) Att 1 (bite) for 1d3, Swarm Attack, Move 12, THAC0 = 20

Disease 5% (1 on 1d20) chance per hit of inflicting disease as per *Cause Disease*, Save vs. Poison negates

## Sisters of Pestilence (Area 3c)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
9	[01]	13	Priestess (C3) Att 1 (club) for 1d4, Move 12, THAC0 = 19
9	[01]	8	Novice (C2) Att 1 (club) for 1d4, Move 12, THAC0 = 20
9	[01]	4	Initiate (C1) Att 1 (club) for 1d4, Move 12, THAC0 = 20
9	[02]	3	Initiate (C1) Att 1 (club) for 1d4, Move 12, THAC0 = 20
9	[03]	5	Initiate (C1) Att 1 (club) for 1d4, Move 12, THAC0 = 20

Spells [Choose One (C1) or Two (C2)] Command, Cause Light Wounds, Detect Magic, Darkness, Cause Fear, Sanctuary

Spells [Choose One (C3)] Chant, Hold Person, Resist Fire, Silence 15' Radius, Slow Poison, Snake Charm, Spiritual Weapon

## CLERICAL TURNING OF THE UNDEAD

Type of Undead	Example	1	2	3	4	5	
Type 1	Skeleton	10	7	4	T	T	A cleric, by calling upon the (un)holy might of his/her deity, has the ability to rebuke or control (evil clerics only) undead creatures. 2d6 creatures are affected for 3d4 rounds, and must move at their maximum speed away from the cleric. Turning requires use of the cleric's (un)holy symbol, presented in-hand with strong intent. See OSRIC pp. 123-124.
Type 2	Zombie	13	10	7	T	T	
Type 3	Ghoul	16	13	10	4	T	
Type 4	Shadow	19	16	13	7	4	A paladin is able to Turn as a cleric two levels lower than his level, ex. A 3 <sup>rd</sup> level paladin Turns as a 1 <sup>st</sup> level cleric.
Type 5	Wight	20	19	16	10	7	

## STAT SHEET

## Sisters of Pestilence (Area 3d)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
9	[01]	13	Skratha (C4/I2) Att 1 (club) for 1d4, Move 12, THAC0 = 19
9	[01]	8	Novice (C2) Att 1 (club) for 1d4, Move 12, THAC0 = 20
9	[01]	4	Initiate (C1) Att 1 (club) for 1d4, Move 12, THAC0 = 20
9	[02]	3	Initiate (C1) Att 1 (club) for 1d4, Move 12, THAC0 = 20
9	[03]	5	Initiate (C1) Att 1 (club) for 1d4, Move 12, THAC0 = 20

**Spells** [Choose One (C1) or Two (C2)] Command, Cause Light Wounds, Detect Magic, Darkness, Cause Fear, Sanctuary

**Spells (Skratha)** Cleric: Cause Fear, Cause Light Wounds, Command, Darkness, Sanctuary; Hold Person, Snake Charm

**Spells (Skratha)** Illusionist: Change Self, Colour Spray

## "Hazel" (Area 3e)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
-2	[01]	18	"Hazel" (4) Att 4 (broomstick) for 1d6 + blinding, Move 4, THAC0 = 15

**Special Attacks** 2 of the 4 attacks occur from the straw end of the broom, a successful hit causes Blindness for 1 round

## Shrine Priestess &amp; Giant Snake (Area 3f)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
8	[01]	18	Shrine Priestess (C5) Att 1 (club) for 1d4, Move 6, THAC0 = 18
<b>Spells</b> Command, Cause Light Wounds, Protection From Evil, Sanctuary, Simple Ward; Augury, Hold Person, Snake Charm; Create Food and Water			
5	[01]	18	Giant Snake (4+2) Att 1 (bite) for 1d4 + poison, Move 12, THAC0 = 15
Poison +2 save, instant incapacitation, death in 1d6 rounds			

## Ogre (Area 4)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
5	[01]	21	Ogre (4+1) Att 1 (weapon) for 1d10+2, Move 9, THAC0 = 15



## STAT SHEET

Hallig - with restored arms, armor and health (Area 5)

AC	#	HP
7	[01]	12

Description

Hallig (F2) Att 1 (broadsword) for 2d4, Move 9, THAC0 = 19

Skeletons - Hererinc (Area 10)

AC	#	HP
7	[01]	5
7	[02]	6
7	[03]	7
7	[04]	6
7	[05]	5
7	[06]	6
7	[07]	7
7	[08]	6
7	[09]	5
7	[10]	6
7	[11]	7
7	[12]	6

Description

Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19  
 Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19  
 Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19  
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 Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19  
 Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19

Special Defenses Immune to cold, paralysis, sleep, charm, fear; Turn as Type 2 (zombie) instead of Type 1

Special Defenses ½ damage from edged weapons (ex. Sword), 1 point damage from piercing weapons (ex. Spear)

Skeletons - Hererinc (Area 11)

AC	#	HP
7	[01]	5
7	[02]	6

Description

Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19  
 Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19

Special Defenses Immune to cold, paralysis, sleep, charm, fear; Turn as Type 2 (zombie) instead of Type 1

Special Defenses ½ damage from edged weapons (ex. Sword), 1 point damage from piercing weapons (ex. Spear)

## A Short Note on Hereric vs. Hererinc

Both terms are from Old English, Hererinc being a common noun meaning "heroic warrior" and Hereric being that noun rendered as a name. I found Hereric used as a name in Beowulf, where (assumedly) long ago a scribe made a

clerical error and transcribed one into the other. Obviously the misnomer stuck. Hererinc seemed like a fitting title for a member of the king's warband, especially for a king named Hereric, and obscure enough to use in my own writing.

## STAT SHEET

Wight (Area 15)

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
5	[01]	23	Wight - Heretic (4+3) Att 1 (claw) for 1d4 + level drain, Move 12, THAC0 = 15

**Special Attack** Drain 1 level of experience per hit; **Special Defenses** Immune to cold, paralysis, sleep, charm, fear

Wight and Skeletons (Area 18)

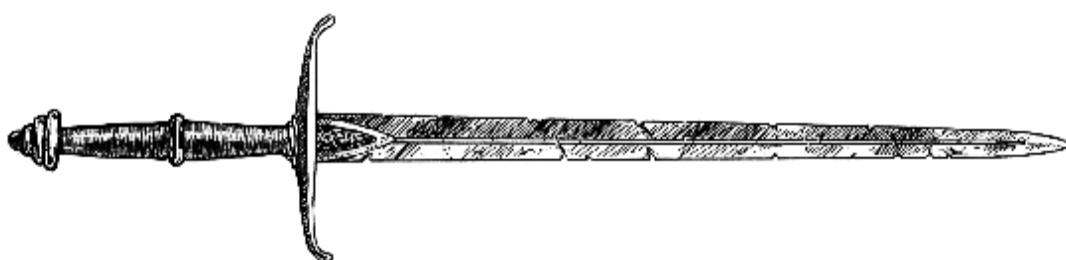
<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
5	[01]	12	Wight (2+1) Att 1 (claw) for 1d4 + level drain, Move 12, THAC0 = 16

**Special Attack** Drain 1 level of experience per hit; **Special Defenses** Immune to cold, paralysis, sleep, charm, fear

<u>AC</u>	<u>#</u>	<u>HP</u>	<u>Description</u>
7	[01]	5	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[02]	6	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[03]	7	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[04]	6	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[05]	5	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[06]	6	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[07]	7	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[08]	6	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[09]	5	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[10]	6	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[11]	7	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19
7	[12]	6	Skeleton (1) Att 1 (weapon) for 1d6, Move 12, THAC0 = 19

**Special Defenses** Immune to cold, paralysis, sleep, charm, fear; Turn as Type 2 (zombie) instead of Type 1

**Special Defenses**  $\frac{1}{2}$  damage from edged weapons (ex. Sword), 1 point damage from piercing weapons (ex. Spear)



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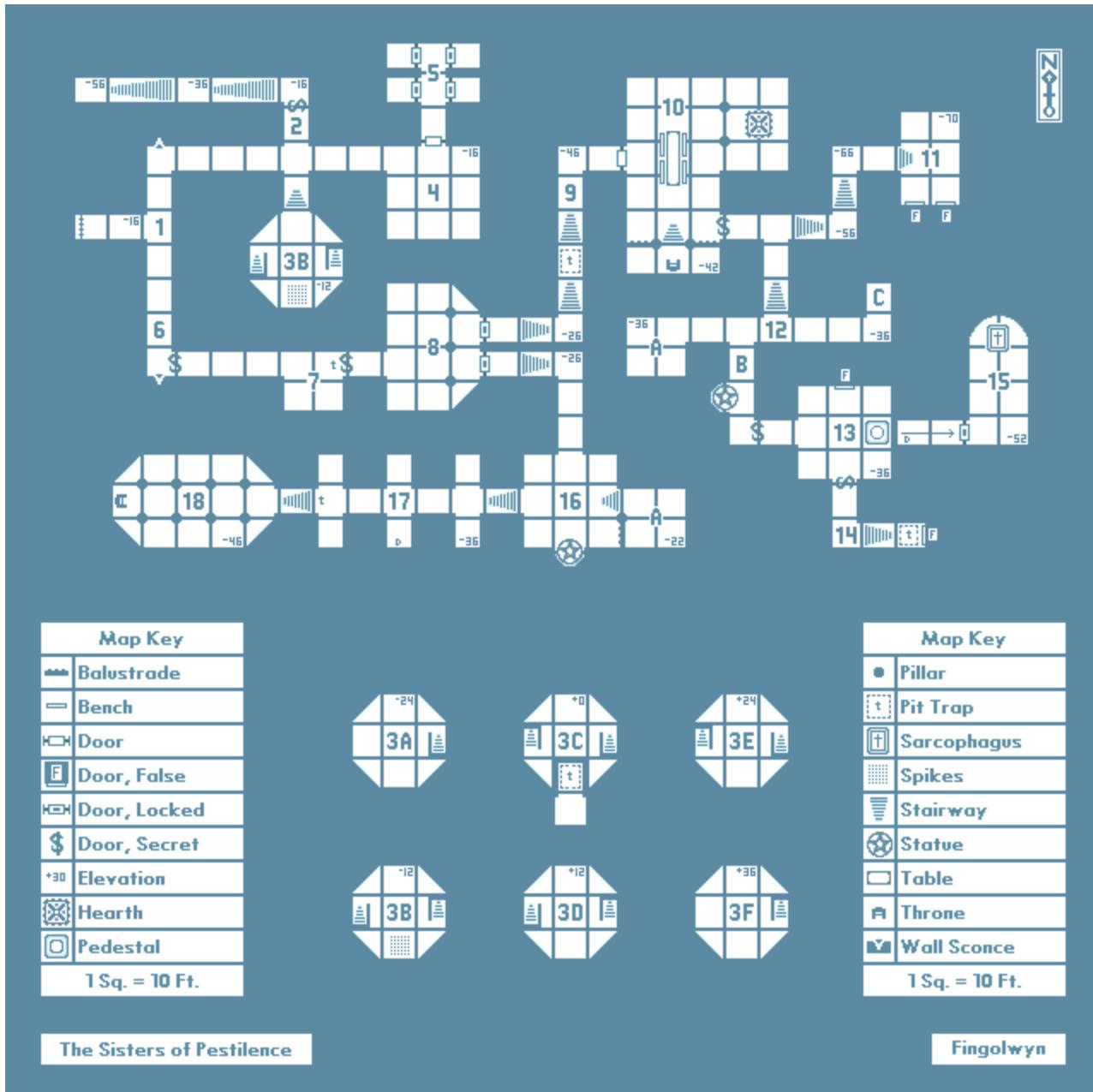
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# the sisters of pestilence





*Jack Badashski*

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