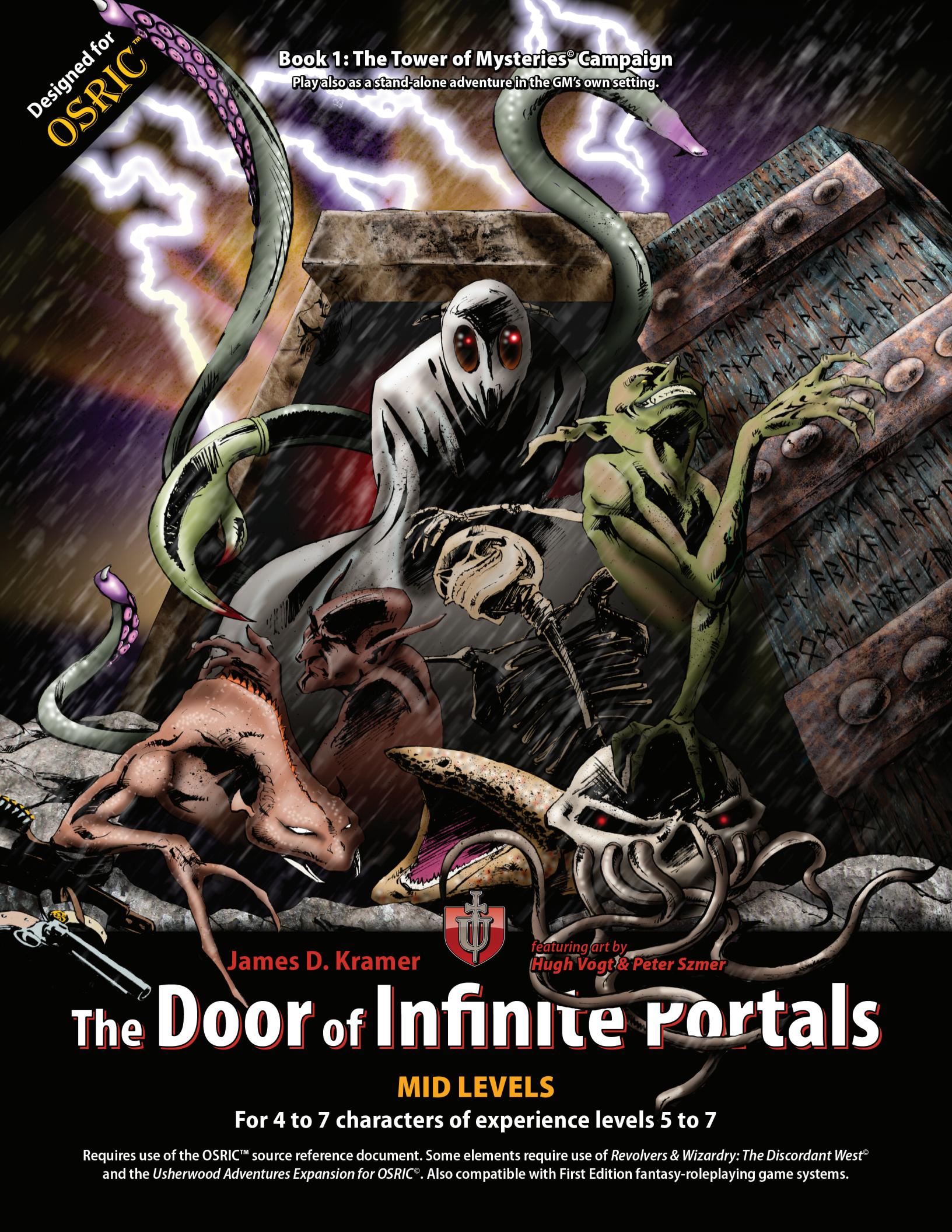


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James D. Kramer



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The Door of Infinite Portals

MID LEVELS

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The Door of Infinite Portals

James D. Kramer

featuring art by

Hugh Vogt & Peter Szmer

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James D. Kramer

Edited by

Jonathan Biedron and Beth Wade

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PUBLISHER'S NOTE

To those who would enter the myriad possibilities beyond ***The Door of Infinite Portals***, understand that though the scope of the adventure is designed to be the launching point for many adventures of the GM's desire, this is but the first step in a six part series entitled, "The Tower of Mysteries Campaign."

The series concept was first hinted at within the adventure, **IN THE HALLS OF THE MAGE-KING** (*Sub-level 3m. Des objets étranges*, pages 30–31). Here, the party was teased with the photograph of a man, and what is obvious to the players as a percussion cap revolver (circa 1860).

The Tower of Mysteries; what is it? At this time in the creative writing process, it is nothing more than a concept inspired by the *Dark Tower* series of Stephen King's twisted imagination. Call the former an homage to the latter if you would. The first heavily influenced in its initial creation by the second. The plans for my Tower are as vast and large as those experienced by Roland Deschain and his *ka-tet*.

Only the future however will prove if I am able to live up to my plans. To date, I have been writing and re-writing *The Door* adventure since the summer of 2012. During that time, while I made precious little advancement on the adventure itself, I did find inspiration to develop **REVOLVERS & WIZARDRY: THE DISCORDANT WEST**. Intended strictly as a necessary appendix for the playing of a specific encounter within *The Door* re-write (and as well to resolve the aforementioned encounter within the adventure **IN THE HALLS OF THE MAGE-KING**), the instruction set required to play the encounter effectively soon grew with a life of its own until I had to release **R&W** as its own OSRIC supplement.

The format of the adventure is comprised of the main story line of the *Door* itself. From within that narrative, four smaller adventures are included. GM's should feel free to play these in any order of their choosing, or indeed to play only those "sub-adventures" they desire. Whatever the GM's choice, the adventure entitled **THE TOWER OF MYSTERIES** should be played through at some point in order to introduce the concept of the *Tower* itself to the players and player characters if the GM plans to ultimately play through the entire campaign sequence.

The adventure also necessarily introduces the theme of technology throughout several encounters and a plethora of new creatures; for fantasy, sci-fi and *Discordant West* environs. Although some stop-gap rules have been inserted to keep your players from unbalancing your campaign setting, you are cautioned to handle the technological components with care; a little technology makes the game unique, unpredictable and fresh, while too much can destroy a carefully constructed game dynamic.

For those gamers who may have previously purchased the first edition of **THE DOOR OF INFINITE PORTALS** (originally released in February of 2010), you will find that although the **CHAMBER OF KEYS** and the basic premise of the adventure is the same, the four adventures that are attached to it are completely new and original in the themes, goals and challenges they present.

Finally, I have taken the opportunity to use **THE DOOR OF INFINITE PORTALS** to get major sections of the history of the Usherwood Adventures campaign setting (previously only available at usherwoodadventures.com) into print. These sections can be found in the appendix **CAMPAGNA NOTES** under the heading *dar Kuaz de Omanthrid* and also in the appendix **A BRIEF HISTORY OF THE SARNGOCH PEOPLES AND THE TOWER OF MYSTERIES**.



James D. Kramer
publisher, author, designer
Usherwood Publishing



PREFACE

All Usherwood adventures use the OSRIC source reference document (SRD) as the basis of its rules and conventions. Additionally, the reader may need to be aware of the following abbreviations and terminology that may be presented in the adventure:

AC: or *armor class*; the measure of a character's/monster's defensive abilities in combative situations, and situations to avoid physical contact.

CHA: or *charisma*; the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: or *constitution*; the measure of a character's general state of health and stamina.

d# / #d#: or *dice*; a lowercase 'd' followed by a number (4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by a number indicates the number of times to roll the indicated dice (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM / Dmg: or *damage*; the measure of damage inflicted by a given type of attack.

DDG: or *Deities & Demigods*; refers to either the First Edition or Third Edition rules systems by the same names, a selection of divine beings and pantheons both fantastic and mythical.

DEX: or *dexterity*; the measure of a character's agility, hand-eye coordination, reflexes, and balance.

DMG: or *Dungeon Masters Guide*; refers to the First Edition rules system, provides detailed information to a GM regarding many aspects of conducting a successful game.

GM: or *game master*; also sometimes called the *dungeon master*, the individual running a game through which a combination of players are adventuring. Players are advised to always regard the GM as the final authority on all rules decisions and interpretations.

EXP: or *experience*; the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

FEADAD: or *First Edition*; refers to First Edition fantasy-based roleplaying game system texts originally published by TSR, Inc., c.1978-82. Although it is the policy of Usherwood Publishing to publish specifically to the OSRIC SRD, occasionally these texts will be referenced. *See also Dungeon Masters Guide (DMG), Fiend Folio (FF), Monster Manual (MM), Monster Manual II (MMII), and Players Handbook (PHB)*.

FF: or *Fiend Folio*; refers to the First Edition rules system, a collection of creatures most baleful.

HD: or *hit die*; the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: or *hit points*; the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: or *intelligence*; the measure of a character's reasoning power (also, I.Q.).

MM / MM2: or *Monster Manual*, and *Monster Manual II*; refers to the First Edition rules system, a collection of creatures, baleful and benign, arranged in two volumes.

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OSRIC: or *Old-School Reference and Index Compilation*; a compilation of rules based in the First Edition fantasy-based roleplaying game rules system into a free, open license. Also, *OSRIC SRD*.

PC: or *player character*; the persona adopted by players within a game.

PHB: or *Players Handbook*; refers to the First Edition rules system, describing the process for players to develop personalities to use in the game.

STR: or *strength*; the measure of a character's muscle and physical brawn.

TH: or *"to hit"*; die score required to strike an opponent in order to do damage.

WIS: or *wisdom*; the measure of a character's insight, willpower, common sense, intuition.

READER AIDS

There are a number of visual reader cues provided to convey specific types of information;

GM narratives provide you with recommended text to read verbatim to the players to set-up specific situations.

Creature stats blocks: these will provide you with basic information on the creatures and monsters encountered throughout the module. If First Edition and OSRIC stats differ, notations will be provided. An example of creature stats follows;

Kobold leader (1): AC 6; MV 60 ft; HD 1-1; HP 7; #AT 1; DAM 1d6 or by weapon; POS short sword, 15 s.p.

Where: AC = Armor Class; MV = Movement Rate; HD = Hit Dice (or relative strength); HP = Hit Points; #AT = number of attacks; DAM or DMG = damage inflicted on a successful hit; SA = special attacks; SD = special defenses; POS = possessions (of the group of creature type encountered)

Miscellaneous information the GM may find useful is provided within note boxes.

SAVE VS. ATTRIBUTE

Certain circumstances may require a Save vs. Attribute roll by the player, which is made as follows; the player rolls 3d6 vs. the indicated attribute (STR, DEX, CON, INT, WIS, CHA). A result equal to or less than the character's attribute score indicates a successful save. A result greater than the character's attribute score indicates a failed save, and the character suffers the appropriate consequences described in the encounter. The required save may be modified to reflect a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute, while a result of '3' will always indicate success.

CAMPAIGN NOTES

This game is designed for play as both a stand-alone module, or as part of the six-part campaign; *The Tower of Mysteries*. In order to maintain its playability as a stand-alone adventure, many campaign-specific notations and descriptions have been moved into the appendix, **CAMPAIGN NOTES**. This material contains many clues for the party playing through the campaign, alternative or more in-depth descriptions of certain items, and additional information for some encounters.

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UNDERSTANDING THE MODULE

The GM should read through the module completely to understand the various encounters and module setups before beginning play. If you have any questions regarding the module — why certain encounters are written as they are, or, to point out where you feel improvements in the manuscript might be made — feel free to write the publisher at kramer@usherwoodadventures.com.

RESOURCES

The following publications and resources are either required or recommended for use with this adventure;

OSRIC SRD (required): the OSRIC SRD is available as a free PDF download at <http://knights-n-knaves.com/osric>. The PDF can also be downloaded from the Usherwood Adventures website at <http://www.usherwoodadventures.com/downloads/osric.pdf>.

The OSRIC SRD is also available as a print-on-demand product through Lulu.com, or through Black Blade Publishing.

An A5 trim size of the SRD is also available exclusively from Usherwood Publishing as POD through Lulu.com at [http://www.lulu.com/product/paperback/osric-\(a5\)/16663197](http://www.lulu.com/product/paperback/osric-(a5)/16663197).

Usherwood Adventures Expansion for OSRIC (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com. (Usherwood Publishing)

Revolvers & Wizardry: The Discordant West (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com. (Usherwood Publishing)

Usherwood Adventures website: www.usherwoodadventures.com: the website expands on setting-specific information—deities, regional maps, NPC personalities, etc.—that the GM may find helpful in running the adventure, or just adding color for the players.

First Edition TSR publication (optional): if you do not have access to the OSRIC SRD, the adventure is completely compatible with the First Edition rules books.

THE DOOR OF INFINITE PORTALS

The lone sentinel stands 7-ft tall, is some 3-ft thick, and 6-ft wide. Its existence is relegated to the purview of sages, story tellers, shamans, and imaginative bards. The causes for the Door's appearance throughout history are unknown, and tales of its creation (as well as its purpose) are equally mysterious and varied...

will require at least one thief for the many locked and trapped doors and objects that occur throughout the adventure(s).

INCORPORATING THIS MODULE INTO YOUR GAME

THE DOOR OF INFINITE PORTALS may be played as the first adventure in the **TOWER OF MYSTERIES** campaign, or as a stand-alone adventure. In either case, the module may be played within whatever locale your players currently find themselves (see the **SETTING UP THE ADVENTURE** section which follows).

The unique design of this module ensures that no one GM will duplicate exactly the same encounters, and therefore, the module may be played multiple times by the same game group. Where the module is repeated by the same players, the GM will need to take appropriate notes in the sections provided to adjust the defined encounters appropriately.

RE-LEVELING TO SUIT YOUR GAMING GROUP

Since many of the encounters will be randomly determined, GM's should feel free to increase or decrease creature strength, or even change the types of creatures encountered dependent on the relative strength of party.

You can use the **LEVEL DISTRIBUTION CHART** to gauge PCs' relative strength against the creatures they will be encountering within the adventure.

RACES AND CLASSES

Any of the standard character races available from the OSRIC SRD can be used. GM's may include their own races and classes as they deem appropriate. Races and classes unique to the Usherwood Adventures campaign setting may also be included, with no special restrictions. Refer to the appendix **PRE-GENERATED PCS** for a selection of ready-to-play character templates. The group

SETTING UP THE ADVENTURE

As mentioned above, this module may take place in whatever locale, or within whatever time line your player group is currently operating. The module was designed around the notion that the group is divided and operating in smaller groups, or even as individuals, and the power of the Door is used as a mechanism to bring the party together as they are introduced to the larger themes presented in the **TOWER OF MYSTERIES** campaign.

GM's may use the tales which follow to set the basis for the Door's appearance in their own campaign setting, or feel free to establish their own legends behind the artifact;

- The Door was created by the elder gods, and was used as the portal through which the first sentient beings came into the world. This theory goes on to say that the Door now appears from time to time to summon forth individuals of the original sentient races in order to correct the failings of their descendants now populating this plane. Others believe the Door may appear to call forth mortals from this plane to receive some task from the myriad gods personally.

*Refer to the heading **CREATION OF THE DOOR I** in the appendix **CAMPAGN NOTES** if playing within the complete **TOWER OF MYSTERIES** campaign.*

- Created as a force of Law by powerful magicians, the magic of the Door became corrupted when a creature from the Abyss entered within. This resulted in the Door becoming corrupted; chaotic and unpredictable. In an attempt to restore the lawful magics of the Door, a powerful mage entered within, never to be heard from again.

It is thought that whenever the Door has reappeared throughout history, that it is in fact this ancient mage trying to return from whatever plane or dimension the Door had teleported him to.

Notes:

Refer to the heading **CREATION OF THE DOOR II** in the appendix **CAMPAGN NOTES** if playing within the complete **TOWER OF MYSTERIES** campaign.

- The Door was designed as the ultimate prison. Legend states that whoever has ever entered within the Door, has never returned to relate what mysteries lay beyond. This had created tales in all segments of mortal-kind that the Door is a prison designed by the gods to capture and hold those followers who have committed some sin or blaspheme against the deities. Those entering through the portal are held in limbo for eternity, or until their god has determined their ultimate fate.
- The Door is a sentient being; an alien form of life from some unknown plane of existence. In theory, it is some kind of intelligence which appears here and elsewhere for its own unknown purposes, using mortals who enter within to accomplish its own mysterious goals.
- The Door is under the control of mysterious beings known only as *Malé viventem*. Rumor of the cruelty of the *Malé viventem* alone is sufficient to instill fear into the hearts of even the stoutest warrior who may have heard of them. However, what their purpose and plan for the Door is cannot be guessed at.

THE SARNGOCH PEOPLES

Several points throughout the module reference the sarn goch race.

Refer to the appendix **CAMPAGN NOTES** under the heading **A BRIEF HISTORY OF THE SARNGOCH PEOPLES AND THE TOWER OF MYSTERIES**.

GETTING STARTED; CAMPAIGN OR QUICK START METHOD

As mentioned previously, this module does not take place in any particular locale, and is in fact designed as a mechanism to bring back together a group of PC's that have been scattered across a broad geographic range, due either to circumstance of game play, by a lengthy break between adventures, or any other reason particular to your game's situation. The Door may be encountered in any location (even underwater if that is appropriate).

The descriptions that follow as to the Door's first appearance are only suggested introductions. Reading through the following scenarios, the GM should be able to identify or conceptualize an equally appropriate description to suit their unique needs.

City or Village, any street or avenue: The Door suddenly appears on the main boulevard of the community, in the heart of the busiest section. No witnesses were there to see the object arrive. It was simply not there the night before, and there the following morning. Stray dogs and alley cats take a wide birth to avoid any proximity to Door. Horses will whiney and rear up on their hind legs if brought within 30-ft of the object. At the base of the Door, several rats are collapsed; presumably dead.

City or Village, within a building: The characters find them-selves summoned to the home of a nobleman, or high-ranking religious official. They are given no exact justification for the summons, except that the person to whose home they are being escorted is greatly concerned about something that has taken place within the building itself. Upon arriving, the characters are led through the house to an elaborate hall. All about the hall are the shattered remains of a large set of double doors. The doors were elaborately decorated, and may have even been covered in—or even made entirely of—some precious metal, like silver or gold.

In any case, the frame in which the door once was set is now occupied by the recent appearance of the Door of Infinite Portals. Its stones have meshed themselves with the materials of the structure's walls.

Near the Door, a household servant lies dead (or more than one, at the GM's discretion), bleeding from ears and nose.

City or Village, within a sewer: The party members are summoned by the city maintenance work force to a location at the entrance to the community's sewer system. All about the entrance lie the remains of hundreds of rats. According to witness reports, the night before, the squealing of thousands of the rodents could be heard coming from the sewer. Soon, an uncountable stampede of the creatures began flowing from the entrance in a fury, writhing mass, desperately seeking to make their escape.

The characters are escorted into the sewer. After walking in the putrid tunnels for a mile or more, they come to a blockage in the passage which seems to be guarded by four armed city constables. Here they are standing watch over the Door. The stones of the Door's frame do not entirely close off the passage, and so the Door may be circumvented.

Notes:

Wilderness, desert area: The characters are on a march through an unpopulated and remote region. It is likely that they have been traveling for some days, and are beginning to run short of supplies. Desperation may be setting in. Ahead, the characters see what they believe may be a mirage. It appears to be a door. Approaching the object, they find it is in fact a door. They might think perhaps this is the remains or ruins of some long ago destroyed castle or temple. However, they might find it suspicious that the Door exhibits no sign of the wear of ages one would expect of such a ruin, let alone other evidence of such a ruin existing anywhere in the region.

Several lizards, scorpions, and other desert dwelling creatures are found, dead, within a dozen yards of the Door.

Wilderness, snow-capped mountain top: The characters are trudging across a frozen landscape through hip-deep snowbanks. There seems to be no shelter from the frigid temperatures and drifting snow fall. Death by exposure may seem imminent. Ahead, standing alone atop a snow-covered crest, the characters view the Door. All about the Door, the snow refuses to fall for a radius of 30-ft. In fact, entering within the snowless ground surrounding the Door, the temperature, while not warm by any stretch of the imagination, is in fact a tolerable 30°F to 40°F.

Wilderness, forested area: The forest trail the characters must travel en route to their next destination meanders with little rhyme or reason through densely forested lands. Mile after mile, the party can hear the sounds of the forest and its inhabitants. Some days into their journey however, the characters find that sounds of wildlife have all but disappeared, and for the next several days, hunting is unsuccessful. Movement forward slows to a crawl as the once well-marked trail now vanishes beneath the undergrowth of the forest floor. Breaking through the tangle of forest flora, the characters stumble on the Door, standing alone in a barren 60-ft diameter clearing. Seemingly, it may appear as the last remaining bit of an ancient castle, or similar structure, now long forgotten. All plants within a 60-ft diameter of the door are dead, and withered. The carcasses of a few pathetic rodents and other small forest creatures now decompose within this same space.

PLAY AS MANY OR AS FEW...

The **CHAMBER OF KEYS** (see hereafter) has ten columns, each of which requires a rune key in order for the party to unlock the Door, and return back to their proper time and place. GM's may choose to require the party to retrieve all ten of the rune keys,



or as few as just a single key. What makes this module flexible is that each time the party opens the Door from within the **CHAMBER OF KEYS**, the Door can open on any Time or Place of the GM's choosing. Therefore, any module can be plugged in to serve as the next mission determined by the Door. All the GM needs to do is review the next module to be played, and place the required rune key somewhere within the module.

This adventure provides four possible modules the GM may use to get started. Additional adventure ideas can be located on the Usherwood Adventures blog (www.usherwoodadventures.com/blog). Perusing the blog, you will find the outlines for several side trek adventures for many of Usherwood's other games; any of which will prove flexible enough to be dropped in wherever the GM may wish to use them.

*If you're replaying within the context of the **TOWER MYSTERIES** campaign, you must at least play the section entitled **THE TOWER OF MYSTERIES**, as this will serve to introduce the Tower to the players.*

DOOR OF INFINITE PORTALS; PHYSICAL APPEARANCE

Regardless of the method used to introduce the player characters to the manifestation of the Door, it will always be described as follows;

The Door stands 7-ft high, and 6-ft wide. The stone of the archway measure 3-ft thick. The wooden planks of the Door are ancient; very nearly black with age. The type of wood is unknown, though having a grain similar to golden oak, and is as hard as the finest sword steel. Three thick iron bands strap the wooden planks together, and are secured with large iron rivets driven through the strange wood.

In the center of the Door is hung a thick iron ring, 18 inches in diameter and a full inch thick. The stone of the archway is similarly alien to anyone investigating it; dark and pitted very similar to volcanic rock. Yet, it proves harder than steel.

The Door seems to have two distinct sides (i.e., a front side and a back side). Every inch of the front of the Door (including the iron bands, the stone arch, the ring, etc.) is covered in runes. The writing is alien, and not easily deciphered. Also on the front side there is found a large heavy iron key. It is hung from an iron spike driven into the keystone of the archway. The key is fully 17-in long, and itself weighs close to a full stone weight.

The back of the Door bears none of the alien runes. However, it is marked by many deep scratches, as of an animal trying to claw its way through, or much like that which a dog would create trying to attract the attentions of its master when left outside for too long.

The runes that cover the Door are indecipherable to any method the characters possess. If researched by a sage (at a minimum cost of 1,000 gp to the party), the best the party would be able to reveal is that the runes appear to be of many different tongues, and written by many different hands.

Further examination will reveal that although a large iron key is hung above the Door from the keystone, there appears to be no keyhole either in the front of the Door or in the back.

If the party employs the skills of an alchemist to examine the Door, they can make the following additional discoveries about the wood, the iron, and the stone (at a minimum cost of 1,500 gp per discovery);

- **Wood:** The wood is from a black oak tree. Now ancient beyond years, the tree from which the wood was harvested was in all likelihood extremely ancient itself. But the age of the wood is not the only strange element to be revealed. The reason for the wood's hardness (beyond the obvious magics protecting it) seems to have been the iron with which the tree had been fed during its life long ago. The wood grain of the planks is imbued with the metal at the molecular level. Also, scratching at the Door (while not an easy task to actually create a scratch in the wood) causes the mark to bleed. However, any scratch heals rapidly until it becomes completely indiscernible among the runes.
- **Iron:** The iron used on the bands, the ring, the hook, and the key seems to be of a rather ordinary type. On closer inspection, it is discovered that gold dragon scales have been crushed and beaten into the metal at the time of the metal's forging.
- **Stone:** The stone is actually a rare metal known as *dallanite*. The only other historical record of this particular metal involves an artifact known as the *Heaven Stone*. This stone—so it is recorded—fell from the heavens before the coming of humans.

*See **THE HEAVEN STONE** in the appendix **CAMPAGN NOTES** for additional information regarding dallanite and the Heaven Stone.*

Notes:

OPENING THE DOOR

No amount of physical force will cause the Door to open, and no magic spells will have any effect upon it. Though a key hangs from above the Door, there is no keyhole apparent.

The process of opening the Door, however, is surprisingly simple; banging the iron ring three times on the Door will cause a keyhole to appear dead center. The keyhole will remain for 1 turn before vanishing once again. Banging the ring again will cause the keyhole to reappear.

The keyhole cannot be seen on the back of the Door, and peering through the keyhole will reveal only what seems to be a large, dark chamber, with shadows blacker than the darkest night. A chill breeze can be detected blowing through the keyhole, though no noises can be heard from within, and no source of light, magical or otherwise, will penetrate the darkness.

Sliding the key into the keyhole releases the tumblers within the lock; a sound which can be clearly heard. To open the Door, the key must be turned one complete revolution counterclockwise. Once the key is turned, the Door will open toward the party, and the key will vanish as will the keyhole. The sound of the Door opening is like that of an air lock, and is accompanied by a putrid waft of cold air. All those within 20-ft of the Door must save vs. constitution or be overwhelmed by the gases which escape. Those failing their save will become violently ill, retching and vomiting for 1 full turn, and loosing 1d4 points of constitution for 3d12 turns.

Through the doorway, can be seen what seems to be a long, roughly hewn hall; illuminated only by whatever light is shining through the doorway.

Walking around the Door however, it would seem the chamber does not exist, and that the doorway is simply a hole in the Here and the Now of the party's world. The view through the doorway from the back seems somewhat warped, and twisted, and the colors not quite right. From the back of the doorway, the Door seems to have vanished, and all that can be seen is the stone archway.

Anyone passing through the arch from the back must save vs. death. A failed save results in the subject's body being literally turned inside out. Death is immediate as the subject's bloody form is thrown through the other side of the arch, leaving nothing more than a quivering mass of bloody entrails and smouldering bones. Regardless of the character's success or failure against the saving throw, all non-magical items on the

subject's body will be disintegrated, and all enchanted items on the subject's body must likewise individually save vs. death or explode once emerged from the opposite side, causing 1d6 hit points of shrapnel damage (per item) to anyone standing within 20-ft of the opening.

MISCELLANEOUS ENCOUNTERS; APPROACHING THE DOOR

The list of miscellaneous encounters as the party approaches the Door is limited only by the individual GM's imagination and the circumstances behind which the player characters find themselves engaged in these events. It is recommended that GM's generate a random encounter list based upon the game's current setting and circumstances.

MISCELLANEOUS ENCOUNTERS; OPENING THE DOOR

Each time the party opens the door, they risk releasing creatures that have become trapped within the **CHAMBER OF KEYS**. Because the Door touches on all Times and Places throughout the Multiverse, the number and type of possible creatures which may emerge is unpredictable, and quite often deadly. Consult the tables in the appendix, **MISCELLANEOUS DOOR ENCOUNTERS**, each time the party opens the Door from the outside.

An encounter should always occur the first time the party manages to successfully open the Door.

THE CHAMBER OF KEYS

No matter what has happened previously, characters entering the Door from the front always end up in this chamber (refer to the previous section, **OPENING THE DOOR**, for the consequences of entering the Door from the back side). The chamber the party finds themselves in is a long hall—30-ft wide and 90-ft long, roughly hewn (apparently) out of solid rock. Though the Door from the outside seems to remain open, from the inside of the chamber, the Door is closed, and no apparent means of opening the Door again can be detected. As additional individuals step through the Door from the outside, they seem to simply materialize through the Door and within the chamber.

Notes:

Those who remain outside can see those inside, but cannot tell what is being said, and cannot make themselves heard.

If the character carrying the outer key enters into the chamber, the key vanishes and is returned to the peg on the outside of the Door, where those outside will see it materialize.

The hall is illuminated by sconces which line both walls, spaced every 5-ft, they illuminate the entire length of the hall.

*Note in the section **THE COLUMNS**, that it is at the discretion of the GM how many of the rune keys are required to escape the Chamber of Keys. If the number is anything less than all ten rune keys, the GM should make a note to the players that the remainder number of columns are in fact glowing with the faint blue radiance mentioned within that section of text.*

The Door from inside the chamber seems to be identical in appearance to the back of the Door outside (if it was examined before coming within). That is, the back of the Door bears none of the alien runes. However, it is marked by many deep scratches, as of an animal trying to claw its way through.

Every 6 turns the party spends within the **CHAMBER OF KEYS** may result in other creatures wandering through the door. See the appendix, **MISCELLANEOUS DOOR ENCOUNTERS**.

The hall is littered with the skeletons of countless humans, demi-humans, and humanoids. In addition to the skeletons of the chamber's victims, there are a myriad of items once owned by these individuals.

A thorough search of the chamber will yield a collection of several items of value; 350 cp, 175 sp, 100 ep, 250 gp, 75 pp, a set of brass knuckles, an ancient barbed spear, a book covered in ogre hide, a necklace strung with human teeth, a small wooden box containing four darts, a staff, a shard of clear crystal, a small lead box, a pair of daggers. Details of each of these items can be found in the appendix **NEW MAGIC**.

In addition to the items listed above, the characters will locate a large assortment of weapons, armor, jewelry, potion bottles (the contents of which have long ago dried up, leaving behind nothing but an oily residue), etc. However, these items will almost certainly (90%) be rendered worthless and useless due to age and deterioration.

On the walls to either side of the Door, and running the length of the hall, from floor to ceiling are hung keys—thousands upon thousands of keys. Some small. Some large. Some of simple iron or steel, but very many others constructed of some kind of

precious metal (like gold, platinum, etc.), and even some made of wood. There are even some which have been encrusted with gems, or carved from crystal. And a few are made of materials completely alien to the party members.

Down the center of the hall runs a carpeted runner of elaborate design. The carpet is a rich, velvety fabric that shows no sign of age or wear; in complete contrast to the litter of skeletons, dust and debris which surround it.

At the far end of the hall (**area a**), a simple wooden chair rests in the shadows. Upon the chair are a short sword, a small shield and a sheaf of parchment. Both the sword and the shield are unremarkable in appearance although they radiate a strong dweomer of magic if detected for. The sword has an aged, wooden grip, which is cracked and splintering through neglect. The shield—pitted with rust and covered in a deep brown patina—may have once borne a painted, human-shaped icon signifying its owner's allegiances, however, only traces of the painted image now remain.

*Refer to the section, **THE FINAL ESCAPE**, for additional information regarding the sword and the shield.*

The parchment is completely blank on both sides of the paper. However, the writing upon the parchment is hidden through magical disguise. The writing can be seen using any means to view invisible objects/creatures; detect invisibility, faerie fire, etc. When the writing is revealed, the secret to escaping the chamber will also be revealed;

This—the chamber of Elistarn—shall become the tomb of all who enter lest thou recover the Runes of the Mysteries, and defeat the guardian of my Door of Infinite Portals.

THE COLUMNS

The ceiling—which is held aloft by 10 great columns of stone—looms far out of reach of the torch light provided by the sconces; the pillars seem to simply vanish into the darkness that weighs over the characters' heads like a canopy. If stronger light is created, it will be seen that the columns meet the roof in a vaulted ceiling no less than 50-ft high.

Inscribed upon each column is a large recessed rune (5-ft off the floor, and facing in toward the center of the hall),

Notes:

approximately 6-in tall. The runes are etched into the pillar to a depth of approximately 1-in. In the bottom of the etched surface of each rune to be drilled a small cylindrical hole. This hole drives a full 6-in deeper into the column. Probing the depths of this hole will produce an electrical shock which inflicts 2d4 hit points of electrical damage to the character unless a saving throw vs. spell is successfully cast (a successful save inflicts half the damage indicated).

These rune recesses come into play within modules to be selected at the GM's discretion (refer to the section **GM'S MODULE DISCRETION** hereafter). This manuscript includes four prepared adventures. Within each, there will be found a hidden rune key, carved from platinum. On the back of each rune key is attached a 6-in long lead post. The players will need to locate each of these rune keys and place them within the corresponding recess in one of the columns in order to unlock the door to escape the chamber. Once the proper rune key is set into its corresponding column, the stone of the column will glow with a faint blue radiance.

ABOUT THE KEYS

The concept for the players is that there exists a number of infinite possibilities, but the actual number of encounters presented herein is, by necessity, limited. Of course, GM's who find this module a creative opportunity are encouraged to use it to play an active role in providing the adventuring group with a base from which to launch many adventures. Each of the keys may provide your group with an opportunity of your design,

in perpetuity. And the author whole-heartedly encourages you to do so.

For the purposes of this module however, the following information for the keys should be noted.

As described previously, each key is different. Any key is as likely to be made of cheap wood as it is to be elaborately carved from platinum and encrusted with precious gems. GM's are encouraged to use their imagination in describing these props. But be careful; your players are likely to wish to collect the expensive-looking keys. This is permitted, and you can value them to be worthy of Kings' ransoms if you wish. But to the surprise of the PC's, no key may actually be removed from the chamber. If the players attempt to remove a key from the chamber, the key(s) will simply vanish, only to reappear on its hook upon the wall after 1 hour (6 turns). An exception may be if the party were able to store the keys in a magically protected container, for example; a *bag of holding*, etc.

Each key drawn from its hook has a potential to be trapped. To determine if a key has been trapped, roll 1d20. A result of 1–8 indicates that any given key has indeed been trapped. To determine what trap has been released, reference **TRAPPED KEY RESULTS**.

Detecting and disabling trapped keys is not always a simple task. Some are mechanical traps that inflict physical damage. Other traps are magical in nature, but may still be disabled with a successful ability check. Other traps are undetectable, and may not be removed. Refer to the table that follows regarding traps. Keys may be used more than once, but the results will not be repeated with any single given key.



Trapped Key Results

1D20 TRAP DESCRIPTION	NOTES
1 Exploding key. Wooden keys erupt into a shower of flaming splinters. Stone keys are reduced to clouds of flack. Metal keys become showers of molten liquid. Gem keys become lethal explosions of razor sharp fragments.	Damage inflicted is dependant upon the type of key, so be sure to describe the key to the players first; wooden 1d4, stone 1d6, metal 2d4, gem 3d6. Damage radius is 10-ft centered on the key.
2 Jet of flame. An eruption of flame bursts from the key.	A cone of fire—20-ft long, 5-ft diameter at its terminus. Inflicts 2d8 hit points of damage. Successful save vs spell halves the damage inflicted.
3 Falling stones. An avalanche of stones cascades from the darkness of the ceiling above.	Small and large stones fall to an area of the floor in a 30-ft radius centered on the key. All creatures in the area of effect are struck for 3d4 hit points of damage. Successful save vs spell halves the damage inflicted.
4 Trap door. A trap floor opens beneath the key.	Size, position, depth, and damage potential (see OSRIC SRD) vary; 1d6 Type of trap door <ul style="list-style-type: none"> 1 5-ft square opens immediately below key. Hole is 10-ft deep. 2 10-ft square opens 5-ft away from wall. Hole is 10-ft deep, bottom filled with 4-ft of ice-cold water. 3 10-ft square opens 5-ft away from wall. Hole is 10-ft deep, bottom filled with 2-ft long spikes (2d6 impaling damage) 4 10-ft square opens 5-ft away from wall. Hole is 10-ft deep, bottom filled with 1-ft of oil. 5 15-ft square opens immediately below key. Hole is 15-ft deep. Bottom holds 2d4 poisonous snakes. 6 15-ft square opens immediately below key. Hole is 5-ft deep. Hole is filled with flaming timbers (victims will suffer 1d4 hit points of damage per round spent in hole).
5 Hypnotic pattern. A burst of brilliant light appears in the ceiling above the key.	<i>Hypnotic pattern</i> (as the illusionist spell of the same name) is cast, as if by a 10th level illusionist.
6 Flaming floor. The floor all about the key erupts into flame.	Area of floor in a 40-ft radius on key burns for 1d4 rounds. Victims suffer 1d6 hit points of damage per round they remain in an area affected by flame.
7 Skeleton attack. The bones rise and attack!	1d10+10 skeletons arise and attack from the bones scattered about the chamber.
8 Flash of light. A flash of light blinds the party.	Those within 10-ft of key are blinded for 2d8 turns. Those within 30-ft are blinded for 2d4 rounds. Successful save reduces time of blindness by half.
9 Dispel magic. One magic item loses all its enchanted properties.	Randomly select a magic item within 40 ft-radius of key to have its magic completely drained. Item is entitled to saving throw. Whether an item's save is successful or not, it 'tingles' or 'vibrates', so that the owner knows that 'something' has happened. A <i>detect magic</i> spell will confirm whether the item's magic has been lost. Magic items considered to be artifacts will not be affected.

Notes:

1D20 TRAP DESCRIPTION	NOTES
10 Shocking grasp. Key provides character an electrical shock.	Grasping the key inflicts 1d4 hit points of electric damage to the character holding it.
11–15 Summon creature.	Roll from the tables located in the appendix, MISCELLANEOUS DOOR ENCOUNTERS .
16 Nightmare vision. One random PC is scared witless.	Select one character at random. This PC becomes the target of a <i>phantasmal killer</i> , as the illusionist spell of the same name, for a period of 1d4+4 rounds.
17 Shower of keys. A cascade of keys of all varieties falls from the darkness of the ceiling.	All characters within a 20-ft radius of the key will suffer 1d4 damage. A successful save vs. dexterity halves damage inflicted.
18 Acid rain. Deadly acidic precipitation sprays the party.	An acidic mist falls throughout the chamber for a period of 3 turns. All characters suffer 1d4 hit points of damage per round.
19 Magic Missiles. Enchanted bolts fire straight ahead.	PC grabbing key is struck by two <i>magic missiles</i> .
20 Lightning strike. A random lightning strike shatters the dark chamber.	Randomly determine a 10-ft area for the lightning to strike. PC's within adjoining spaces suffer 2d6 electrical damage. A direct strike on any given creature suffers 4d4 hit points of electrical damage. A successful save vs. spell halves the damage inflicted.

Each key which is not trapped will cause a key hole to appear within the door. Each of these keys leads to an encounter (module) to be determined by the GM.

Trapped keys do not result in a defined encounter, except as defined in the trap notes.

Whenever the PC's travel through the Door into an adventure, the Door will close (irregardless of precautions taken) and reset. That is, the iron key will be re-hung on its post above the door. The Door may be re-opened using the process described previously.

GM'S MODULE DISCRETION

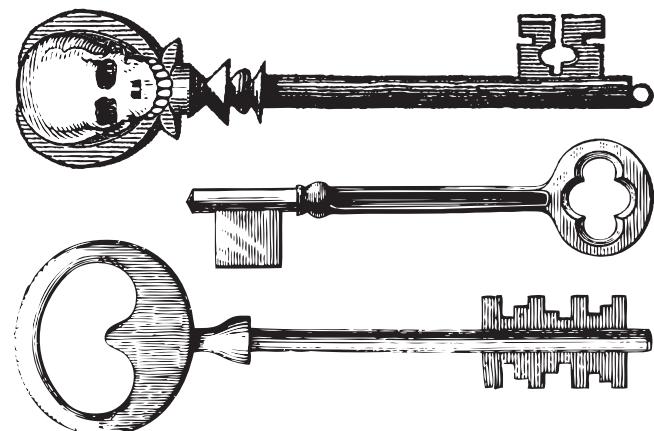
As discussed previously, GM's may incorporate other modules of their choice as one of the infinite Door's possibilities.

This adventure provides four possible short adventures wherein a rune key is to be found, as well as a final challenge to open the Door and escape the **CHAMBER OF KEYS**.

PLAYERS' GOAL

To ensure that the rune key specific to each of the ten columns in the **CHAMBER OF KEYS** is placed within the column. This will activate the magics that control the Door, and allow the adventurers to return to their proper place and time.

GM's may wish to have the players return all ten rune keys, or, as few as they wish.



Notes:





THE TOWER OF MYSTERIES

The party emerges from the Door in the midst of a wide open plain. The landscape is covered for mile upon mile of tall grass (about 2-ft high). The closed Door remains; the Silent Sentinel.

On the distant horizon (north from their current location), the party can see a tall, thin spire reaching to the heavens (to an unknown height). The Tower is the only object that breaks the endless monotony of grassland. If the party opts to march in any direction away from the Tower, they will find that once the Tower vanishes upon the horizon behind them, it will begin to emerge on the horizon before them.

APPROACHING THE TOWER; PART I

GM's may opt to add additional encounters to those provided hereafter, should the party spend a significant period of time exploring the endless expanse of grassland. The only restriction being that the plains are free of permanent settlements, although nomadic societies may be encountered.

The party should get the idea pretty quickly that there's no place to go but into the Tower to retrieve the rune key.

Roll for miscellaneous encounters (1–4 on d12) every 3 turns. Each encounter may only occur once unless otherwise noted.

Miscellaneous Encounters; Approaching the Tower; Part I

1D00 ENCOUNTER	NOTES
01–10 2d4 lions [¶]	Lion: AC 6; MV 150 ft; HD 3+2; HP 20; #AT 3; DAM 1d6/1d6/1d10; POS —
11–15 3d4 dire wolves [¶]	Wolf, dire: AC 6; MV 180 ft; HD 3+3; HP 24; #AT 1; DAM 2d4; POS —
16–20 1–3 tigers [¶]	Tiger: AC 6; MV 120 ft; HD 5+5; HP 45; #AT 3; DAM 1d6/1d6/1d10; POS —
21–25 1d4+2 rhinoceros [¶]	Rhinoceros: AC 6; MV 120 ft; HD 8; HP 50; #AT 1; DAM 2d4; POS —
26–35 2d4 hyenas [¶]	Hyena: AC 7; MV 120 ft; HD 2; HP 14; #AT 1; DAM 2d4; POS —
36–45 4d4 wild dogs [¶]	Wild dogs: AC 7; MV 120 ft; HD 2+2; HP 16; #AT 1; DAM 2d4; POS —
46–50 1d4 giant lynx [¶]	Giant lynx: AC 5; MV 120 ft; HD 2+2; HP 18; #AT 3; DAM 1-2/1-2/1d4
51–60 3d4 stymphalian bird ^{†¶}	Stymphalian bird: AC 5; MV 240 ft flying; HD 2+3; HP 14; #AT 1; DAM 1d4+2, or 1d4; POS —
61–65 3d6 vilde cow ^{†¶}	Vilde cow: AC 4; MV 120 ft; HD 4+1; HP 24; #AT 1; DAM 2d6, plus burning dung; POS —
66–70 1 bittersalt dragon [†]	Bittersalt dragon (adult): AC 7; MV 90 ft (30 ft burrowing); HD 5+1; HP 40; #AT 3; DAM 1d4/1d4/3d4, plus breath weapon; POS —
71–80 1–3 hyenawere ^{*¶}	Hyenawere: AC 6; MV 120 ft; HD 4; HP 24; #AT 1; DAM 2d6 or by weapon; POS club (75%) or mace (25%)
81–90 2d4+5 gnolls	Gnoll: AC 5; MV 90 ft; HD 2; HP 14; #AT 1; DAM 2d4, or by weapon; POS scimitar x2 (30%) [‡] , battle axe (15%), two-handed sword (25%), bastard sword (30%).
	There is a likelihood that the gnolls will be accompanied by 1–2 ogres. The chance of such individuals being among the gnolls' numbers is 5% for every two gnolls in the group. Ogre: AC 5; MV 90 ft; HD 4+1; HP 26; #AT 1; DAM 1d10, or by weapon; POS —
91–98 1d6+5 desert raider [§]	Desert raider: AC 7; MV 120 ft; HD 1d6+1; HP 6; #AT 1; DAM by weapon; POS staff (40%), staff and Bowie toothpick (50%), Bowie toothpick and Union Carbine plus 4d6+10 rounds of ammunition (10%)
99–00 1–2 dinosaurs (roll d10 for type)	(1–4) Tyrannosaurus: AC 5; MV 150 ft; HD 20; HP 120; #AT 1; DAM 3d10; POS — (5–6) Allosaurus: AC 6; MV 150 ft; HD 15; HP 85; #AT 1; DAM 3d6; POS — (7–9) Triceratops: AC 3/7; MV 120 ft; HD 16; HP 100; #AT 1; 3d6, plus stomp; POS — (10) Pteradon: AC 6; MV 240 ft flying (AA:IV); HD 10; HP 64; #AT 1; DAM 5d4, plus swallow whole on 20 "to hit" result; POS —
	There is a 25% likelihood that 3d6+2 cavemen will be engaged in combat with any dinosaurs encountered. Their motivation involves obtaining food for their tribe. They will avoid the party unless attacked. Caveman: AC 8; MV 120 ft; HD 2; HP 12; #AT 1; DAM by weapon; POS club (25%), club and spear (75%)

* Refer to the appendix **NEW CREATURES** for information.

† Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for information.

‡ Gnolls possessing two scimitars are capable of wielding both weapons in a simultaneous attack against a single opponent in the same round. However, the second attack is made at a -2 "to hit" penalty.

§ Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for information.

Notes:

APPROACHING THE TOWER; PART II

It will take the party 36 turns (6 hours) to approach within ten miles of the Tower, if they are traveling directly toward it. At that time, the following information may be read aloud, or otherwise conveyed to them;

The Tower grows in girth and height as you approach to within ten miles of the spire; its upper-most elevations are obscured in a clouded sky. Even from this distance, you see that the Tower's gleaming surface is carved and ornamented completely.

At this point, if the group pauses to examine the ground, they will locate a narrow, 1-ft wide pathway of white stones, obscured below the tall grass. The stones may have once been carefully fitted together, however they have obviously not been maintained in many long years as they are now cracked, having many weeds growing through the joints. Following the path reveals it is laid out to completely encircle the Tower at the current ten mile distance.

Creatures encountered within the ring of stones will not pursue the party beyond (except for cowboys, as noted below), and vice versa.

Roll for miscellaneous encounters (1–6 on d12) every 6 turns. Each encounter may occur only once unless otherwise noted.¹

Miscellaneous Encounters; Approaching the Tower; Part II

1D00 ENCOUNTER	NOTES
01–10 3d4 worgs ¹	Worg: AC 6; MV 180 ft; HD 4+4; HP 28; #AT 1; DAM 2d4; POS —
11–20 3d4 dire wolves ¹	Wolf, dire: AC 6; MV 180 ft; HD 3+3; HP 24; #AT 1; DAM 2d4; POS —
21–25 1d4 giant lynx ¹	Giant lynx: AC 5; MV 120 ft; HD 2+2; HP 18; #AT 3; DAM 1–2/1–2/1d4
26–40 1 nemean lion ^{1,2}	Nemean lion: AC 0/6; MV 120 ft; HD 8+3; HP 48; #AT 3; DAM 2d6/2d6/3d6; POS —
41–55 3d4 stymphalian bird ^{1,2}	Stymphalian bird: AC 5; MV 240 ft flying; HD 2+3; HP 14; #AT 1; DAM 1d4+2, or 1d4; POS —
56–60 1–3 scytale ^{1,2}	Scytale: AC 3; MV 60 ft; HD 6; HP 48; #AT 2; DAM 1d4/2d4, plus constriction and paralysis; POS —
61–65 1 uraninite dragon ¹	Uraninite dragon (adult): AC 7; MV 90 ft (40 ft burrowing); HD 6+1; HP 44; #AT 3; DAM 1d4/1d4/2d4, plus breath weapon; POS —
66–70 1–3 hyenawere [*]	Hyenawere: AC 6; MV 120 ft; HD 4; HP 24; #AT 1; DAM 2d6 or by weapon; POS club (75%) or mace (25%)
71–85 2d4+1 cowboys ⁵	Cowboy: AC 8; MV 120 ft; HD 1-1; HP 6; #AT 1; DAM By weapon; POS Union single-action revolver and Bowie toothpick (80%), Confederate repeating carbine and Bowie toothpick (15%), Marauder's Leg and Bowie toothpick (5%). Each will be mounted on a medium horse: AC 7; MV 180 ft; HD 2+2; HP 14; #AT 3; DAM 1d6/1d6/1–3; POS western saddle, bit and bridle. The cowboys will be lead by a 6th level frontiersman; Frontiersman: AC 6; MV 120 ft; HD 6; HP 40; #AT 1; DAM By weapon; POS Union single-action revolver and Bowie toothpick; Str 12, Dex 16, Con 11, Int 13, Wis 12, Cha 14. Medium horse: AC 7; MV 180 ft; HD 2+2; HP 14; #AT 3; DAM 1d6/1d6/1–3; POS western saddle, bit and bridle.
86–95 1d6+5 desert raider ⁵	Desert raider: AC 7; MV 120 ft; HD 1d6+1; HP 6; #AT 1; DAM By weapon; POS staff (40%), staff and Bowie toothpick (50%), Bowie toothpick and Union Carbine plus 4d6+10 rounds of ammunition (10%)
96–98 1–3+2 maléviventem [*]	Maléviventem Murder/Consort: AC 8; MV 120 ft; HD 5; HP 36; #AT 1; DAM 1d6, plus strength and constitution drain; POS — Maléviventem groups will always include the Lord, his/her consort, and one or more members of the murder. Maléviventem Lord/Lady: AC 4; MV 120 ft; HD 7; HP 48; #AT 1; DAM 1d6, plus strength and constitution drain; POS —
99–00 1 stone golem	Stone golem: AC 5; MV 60 ft; HD 14; HP 60; #AT 1; DAM 3d8, plus cast <i>slow</i> spell; POS — The golem will be seen as a stone statue as the party approaches it. Having the appearance of a revered warrior—artistically carved, with careful attention to the smallest detail, and set upon a low platform—the golem will make no movement toward the party until such a time as any creature moves beyond it toward the Tower, at which time it will attack.

^{*} Refer to the appendix **NEW CREATURES** for information.

[†] Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for information.

[§] Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for information. Cowboys will not halt at the border of the white stone path that encircles the Tower. Rather, they will pursue the party so long as they successfully maintain morale checks.

Notes:

THE TOWER OF MYSTERIES

Now at the base of the great Tower—which is encircled by ten small buildings which prove to be temples on closer inspection—the elaborate carvings that cover its surface can clearly be seen. The lowest levels are faces of what must specific personalities; old and young, male and female, cruel and kind. Above these, the levels alternate between openings to interior atria and additional levels of carvings. The higher levels depict creatures of all sorts; common and alien; terrestrial and otherworldly. Carvings that appear beyond the third atrium cannot be seen clearly enough in order to be identified. A broad staircase rises from the grass-land to encircle the lowest level where it eventually ends upon the first level of atrium entrances that encircles the great Tower.

The stone work of the Tower, though clearly ancient beyond reckoning, is skillfully crafted of white marble, veined in beige.

PROOF AGAINST DETERMINED PLAYERS

The Tower will resist any attempt to enter it, and will do so using the following strategies;

Characters flying: Those characters attempting to explore the Tower by flying will be quickly overwhelmed by a multitude of airborne creatures. Roll for miscellaneous airborne encounters (1–4 on d6) every turn (possibly resulting in numerous types of enemies in pursuit of the party at the same time). Each encounter may occur multiple times unless otherwise noted.

Once a miscellaneous encounter has appeared, the creatures will pursue the party to the boundary of the ten temples, also suspending their attack if the party returns to the ground. Creatures of good or neutral alignment may be reasoned with, but in no case will any of the encounters allow the party to enter into the Tower.

1D20 ENCOUNTER	NOTES
1 1d4+1 copper dragon hordlings	copper dragon hordling: AC 3; MV 60 ft; 90 ft flying (AA:III); HD 4+1; HP 24; #AT 3 or by weapon; DAM 1–3/1–3/1d4; POS scimitar and dagger (each)
2 2d4+1 cinero advena (gray alien)	cinero advena: AC 10; MV 60 ft; 90 ft flying (AA:II); HD 1+1; HP 6; #AT energy sword; DAM 2d4; POS energy sword, anti-gravity belt, utility belt The creatures' anti-gravity belt provides limited flight, and consumes 2 power cycles per round.
3 1 hieraco-sphinx	hieraco-sphinx: AC 0; MV 140 ft; 220 ft flying (AA:III); HD 8; HP 56; #AT 3; DAM 1d8+1/1d8+1/1d8+1; POS — This encounter occurs just once on this table.
4 1–3 wyverns	wyvern: AC 3; MV 60 ft; 240 ft flying (AA:III); HD 7+7; HP 54; #AT 2; DAM 1d6/2d8; POS —
5–6 1d6+1 giant birds	bird, giant: AC 7; MV 30 ft; 360 ft flying (AA:IV); HD 4; HP 30; #AT 3; DAM 1d6/1d6/2d6; POS —
7 1 aerial servant	aerial servant: AC 3; MV 240 ft flying (AA:VI); HD 16; HP 98; #AT 1; DAM 8d4; POS — Commanded to guard the third level of the Tower against all intruders, the servant will not engage the party unless they manage to achieve that height (300 ft). This encounter occurs just once on this table.
8 1 roc	roc: AC 4; MV 240 ft flying (AA:VI); HD 18; HP 120; #AT 1 or 2; DAM 4d6 or 3d6/3d6; POS — This encounter occurs just once on this table.
9 1 chimæra	chimæra: AC 4; MV 90 ft; 180 ft flying (AA:II); HD 9; HP 64; #AT 6; DAM 1d3/1d3/1d4/2d6/3d4; POS — This encounter occurs just once on this table.
10 1 manticore	manticore: AC 4; MV 120 ft; 180 ft flying (AA:II); HD 6+3; HP 54; #AT 3; DAM 1–3/1–3/1d8; POS — This encounter occurs just once on this table.
11 3d6+10 stirges	stirge: AC 8; MV 30 ft; 180 ft flying (AA:IV); HD 1+1; HP 7; #AT 1; DAM 1–3; POS —
12 1 nightmare	nightmare: AC -4; MV 150 ft; 360 ft flying (AA:IV); HD 6+6; HP 44; #AT 3; DAM 1d6+4/1d6+4/2d4; POS —
13 1d6 pegasi	pegasus: AC 6; MV 240 ft; 480 ft flying (AA:IV); HD 4; HP 30; #AT 3; DAM 1d8/1d8/1–3; POS —
14 1–2 shedu	shedu: AC 4; MV 120 ft; 240 ft flying (AA:IV); HD 9+9; HP 68; #AT 2; DAM 1d6/1d6 + spell use; POS — This encounter occurs just once on this table.
15 1d6+2 mobats	mobat: AC 2 to 10; MV 30 ft; 150 ft flying (AA:IV); HD 6; HP 42; #AT 1; DAM 2d4 + shriek; POS —
16–17 2d8+8 giant bats	bat, giant: AC 8; MV 10 ft; 240 ft flying (AA:V); HD ½; HP 4; #AT 1; DAM 1–2 + possible rabies infection; POS —
18 1–2 hippogriffs	hippogriff: AC 5; MV 180 ft; 360 ft flying (AA:IV); HD 3+3; HP 22; #AT 3; DAM 1d6/1d6/1d10; POS —
19 1d4+1 harpies	harpy: AC 7; MV 60 ft; 150 ft flying (AA:IV); HD 3; HP 18; #AT 3; DAM 1–3/1–3/1d6 + charm; POS —
20 1d4 griffons	griffon: AC 3; MV 120 ft; 300 ft flying (AA:IV); HD 7; HP 48; #AT 3; DAM 1d4/1d4/2d8; POS —

Notes:

Characters climbing: Characters attempting to scale the graven surface of the Tower will find virtually every foot gained a challenge against attack or deadly trap. Roll for traps or encounters (1–4 on d6) every turn. Each trap or encounter may occur multiple times unless otherwise noted.

GM's are encouraged to devise their own traps and encounters. Creatures and traps will make themselves known/be sprung 1d4 rounds after being trod upon.

There are 60-ft between each atrium. Each atrium is 30-ft floor to ceiling. Should a character somehow to gain access to

the first open-air atrium, as the PC attempts to climb onto the floor, the entire floor becomes flooded with grey ooze, which appears to be pumped through large grates located on the floors, columns, and interior walls of the atrium. The ooze covers the entire floor, columns and walls (to a depth of 6 inches upon the floor) within 1 turn.

The ooze will pursue all creatures in or on the Tower until destroyed or until they have removed themselves from the structure. This will be repeated at each atrium if the party is persistent in their attempt to gain access to the Tower.

Grey Ooze (1 per atrium): AC 8; MV 10 ft; HD 30+3; HP 190; #AT 1; DAM 3d8 + dissolve; POS —

D00 TRAP/ENCOUNTER NOTES	
01–03 1 fresco fighter	The hit die of the creature encountered will vary. Roll 1d6+1 to determine relative hit die. GM's are encouraged to devise their own descriptions of the images as they are encountered, but their appearance should be appropriate according to their hit die result. fresco fighter *: AC 2; MV 90 ft; HD 2–7; HP 6/per hit die; #AT 1; DAM 1d4+1/hit die; POS — * See the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.
04–06 1d4×2 caryatid column	The purpose of these guardians is simply to prevent any creature from scaling the sides of the Tower. caryatid column : AC 5; MV 60 ft; HD 5; HP 34; #AT 1; DAM 2d4; POS —
07–09 1d4 giant centipede	The centipedes will crawl from a large nearby opening in the Tower, such the gapping mouth of a carving. centipede, giant : AC 5; MV 180 ft; HD 3; HP 18; #AT 1; DAM 1–3 + poison; POS —
10–12 1 executioner's hood	The hood drops from an overhanging sculpture above the character. executioner's hood : AC 6; MV 60 ft; HD 6; HP 36; #AT 1; DAM 1d4 + strangulation; POS —
13–15 1d4+1 wereraptor	wereraptor : AC 5; MV 30 ft (raptor form) / 240 ft flying; HD 4+3; HP 30; #AT 3; DAM 1–3/1–3/1d6+1; POS — * See the appendix NEW CREATURES for information.
16–18 2d4 archaeopteryx	archaeopteryx : AC 3; MV 300 ft flying; HD 7; HP 48; #AT 1; DAM 3d4; POS —
19–21 insect swarm	An insect swarm appears per the 5th cleric spell <i>insect plague</i> as if cast by a 10th level cleric. The swarm appears 10 ft above the character's location before it advances.
22–31 explosive bas relief trap	Crossing over this graven image causes the relief to explode inflicting 4d4 hit points of damage against all creatures within 10 ft which fail a saving throw vs. dexterity -3. A failed save also causes the character to fall, suffering the appropriate amount of falling damage. Find/disarm at -10.
32–41 collapsing wall trap	This 15-ft wide × 20-ft high section of the Tower wall will suddenly release itself from the side of the Tower, causing any character climbing on it to fall suffering the appropriate amount of damage. Also, characters on the ground must save versus dexterity or suffer 2d8 hit points of damage due to falling debris. This saving throw is adjusted by +1 for every 10 ft the section of wall falls, to a maximum of +6. The character(s) who fell with the wall are not allowed a saving throw versus this extra damage. Find/disarm at +10.
42–51 <i>push</i> trap	A life-size bas relief carving of a human hand can be found amid the myriad carvings upon the surface of the Tower. Once a climbing creature finds itself directly in front of this symbol, a <i>push</i> spell as if cast by a 10th level magic user will force the character to save versus dexterity at +2. A failed save indicates the character has lost his grip on the wall and fallen, suffering the appropriate damage.

Notes:

D00 TRAP/ENCOUNTER	NOTES
52–61 magnetized bas relief trap	The 15-ft wide × 20-ft high section of the Tower wall will emit a powerful magnetic attraction when the character is in the middle of it. Any metal object will become stuck fast, requiring a minimum strength of 17 to wrench it free. The mechanism to release the magnetic charge is located at the bottom right corner of the section of wall. Find/disarm at +10.
62–71 oil spray trap	The 15-ft wide × 20-ft high section of the Tower wall will spray a thick coating of oil on the creature climbing the wall. This spray will coat the creature's hands and feet as well as her body. Find/disarm at -5.
72–77 1d6+9 giant ticks	These parasites swarm out of the sculptures surrounding the character(s) on the Tower. tick, giant: AC 4; MV 30 ft; HD 3; HP 16; #AT 1; DAM 1d4 + blood drain; POS —
78–81 1–3+1 assassin birds	bird, assassin: AC 5; MV 30 ft / 360 ft flying; HD 3; HP 20; #AT 3; DAM 1d4/1d4/1d4 + diving attack; POS — * See the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.
82–84 1 ghostly hoard	The hit die of the creature encountered will vary. Roll 1d6+1 to determine relative hit die. GM's are encouraged to devise their own descriptions of the images as they are encountered, but their appearance should be appropriate according to their hit die result. ghostly hoard: AC 0; MV 60 ft hovering; HD 7+2; HP 54; #AT 1; DAM 3d4 + wailing fear; POS — * See the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.
86–88 2d10 stymphalian birds	The flock of birds appears from nest high above the climber(s) and swarms any creature on the Tower. stymphalian bird: AC 5; MV 30 ft / 240 ft flying; HD 2+3; HP 14; #AT 1; DAM 1d4+2 or 1d4; POS — * See the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.
89–91 1–3+1 werebats	Ignore this result if in full daylight. werebat: AC 7; MV 90 ft / 140 ft flying; HD 3+1; HP 18; #AT 1; DAM 1d6 (sword) or 1d4 (bite)+ disease; POS — * See the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.
92–94 1 stone monstrous construction	This stone guardian is an ingenious device. It appears as just another portion of the Tower's façade until it is climbed upon by any creature. When this happens, the mechanical guardian detaches itself from the Tower, folding upon itself to create a man-like form which then attacks the trespassers until they retreat back down the Tower. If a character happens to be on the section of Tower when the transformation takes place, the victim must save versus dexterity, or fall to the ground, suffering the appropriate falling damage. monstrous construction, stone: AC 6; MV 60 ft; HD 10; HP 50; #AT 2; DAM 3d4/3d4 + gas bellows; POS — * See the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.
95–97 1d6+4 desert raiders	The humanoids will each be flying in a hang-glider made of animal hides and a mixture of wooden and metal poles. These gliders have a movement rate of 130-ft and are considered AA:II. The group is lead by war chief who is the equivalent of a 5th level fighter and is equipped with a Bowie knife, Union carbine (14 rounds of ammunition), and a Marauder's Leg* (12 rounds of ammunition). If a glider becomes damaged, or the raider is forced to land, the attacker(s) will scale the Tower in pursuit of the party. desert raider: AC 7; MV 120 ft; HD 1d6+1; HP 6; #AT 1; DAM by weapon type; POS staff (all), Bowie knife* (50%), Union carbine* (1d6) and 14 rounds of ammunition * See the REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.
98–00 1 air elemental	air elemental: AC 2; MV 360 ft flying; HD 12; HP 84; #AT 1; DAM 2d10 + whirlwind; POS —

Characters scaling the stairs: Using the stairs to climb the Tower holds no less potential for danger and death than other means players may attempt, as each step is likely trapped. There are 120 treads the party must climb. Each stair riser is 6-in high, 3-ft deep and 20-ft wide. Roll for traps (1–4 on d6) at every

tread. Each trap may occur multiple times unless otherwise noted. If the party attempts skipping over a tread to reduce the numbers of potential traps, the chance for a trap to exist becomes 1–10 on d12.

Notes:

D00 TRAP/ENCOUNTER NOTES

01–05 magnetized stone trap	The tread of this step appears identical to those above and below it. However, it is made up of highly magnetized stones. Small metal objects—daggers, arrow heads, spikes, ancient buckles—lay upon the tread, and can only be pried loose with great effort. Metal footwear and metal armor will become stuck fast as the character steps onto or over the tread. Only by passing 5-ft over the tread can the magnetic pull be avoided. Objects stuck can only be pried loose with a combined strength of at least 32. Find/disarm at -5.
06–07 NPC group	<p>The tread opens spilling any characters standing on it into the 30 foot deep 20 ft × 10 ft chamber below. The floor and walls are damp, and the floor contains several small puddles of ordinary water. Both are slick with moss and algae. In the northwest corner of the chamber, a group of humans and demi-humans are huddled together in a defensive position surrounding one of their number who lies prone on the floor, apparently in some level of distress.</p> <p>GM's are encouraged to develop their own backstory for this group of NPC's as to how they came to be here. Any healing powers possessed by the group have been expended. Other spells that have already been used for this day have been denoted with a strikethrough. Encounter occurs just once on this table. NPC's are as follows;</p> <p>Cleric (male half-elf): Align NG; STR 12 / DEX 11 / CON 9 / INT 10 / WIS 14 / CHA 9; AC 6; LVL 5; HP 33; POS scale armor, +1 mace; SPELLS <i>bless, cure light wounds, detect evil, light, protection from evil, hold person, spiritual weapon, good medicine</i>*</p> <p>Fighter (male human): Align CN; STR 14 / DEX 16 / CON 12 / INT 9 / WIS 9 / CHA 11; AC 5 (6); LVL 6; HP 48; POS lamellar armor, +1 hand axe, dagger (prefers using both hand axe and dagger simultaneously in combat)</p> <p>Fighter (male dwarf): Align LN; STR 16 / DEX 12 / CON 12 / INT 9 / WIS 9 / CHA 9; AC 3; LVL 4; HP 32; POS plate armor, +1 hand axe, hand axe (prefers using both axes simultaneously in combat)</p> <p>Ranger (female half-elf): Align CG; STR 13 / DEX 10 / CON 14 / INT 13 / WIS 15 / CHA 10; AC 8; LVL 5; HP 38; POS +1 leather armor, scimitar, short bow, boots of elvenkind</p> <p>Magic-user (female human): Align N; STR 9 / DEX 12 / CON 10 / INT 14 / WIS 9 / CHA 14; AC 8; LVL 6; HP 22; POS <i>bracers of armor class 8, sling (stone), +1 dagger, SPELLS charm person, mending, push, read magic, shocking grasp, detect invisibility, ray of enfeeblement, web, acid reflux</i>†</p> <p>Thief (male halfling): Align N; STR 12 / DEX 16 / CON 11 / INT 9 / WIS 9 / CHA 12; AC 6 (8); LVL 5; HP 38; POS leather armor, scimitar, +1 short bow</p> <p>Lyrist Veteran^{††} (female elf): Align CG; STR 10 / DEX 12 / CON 9 / INT 13 / WIS 12 / CHA 18; AC 5; LVL 7; HP 0 (58); POS +3 leather armor, <i>Frostbrand bastard sword, lyrist citole</i>†</p>
	* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.
	† Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.
	‡ This NPC is grievously wounded (0 HP), and is currently unconscious. Death will result if magical healing is not administered within 10 rounds of discovery.
08–10 1 trapper	Trapper: AC 3; MV 30 ft; HD 12; HP 62; #AT 1 (enfolding); DAM suffocation; POS —
11–15 slide trap	The stair tread rises at a 45 degree angle spilling any creature standing on it to the ground below. Damage inflicted is dependent on the height the character is falling from. Victims have a 30% chance to redirect their fall to roll down the steps below them, as opposed to falling over the side of the Tower. Normal chance to find/disarm.
16–18 stunjelly	The entire tread is a single, enormous creature (note larger HD stat). stunjelly[*]: AC 8; MV 30 ft; HD 8; HP 54; #AT 1; DAM 2d4 + stun and digestion; POS —
19–24 2d4 archaeopteryx	Stepping on the tread emits a high-pitched, avian-like screech that summons the creature . archaeopteryx: AC 3; MV 300 ft flying; HD 7; HP 48; #AT 1; DAM 3d4; POS —
25–29 explosive tread trap	Once trodden upon, the tread explodes inflicting 4d4 hit points of damage against all creatures within 20 ft which fail a saving throw vs. dexterity -3. Find/disarm at -10.
30–32 spiked tread trap	One trodden upon, the tread releases small, 4 inch long steel spikes over its entire surface. All creatures standing on the tread suffer 2d4+2 hit points of damage. Normal chance to find/disarm.
33–35 4d4+2 hhu'manii	This group of human-like Tower guardians materializes on the stairs 20 ft above the party. hhu'manii: AC 5 (0); MV 90 ft; HD 4+1; HP 28; #AT 2; DAM 1d8/1d8 (multiple weapon attack); POS —

* See the appendix **NEW CREATURES** for information.

Notes:

D00 TRAP/ENCOUNTER NOTES

36–38 1d6+4 cowboys*	A group of cowboys appears on the stairs behind the party. Members of the party have a normal chance of hearing the group climbing the stairs on their approach. The cowboys will be lead by a 3rd level (minotaur) desperado.* cowboy : AC 8; MV 120 ft; HD 1-1; HP 7; #AT 1; DAM by weapon; POS Union single-action revolver*, Bowie knife* desperado (male minotaur): Align CN; STR 15 / DEX 14 / CON 12 / INT 9 / WIS 9 / CHA 12; AC 5; LVL 3; HP 18; POS bullman's blunderbuss*, bullwhip*, battle axe
	* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.
39–40 flaming jets trap	Any pressure upon the tread releases jets of flame 20 feet in each direction. All creatures upon the tread, or below the tread stairs (to within 10 ft) must save versus breath weapon or suffer 3d6 hit points of damage. A successful save halves the damage. Find/disarm at -15.
41–45 1 monstrous construction (01-50) or 1 golem (51-00)	The artificial guardian is positioned against the side of the Tower, appearing as statue. The guardian (01-25) monstrous construction, wood*: AC 7; MV 60 ft; HD 8; HP 40; #AT 1; DAM 2d4 + missile weapon; POS — (26-50) monstrous construction, stone*: AC 6; MV 60 ft; HD 10; HP 50; #AT 2; DAM 3d4/3d4 + gas bellows; POS — (51-75) monstrous construction, steel*: AC 2; MV 60 ft; HD 12; HP 60; #AT 1; DAM 4d4 + great sword; POS — (76-00) monstrous construction, jewel*: AC 4; MV 90 ft; HD 14; HP 70; #AT 1; DAM 2d4 + spell use; POS — (01-20) golem, bone*: AC 5; MV 60 ft; HD 9; HP 40; #AT 2; DAM 2d6/2d6 + by weapon; POS +2 battle axe (21-40) golem, ice*: AC 2; MV 60 ft; 30 ft underwater; HD 9; HP 40; #AT 2; DAM 2d6/2d6 + breath weapon; POS — (41-60) golem, iron: AC 3; MV 60 ft; HD 16; HP 80; #AT 1; DAM 4d10 + breath weapon; POS — (61-80) golem, magma*: AC 2; MV 60 ft; HD 9; HP 40; #AT 2; DAM 2d4/2d4 + lava balls; POS — (81-00) golem, stone: AC 5; MV 60 ft; HD 14; HP 60; #AT 1; DAM 3d8 + slow spell; POS — * Refer to USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.
46–48 <i>blink</i> trap	Each creature stepping onto the tread is subjected to a <i>blink</i> spell. No saving throw. No possibility to find/remove.
49–50 <i>clone</i>	Each creature stepping onto the tread will find himself cloned as the magic user spell <i>clone</i> . The clone will be an exact replica of the victim including all equipment, but will be insane, and will take one of two actions; (01-75) attack its original form first, and then move on to other creatures until it is destroyed, (76-00) leap from the stair case suffering the appropriate falling damage. Once the clone is destroyed, all equipment it held will vanish.
51–56 collapsing wall trap	The section of the Tower wall next to the tread is on a hinge that allows the wall section to collapse against the tread. Creatures on the tread must save versus dexterity, or suffer 2d6 hit points of crushing damage. Find/disarm at +10.
57–61 water cascade trap	Any pressure placed on the tread will cause a reservoir of water to release in the side of the Tower. Any creature standing on the tread must save versus dexterity at -6 or be swept off the edge, suffering the appropriate falling damage. Creatures below the tread to a distance of 50 ft must save versus dexterity with a +1 bonus to their roll for every 10 feet they are from the trap. Normal chance to find/disarm.
62–65 insect swarm	When this tread is passed, an insect swarm appears per the 5th cleric spell <i>insect plague</i> as if cast by a 10th level cleric.
66–70 1d4+1 wereraptor	wereraptor : AC 5; MV 30 ft (raptor form) / 240 ft flying; HD 4+3; HP 30; #AT 3; DAM 1-3/1-3/1d6+1; POS — * See the appendix NEW CREATURES for information.
71–75 1 minotaur titan, plus 1d4+1 minotaur	The minotaur titan is in charge of this group, and the other minotaurs will always defer to his commands. The minotaur are 50% likely to disperse if the minotaur titan is slain. minotaur titan : AC 4; MV 120 ft; HD 8+1; HP 58; #AT 2; DAM 2d6/1d6 + by weapon; POS halberd minotaur : AC 6; MV 120 ft; HD 6+3; HP 46; #AT 2; DAM 2d4/1d4 + by weapon; POS battle axe * See the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.

Notes:

D00 TRAP/ENCOUNTER NOTES

76–00 pit trap

The tread is a cantilevered platform. Stepping onto the tread will cause the platform to tilt, dumping any characters standing on it into the space below on a failed saving throw versus dexterity. The saving throw is adjusted by how far off center the character is stepping on the tread; 0 feet = -1, 1–3 feet = -2, 4–6 feet = -3, 7–9 feet = -4, 10 feet or more = -5. The character will be dropped into one of the following types of traps. Normal chance to find/disarm;

- 1. Empty pit:** The character falls 1d10+10 feet to a rubble-strewn, but otherwise empty space, suffering the appropriate damage from falling.
- 2. Spiked pit:** The victim falls 10 feet (suffering 1d6 damage), where she is impaled on 1d8 spikes, each inflicting 1d4 hit points of damage. There is a 20% chance for each spike that it is poisoned. A failed save inflicts an additional 1 hit point of damage per poisoned spike every round until *neutralize poison* (or similar healing) can be rendered upon the victim.
- 3. Burning pit:** The tread opens up, revealing a 5 foot deep pit of burning wood and red hot coals and stones. A character falling into the pit suffers 2d8 hit points of damage per round they remain inside.
- 4. Acid pit:** Victims are pitched into a 10 foot deep tank of acid. Creatures will suffer 3d6 hit point of damage each round until they are rescued from the tank, and all articles of clothing, armor and equipment are removed. Any character assisting the victim must be wearing thick gloves, waterproof gloves, or suffer 1d6 hit points of damage each round they spend rendering assistance.
- 5. Undead pit:** The tread opens into a 15 foot deep chamber that is 20 feet in diameter. Within the chamber are 15 zombies (01–25), 15 skeletons (26–75), 5 ghouls (76–95), or 2 shadows (96–00). Any of these creatures will leave the chamber to attack characters that did not fall into the pit.
zombie: AC 8; MV 60 ft; HD 2; HP 14; #AT 1; DAM 1d8; POS —
skeleton: AC 7; MV 120 ft; HD 1; HP 6; #AT 1; DAM 1d6; POS —
ghoul: AC 6; MV 90 ft loping; HD 2; HP 14; #AT 3; DAM 1–3/1–3/1d6 + paralyzation; POS —
shadow: AC 7; MV 120 ft; HD 3+1; HP 20; #AT 1; DAM 1d6 + attribute drain; POS —
- 6. Slime pit:** Victims are dumped into a 5 foot deep pit, the bottom of which is covered in a slime, ooze or jelly; acid slime (01–25), gray ooze (26–50), golden jelly (51–75) or umber jelly (76–00).
acid slime*: AC 9; MV 0 ft; HD 12; HP 60; #AT 0; DAM 0 + dissolving; POS —
gray ooze: AC 7; MV 120 ft; HD 1; HP 6; #AT 1; DAM 1d6; POS —
golden jelly*: AC 4; MV 90 ft; HD 7+14; HP 66; #AT 1 or 2; DAM 5d4 or 2d4/2d4 + lethargy; POS —
umber jelly*: AC 8; MV 30 ft; HD 6; HP 48; #AT 1; DAM 3d4; POS —
*See the [USHERWOOD ADVENTURES EXPANSION FOR OSRIC](#) for information.
- 7. Fetid pit:** The character is dropped into a 30 foot deep pit, the bottom of which is filled with 5 feet of decaying corpses (-3 from any falling damage). Being exposed to such offal, the character must make a save versus poison or contract a disease. The disease will remove $\frac{1}{2}$ point of strength and constitution every 6 turns until a *cure disease* spell (or similar) is rendered upon them. Below the surface of the offal is a lesser otyugh.
otyugh, lesser: AC 3; MV 60 ft; HD 6; HP 42; #AT 3; DAM 1d8/1d8/1d4+1 + grab and disease; POS —
- 8. Treasure pit:** Victims drop 1d4×10 feet to the floor below. Within the space is found a random item from the miscellaneous magic items tables from the OSRIC SRD.

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Characters digging below the structure: An attempt to dig below the ground to find an entry point will quickly prove fruitless. The party will dig 20-ft below ground when they find a flooring of similar ornate fashion that spreads out in all directions from the Tower. The floor seems to extend on to infinity should the party attempt to find an outer-most edge.

Characters breaking through the structure: The Tower will prove an indestructible barrier, resisting all attempts to break or damage it. Any physical attack against the Tower will stun the attacker for 1d4 rounds, unless a successful saving throw versus petrifaction is made. There is also 1–4 a on d10 chance that the weapon/object used in such an attack will be destroyed. Magical weapons are allowed a saving throw versus crushing blow, normal weapons are not.

Playing within the Tower of Mysteries Campaign

If all the aforementioned methods to dissuade the party from attempting to enter into or scale upon the Tower fail, the structure will begin to tremble and produce a deafening thrumming sound, as of a gigantic generator. Pieces of the Tower will begin to shower down on the party. All creatures within 500-ft of the Tower must roll versus dexterity each round until they are clear of falling debris, or be hit by small (01–50 for 1d6 hit points of damage), medium (51–80 for 3d8 hit points of damage), large (81–95 for 4d6 hit points of damage), or huge (96–00 for 5d6 hit points of damage). This debris shower lasts as long as any living creature remains within 500-ft of the Tower.

After the resulting cloud of dust dissipates (12 turns), it is revealed that the Tower remains though the field of debris has buried the ten temples, presumably destroying them.

If the party remains to examine the debris, they will note the bits of the fallen Tower, seem to be disappearing (although they do not witness any of debris actually dissolve or disappear) as the debris field becomes progressively smaller and smaller over several days time. After seven days, the Tower, the grassland surrounding it, and the ten temples appear as they did when the party first arrived.

During this time, the party is subject to miscellaneous encounters as on their initial approach to the Tower.

Playing outside the Tower of Mysteries Campaign

If all the aforementioned methods fail to dissuade the party from attempting to enter into or scale upon the Tower, GM's may utilize any dues ex machina device they would prefer (such

as that presented above), or, they may even design their own adventure into the Tower.

THE TEN TEMPLES OF THE SARNGOCH

The Tower is encircled by ten small buildings; each building having unique characteristics. These buildings are temples dedicated by ancient peoples to the tower they surround.

*Refer to the heading **THE TOWER TEMPLES** in the appendix **CAMPAGN NOTES** for additional information if playing within the **TOWER OF MYSTERIES** campaign.*

TEMPLE OF THE INAX'KOS

The temple of the Inax'Kos is dedicated to the precepts of lawful goodness, and the rigid code of honor followed by paladins. It is circular in its geometry, like to the Tower itself.

Though its structure is of alabaster, it must have at one time glittered brilliantly, as fragments of gold leaf remain applied to the building's stone work. However, all that remains now are peeling remnants which have been shielded from the weather of uncounted centuries.

The exterior of the building is unadorned by any decoration, rune, or marking, save for a pair of alabaster statues of human-like size and proportion—being approximately 7-ft tall (*a*). Both forms are armored in the likeness of plate mail, and both rest their hands on great two-handed swords; points resting between the statues' feet. The statues' faces are obscured behind helms, although their long hair is stylized to flow behind them, wrapping to the building's sides for several feet. If inspected, a tight seam can clearly be seen separating the statues from the building itself.

A *detect evil* spell cast upon the building will reveal nothing, while a *detect good* spell will indicate that the building has a powerful aura of goodness about it. A *know alignment* will reveal a very strong presence of lawful good.

Three steps lead up to the entryway into the building, which is 8-ft at the apex of the arched opening, and 6-ft wide. If any character crosses the threshold into the building, both statues will animate within 3 rounds, and silently position themselves 20-ft away from the entryway, facing the structure.

Within the building, a stone shelf (*b*)—3-ft above the floor and 4-ft deep—runs the entire perimeter of the chamber. The shelf holds very many items (see hereafter). While the items all appear to be valuable in nature, they do not appear to be organized

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in a particular means, nor does it appear that the objects are maintained in any fashion; many are caked in dust so thick as to suggest their presence here to be that of many hundreds of years.

The floor of the chamber—which is buried beneath a layer of coins 3 inches deep—is painted in runes of protection which have been laid out in tiles of superb craftsmanship (revealed only if the coins are cleared away). The alien runes are magical, and their purpose is to prevent any creature from teleporting into or out of the chamber through any magical means. The rune will also cause any creature of non-good or non-lawful alignment to make all saving throws at -2 and suffer an armor class reduction of -2 while inside the chamber. Finally, the runes will outline any invisible creature or object within the chamber as with a *faerie fire* spell while inside the chamber.

The walls of the chamber are painted in an elaborate fresco of many armored men battling a variety of evil foes; demons, devils, dragons, spell casters, and creatures perhaps still unknown to the party. Among this latter group; men arrayed in strange attire carrying rods both long and short (cowboys), small humanoid creatures wielding unusual weaponry (gray aliens), and yet more humanlike beings bearing knives and chains of wicked demeanor (maléventem).¹

Appearing to fight along side the armored men are creatures of goodness; among these are many gold and silver dragons.

Attempts to remove any of the amassed treasure from the chamber will cause the animated statues waiting outside to attack any character possessing any portion of the treasure until it is returned.

Any lawful good characters entering the building who do not leave behind a token of sacrifice, will be barred from exiting by the animated statues, until they return within to leave an offering (suitable offerings will be valued at a minimum of 500 gp). If the lawful good character attempts to by-pass the statues without leaving a sacrifice, the statues will attack them.

Though shorter of stature, the statues will be considered stone golems for the purpose of combat. They also have the ability to cast a *slow* spell as do stone golems. Each carries a two-handed sword which they use in combat.

The party will note that the animated statues' hair is actually blonde, human-like tresses, approximately 4-ft in length. If the party manages to cut more than half of the hair from the statue, the hit die and hit points of the statue will be automatically halved from its original value.

¹ Refer to the appendices for information on all these new creatures.

Stone Golem (2): AC 5; MV 60 ft; HD 14; HP 60; #AT 1; DAM 3d8 + slow; POS —

Treasure: 18,500 cp, 25,500 sp, 11,500 ep, 20,250 gp, 12,500 pp, 1 potions, 25 gems, and 30 pieces of jewelry.

In addition to very many mundane items of exceptional value present (drinking vessels, armor, shields, fine weapons with jewel-encrusted handles, etc.; each item to be appraised at $1d20 \times 500$ gp), there will be found the following special items if the party conducts an exhaustive and time-consuming search (revealing 1 of the following items every 3 turns; *rod of lordly might*, *rod of healing*, *staff of the serpent*, *dragonhide armor-silver*², *holy sword—broad*, *defender sword—broad*, *scabbard of keen edges* (empty; fits a long sword), *Myrlund coach gun* and a small wooden box containing 8 shells³, *Red Ryder's cowboy boots*², *ring of instigation*⁴.

Each turn spent searching through the amassed treasure has a 1–3 on d8 chance of other creatures happening upon the temple. Each encounter occurs just once.

See the following table:

D67	ENCOUNTER	NOTES
1	1d4+1 cowboys*	cowboys will each be armed with a Union single-action revolver and Bowie knife; in the event 5 cowboys are encountered, they will be lead by a 5th level desperado* who will also have a bull whip.
2	1d4 cinereo advena [†]	the gray aliens will be armed with light energy pulse throwers and utility belt power sources (containing a full 50 charges), they will each also have a force shield plugged into the utility belt (AC 5 when actuated)
3	1d4 maléventum [†]	refer to the creature entry for descriptions of individuals and weapons possessed

² Refer to the appendix **NEW MAGIC** for information on these items.

³ Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for more information.

⁴ This ring functions much the same as a *brooch of instigation*.

D67	ENCOUNTER	NOTES
4	2d4+1 desert raiders*	the group will be lead by a war chief
5	2d4 peludo*	if 1–4 are encountered, all will be blackback gorillas; if 5–7 are encountered, there will be 4 blackbacks and the remainder will be chimps; if 8 are encountered, 5 will be blackbacks, two will be chimps, and one will be an orangutan
6	2d6 bugbears	all will be armed with hand axes and broad swords; half the number will also have heavy crossbows

[†] Refer to the appendix **NEW MONSTERS** for more information.

* Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for more information.

TEMPLE OF THE BAHOR'BAR

This temple is dedicated to the teachings of lawful neutrality and the element of fire. The building appears as nothing more elaborate than large cube with a single small door (4-ft high by 2-ft wide; see hereafter for additional information). Above the door is a small shelf (*a*), 1-in thick × 18-in wide × 18-in deep. The building is sheathed in brass plates. The plates are 3-ft square, ½-in thick, and are riveted to the outside of the structure. No gaps can be located to reveal the surface to which the brass plates are attached. Attempting to remove any plate to reveal the surface beneath has a 35% chance of triggering a trap as indicated below;

1D6	TRAP	DESCRIPTION
1	<i>fireball</i>	per the magic-user spell
2	<i>fire trap</i>	per the magic-user spell
3	<i>heat metal</i>	cast on armor worn by all creatures within 5-ft of the plate
4	<i>flame strike</i>	ejected from the surface beneath the panel
5	<i>gate</i>	randomly selected beings from the elemental plane of fire
6	<i>copykat</i> *	creature is protecting magical device to be determined.

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for detailed information about this creature.

If one of the plates is successfully removed, the substrate beneath is revealed to be basalt rock; dusty from uncounted years, yet proven to be highly polished when the temple was newly constructed. If the basalt is struck sharply from outside the building, a thunderous booming will echo inside the structure, causing all those within to save versus petrification, or become stunned for 2d4 rounds. A successful save halves the duration. Also, the temperature within the structure will instantly rise to 130 degrees for 1d4 rounds, causing all within to lose 1 point of dexterity for half the duration of the heat spike.

The single door is made of polished basalt. No keyhole, nor is a door knob anywhere present upon its surface. Nor, can any seam be found upon its surface.

However, an invisible human is seated upon the shelf above the door. She is the guardian to the temple and is skilled in the arts of both assassination and necromancy. Her presence here is forced servitude for crimes committed against the Bahor'Bar centuries past. And though she has no choice but to honor her captors instructions, she will feign loyalty to any who manage to free her, although she would betray any would-be saviors at the first opportunity.

Although cloaked by an *invisibility* spell at the party's approach, she is garbed in clothing more accustomed to being seen upon as a man, although she also wears a short hooded cape of sky blue and silver. Her most distinctive feature is her platinum colored hair, which is long (reaching to her knees) and prettily braided. The braid is held in place by silver comb at the nape of her neck, and an agate clasp near the end.

She can provide no information on anything to do with the temple itself, and will neither elaborate on what her crimes were, nor proclaim any kind of innocence. In addition, she will not reveal the method to providing her release, for she does not know herself.

To free the guardian, the party need only cast *dispel magic* upon her hair, which exhibits a strong magical dweomer if a *detect magic* spell is cast upon it.

Lilith Graywolf (female human (magic user/thief): Align TN; STR 12 / DEX 16 / CON 12 / INT 13 / WIS 9 / CHA 12; AC 8; LVL 4/5; HP 21; POS short sword, staff, Spells burning hands, magic missile, shield, invisibility, ray of enfeeblement

Entering into the temple

To gain entry into the chamber beyond the entryway, a member of the party must sacrifice an object worth at least 100 gp, placing

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the object into a large brass censor lying to the left of the door (**b.**), thereby eliciting a soft musical chime from an unknown source.

If the sacrifice is accepted (10% per 100 gp value of the object being offered (+5% if the object is in some way magical), to a maximum of 90%; 95% if the offering is magical in nature), the object will vanish and the door will slide soundlessly into the threshold, and will remain so until 1 round after the party member who made the sacrifice leaves the building. If the party member who made the sacrifice never enters the building, the door will return to the shut position 1 turn after opening. Additional sacrifices will continue to open the door as described above.

If the sacrifice is rejected, the object will vanish, but the door will remain closed.

Attempts to force the door by any means will cause Lilith Graywolf to steal an item of her choosing at random (if she has not already revealed herself to the party). She will continue stealing objects until caught, or until the party withdraws to 100-ft away from the building.

The door may be battered using magical weapons of at least +2 enchantment, each successful hit inflicting 1d4 hit points of damage (and creating small hairline fractures, evident to the party), no matter the weapon (unless the weapon has powers specific to inflicting structural damage, in which case it inflicts normal damage according to its description). The door will be able to sustain 48 hit points of structural damage before shattering into thousands of tiny, razor sharp fragments.

If the door is not forced to remain open by some means, it will close on its own, sliding back into place, and reset its lock. From the outside, the party must sacrifice another object in order to reopen the door. From the inside, a pick locks attempt must be successfully rolled.

Within the structure, the party finds a human figure, presumably a wizard by the mode of her clothing; which hang in rags from her limp form. She is suspended in the center of the chamber; having metal chains securing her wrists and ankles. The shackles glow with red radiance, and the figure turns very slow as though she was suspended by means of an unseen rope from the ceiling. The woman's head hangs limply. Many bruises and small cuts are observed upon her body and face. Whether she is alive or dead cannot now be determined.

Directly below the woman, is a 10-in diameter iron plate (**c.**) that is triple-locked; each lock having its own trap;

- **Lock 1:** Pick lock attempts are made at -10%. This is trapped with an electrical shock. An unsuccessful save versus spell inflicts 3d4 hit points of damage. A successful save will halve the damage inflicted.
- **Lock 2:** Pick lock attempts are made at -15%. This lock is trapped with a manacle which closes violently about the wrist of the individual attempting to pick the lock, or, unsuccessfully removing the trap. The manacle is lined with small spikes around the internal circumference, and inflicts 1d4+1 hit points of damage to the trapped individual. A successful save versus dexterity at -2 avoids becoming trapped. The spikes are also poisoned with a flesh eating bacteria. Failing a saving throw versus poison, the character will suffer 1 hit point of damage per turn until a *cure disease* spell can be administered. If the victim thusly suffers 12 hit points of damage, the hand will have rotted away entirely. For each hit point lost thereafter, the rot will progress 1-in further up the arm. If the arm becomes completely rotted away, the disease moves rapidly to the victim's heart, killing him in 1d4 additional turns. Once dead, the victim will arise in 1d6 rounds as a zombie. At this point, *remove curse* and *cure disease* spells cast simultaneously, or else the casting of a *raise dead* spell, will restore the zombie to the victim's previous self. Killing the zombified creature, negates any chance of curing or raising the victim.
- **Lock 3:** Pick lock attempts are made at -20%. This lock triggers a 6-in diameter post in the ceiling to extend 2-in from the ceiling. The sides of the cylinder are covered in a metal grate. Immediately, the chamber will begin to fill with a poisonous gas. The gas will affect all those who do not immediately exit the structure in the following round, including the doppelgänger. A successful save versus poison escapes death.

Once all three locks have been picked, the circular plate can be slide aside revealing a narrow shaft beneath. The shaft is 9-in diameter, and 10-ft deep. Within, can be seen a rock (agate) which appears to be secured to a staff. The top of the agate is approximately 4-ft below the opening of the shaft. The staff is secured to the bottom of the shaft with a small pad lock. This lock is not trapped. If unable to reach the lock in order to free the staff, the staff may be pulled free with a combined strength of 40. However, doing so risks destroying the staff and the magics it contains. Forcing the staff free in this way has a 33% chance of pulling the staff loose of its steel base cap, causing an

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explosion as the magical dweomers contained within are loosed all at once. This explosion will inflict 6d6 hit points of damage to any creature within the structure. It will inflict 3d4 hit points of damage to any creature within 20-ft of the outside of the structure, and 2d6 hit points of damage to any creature within 40-ft of the outside of the structure. (see the section entitled **STAFF OF THE BAHOR'BAR** hereafter; refer also to the section entitled **CONTENTS OF THE BAHOR'BAR AGATE**).

The woman, although a true captive within the temple, is also a guardian of the staff in the shaft below her.

She is in reality a doppelgänger, and the chains, aside from securing the creature against escape, also prevent it from changing its current disguise. *Dispel magic* cast on the chains will free the doppelgänger from its imprisonment. The creature will follow the party if freed, but will betray them at the earliest opportunity.

Doppelgänger (1): AC 5; MV 90 ft; HD 4; HP 28; #AT 1; DAM 1d12; POS —

Staff of the Bahor'Bar

The staff is made of ancient, gnarled wood from some unknown species of tree. The base of the staff is covered with a rust-pitted, steel cap. On top, a large, clear agate (approximately 8-in diameter) glows with a soft, blue radiance. The center of the staff is wrapped in supple, age-worn leather. If detected for, no significant aura of evil or of good appears to be present upon it, although a powerful magic dweomer encompasses the entire object.

Something can be seen within the agate. However, it is distorted through illusion, so as to appear to be continually changing its shape and mass. The only means of determining the nature of the object contained within the agate is to destroy the stone through one of the following means;

- Crushing the agate using a blunt object of at least +3 enchantment. This will cause the agate to shatter, inflicting 2d4 hit points of damage to any creature within 30-ft due to flying shrapnel. Casting of *earthquake* or *shatter* spells (by a magic-user of at least the 5th level of experience) upon the agate will have a similar result, with damage to by-standers being 1d6+1.

Smashing the agate against a solid surface has a 1–4 on d20 chance of shattering the agate. However, any of these aforementioned methods has a 35% chance of resulting in the catastrophic destruction of the staff as described previously.

- Casting of *disintegrate*, *transmute rock to mud*, *vomitus*, *acid reflux*⁵ will cause the stone to crumble harmlessly.
- Casting of *stone to flesh* causes the agate to become a shapeless lump warm, living tissue having an armor class of 10. It may then be cut into revealing the object within.

Contents of the Bahor'Bar agate: Any method used to destroy the agate, ultimately will destroy all powers of the staff. Once the agate is destroyed, it will be revealed to have contained the very rune key that is the object of the party's search.

Powers of the staff: The staff is an ancient artifact from a civil war which divided a magic-wielding society. Its complete repertoire of powers may never be known, but this much can be discovered (given sufficient payment to a highly-skilled sage);

- At will, the user can cause the agate to shed light equal to a lantern, using the proper word of command. The light remains in effect until commanded to be extinguished by the user.
- Once per day, the staff can take the form of a creature chosen by the user, using the proper word of command. The creature may be any one of the following; bird (normal or huge), dog (war or wild), shark (3 HD), common snake (1d4 HP, AC 10, poisonous, MV 30-ft), scorpion (large). The creature will serve the user much as a familiar does to a magic-user (even allowing the user to see through the eyes of the creature), and will remain with the user until dispelled or destroyed. The creature can accept commands of the user up to 100-ft (bird and shark forms double this distance). If commanded to proceed further than this distance, the creature will do its best to adhere to command, but will revert to the staff form once having reached 101-ft from the user. If destroyed, the creature will return to the form of the staff.
- In combat, the staff performs as a +2 quarter staff (bonus applies to both "to hit" and to damage).
- At will, the user can cast a *shield* spell as a third level magic-user, using the proper command word. The staff may not be used for any other purpose while the *shield* spell is in effect.
- Thrice per day, the user may command the staff to take the form of any melee weapon (using the proper word of command), performing as a +2 weapon as to both "to hit" and damage. This

⁵ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for information.

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transformation lasts until the weapon has dealt 36 hit points of damage or until the user commands it to return to the staff form. However, if the weapon is dropped by the user, the transformation is dispelled immediately, whereupon the weapon will revert to its staff form. The weapon created must be able to be carried by a single individual (thus, siege weapons may not be created). Weapons made of silver, iron and similar alternative materials may not be thusly created. Technology weapons also may not be created (firearms, energy weapons, etc.).

- Twice per day, the staff may be used to cast a *hold person* spell, as a 6th level magic-user upon the utterance of the proper command word. This casting will affect all men, demi-human, and humanoid-classed creatures.

TEMPLE OF THE KOS'RUTTECH

This is the lawful neutral temple of the Kos'Ruttech, who were fervently dedicated to the phantasmal magics of illusion.

The exterior of the building is covered in runes, images of human-like beings, animals and other fantastic creatures, all of which move slowly about the structure's surface. As the party approaches the building (coming within 50-ft from any direction), a pair of wyverns is seen to scale the building from the side opposite the party. The creatures sit atop the building, and screech at the party in reptilian anger. If the party approaches the building from the path, the creatures will reach down to attempt biting at the PC's, but will not leave the building, nor will they ever successfully strike at any of the party members.

The creatures and the building are illusions; *improved phantasmal forces*. If dispelled, the door leading into the structure will remain behind, but will fall forward (away from where the structure was located; refer to the section **ENTERING THE TEMPLE** hereafter).

The iron door will appear to be locked if checked. Any attempt to open the door or pick the phony lock will release a mechanism which will cause the door to suddenly fall forward (away from the building) crushing any creature immediately in front of the door, and inflicting 2d4 hit points of damage. A successful save versus dexterity will avoid any damage.

A successful attempt at finding traps on the door will reveal only a very simplistic dart mechanism (non-poisoned) which inflicts 1 hit point of damage if triggered. Only a second attempt made at -20% will reveal the collapsing door trap described previously.

Entering the Temple

Once the door has collapsed as previously described, if the illusory structure has not already been dispelled, it will now vanish, leaving behind only the door, which now rests flat on the ground. If the door is opened, a narrow set stairs beneath the steel door is revealed, leading down into the ground.

The passage revealed is 2-ft wide; the tread of the stairs are shallow (6-in, heel-to-toe), but vertically steep (12-in top-to-bottom). Vertically, the stair shaft provides a mere 5-ft head clearance. Creatures taller than 5-ft will have to remove much of their equipment in order to pass through.

The 100 steps delve into the ground along a meandering path until they finally emerge in a roughly hewn chamber. The chamber—whose dimensions are 15-ft × 10-ft, with an 8-ft ceiling—is devoid of any objects save one; facing away from the entry point is a low-backed stone chair (*a*). Seated in the chair is a human male wearing dirty gray-blue robes of plain design. The man is not an illusion, but does not react to the party entering into his chamber, as his attention is focused on an object in his lap; his hands rest on the arms of the stone chair.

Resting in the figure's lap is a deeply tarnished silver platter. The round platter is engraved with an elaborate floral design. Upon the platter is resting a broken necklace. The necklace is brightly polished platinum, and contains many precious stones (emerald and diamond; total value of the necklace would be 2,000 gp if repaired and sold at market). The party can see that the clasp of the necklace has been broken.

The man cries silently over the platter.

The party will also note that the man's hands—which still appear strong and full of life—are adorned with seven rings; three on the left and four on the right.

The man himself appears mature, but not yet bent under the weight of age; his handsome face bears no wrinkles, although his long, unbraided hair is streaked with gray amid the otherwise raven-black locks. Though seated, it is plain he would stand well over 6-ft tall (he would in fact stand 7-ft tall).

No weapon, nor any other item is visible about the man's person.

If the party approaches the seated figure, or remains in the chamber for more than 3 rounds, he will divert his gaze from the platter, and acknowledge that he has been aware of the party since they first approached the temple above. As the man regards the party, he rises from his seat still holding the platter before him. He towers above the humans and demi-humans in the party, and gives off a bearing of nobility.

Notes:



His voice is deep and melodious, his accent poetic and pleasant, yet entirely alien. He indicates that he has waited hundreds of years for the Gods to deliver assistance to him.

The assistance he requires is to retrieve an amulet that once was attached to the broken necklace. The necklace was to be the dowry of his daughter, however, upon her coming of age (which he reveals as 333 years for women among his race) his daughter was taken, and the amulet stolen. All that remained behind was the necklace he now holds.

If the party wishes to create additional dialog with the man, they may do so. Information he may reveal includes;

- His name is Padraig Kos'Ruttech
- He is of an ancient race that he believes is utterly extinct from this world.

- He is not certain how long he has been within this chamber, although he is not a prisoner herein.
- His daughter—Catriona—was betrayed and taken by an evil he only refers to as “a great darkness among his people.” He further believes his daughter is now “beyond his saving.”
- His mate died during childbirth.
- He believes clues to the missing amulet can be found in the temple of the Thak'Suttnier (see **TEMPLE OF THE THAK'SUTTIER** hereafter). He also advises caution while inside the Thak'Suttnier temple, as it a place of oppressive evil
- To inquiries about why he himself has not gone in pursuit of the amulet, he indicates that to enter the temple of the Thak'Suttnier is forbidden to his tribe. No matter the cause.
- He will promise “gifts such as I have to offer” if the party volunteers to investigate the temple, but will offer no specifics of any forthcoming reward.
- If confronted as to doubts of his tales, he responds by saying that it is not possible for one of his race to lie. To do so would be akin to “any person of mortal race skewering his own eyes with red-hot barbs.”
- He cannot reveal any secrets of the Tower of Mysteries, except to say that it is the nexus of all times, all places, all knowledge. He goes on to indicate that all other information regarding the Tower the party must uncover for themselves, for “such is the fate of all who seek the Tower.”

To all other inquiries he will feign indifference.

If attacked in any way, he will not hesitate to defend himself, but he will not retreat from the chamber, nor will he pursue any creatures beyond the steps leading back to the surface.

*Refer to the appendix **CAMPAIN NOTES**, under the section entitled **PADRAIG KOS'RUTTECH** for additional information if playing within the **TOWER OF MYSTERIES** campaign.*

Padraig Kos'Ruttech (male of unknown race (magic user)): Align LN; STR 13 / DEX 18 / CON 12 / INT 17 / WIS 18 / CHA 16; AC 8; LVL 9; HP 33; POS see below; Spells magic missile 4, 4, 3, 2, 1

As mentioned previously, Padraig Kos'Ruttech wears seven rings; four on his right hand, three on his left;

Notes:

- Left hand
 - To the right of his pinky, Padraig wears a ring of fanciful design; having vines and animals skillfully engraved in platinum. The ring has three center stones; a diamond and two emeralds. It could be a mate to the broken necklace. This is his betrothal ring, and would be worth 5,000 gp if sold.
 - The middle finger of this hand is adorned by a metal ring of ever-changing hues. It is a symbol of his station within the Kos'Ruttech tribe. The ring allows the wearer to cast a *hypnotism* spell as a 10th level illusionist, once per day.
 - Upon his index finger is a ring of jet black, and revealing no detail through either highlight or shadow. This ring allows the wearer to cast *shadow magic* as a 12th level illusionist. The ring holds 25 charges and may be recharged at a cost 500 gp per charge, by an illusionist of at least the 12th level of experience.
- Right hand
 - The first finger of his right hand is thrust within a ring which consists of three intertwining hoops of silver, electrum and gold. The ring is clumsily made by the hands of an unskilled amateur, and was actually a gift from his daughter when she was but a child. The ring would be worth 15 gp if sold.
 - The second finger of this hand wears a nearly transparent ring of unblemished crystal. The ring allows the wearer cast *invisibility* or *faerie fire* spells with the utterance of a command word.
 - The finger nearest his right pinky is dressed in a ring of alien metal not unlike that which is found in the bands and knocker of the Door itself (see [page 5](#) under the bullet point **IRON** for details).

Refer to the heading **IRON RINGS OF THE HEAVEN STONE**, in the appendix **CAMPAIGN NOTES** if playing within the Tower of Mysteries Campaign, otherwise, continue with the ring's properties below.

If detected for, the ring will reveal a powerful dweomer of magic. When a command word is spoken, a *gate* is opened to a randomly determined alternate plane of existence (limited only by the GM's imagination), whisking

the ring bearer and any other creatures within 30-ft of the bearer to that plane instantly. The *gate* will remain open for 1d4 rounds, during which time, additional creatures may follow through, but none may return via the same *gate*. To return, the bearer must learn the command word for the Prime Material Plane. If the proper command words are learned, the bearer may travel freely about the planes as they wish. However, the ring contains only five charges, and may not be recharged.

- Upon his right pinky, he wears a steel ring of plain design, This ring was crafted from the blade of a sword once wielded by demigods, and is known as the *ring of Ruttech*.⁶

TEMPLE OF THE LOTH'OCHAAK

The lawful neutral Loth'Ochaak worshipped shadows and the forces that live in darkness, and the blackness of this temple, if nothing else, makes that clear.

All about the temple, the ground appears damp. In fact, there is a puddle that spreads in a 15-ft radius in front of the wrought iron gate that leads into the building (**a**). If tested, it proves to be ordinary, potable water. The door is not locked, but is trapped. If the trap is sprung, an electrical circuit is completed, creating a strong electrical shock through any PC standing within the area of the puddle, inflicting 3d6 hit points of electrical damage.

Just inside the gate, the adventurers notice that the floor of the entry hall is covered in a rich, yet moldering carpet. Curiously, the carpet — at least what they can see of it — seems to be of the same, or similar pattern and material as that they have seen in the **CHAMBER OF KEYS**.

Twenty feet into the entry hall, a thin pool of evil excretion⁷ lies beneath the carpet (**b**). As the party walks on the carpet at this point, they will notice that the carpet makes "wet sucking" sounds as they walk across it.

The entry hall is obscured by a *continual darkness* spell. *Dispel magic* will have no effect upon the darkness, although a *light* spell will provide illumination for the duration of the spell. Ordinary lights, and infravision will penetrate the darkness. A doorway at the far side of the entry hall leads further into the temple.

⁶ Refer to the appendix **NEW MAGIC** for a complete description of the *ring of Ruttech*.

⁷ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for information.



Notes:

The door (c.) has no handle, no key, and no visible hinges. It also seems to be constructed out black obsidian. Further inspection reveals no sign of any traps. The door is in fact an illusion.

On the crypt-side of the door, 5 shadows lie in wait. Three turns after the party enters the chamber, the shadows will emerge through the door, attacking the party, starting with any spell casters; magic-users most specifically.

Within the crypt and hanging upon a platinum hook (having a value of 30 gp itself) is a cloak of the blackest fabric (d.). The shattered remains of a wooden casket litter the floor.

Exposed to light, the fabric reflects no highlights whatsoever. This is a *cloak of utter darkness*.⁸

Shadows (5): AC 7; MV 120 ft; HD 3+1; HP 20; #AT 1; DAM 1d6 + attribute drain; POS —

Evil Excretion (1): AC 8; MV 5 ft; HD 7+1; HP 48; #AT 1; DAM 1d12 + dissolving attack; POS —

TEMPLE OF THE KOS'OMZUTH

The temple of the Kos'ozmuth is dedicated to lawful neutrality, and written languages.

The entry leading into this pyramid-shaped building is unprotected save for the six statues standing to either side of the opening. The statues appear as human males, dressed in the attire one would associate with a monk, having open-toed sandals and floor-length robes.

The statues are in reality caryatid columns. If any creature approaches the temple to within 20-ft, the statues will animate and try to prevent anyone not of lawful neutral alignment from entering the mausoleum.

Caryatid column (6): AC 5; MV 60 ft; HD 5; HP 36; #AT 1; DAM 1d4/1d4; POS —

Inside the building, the walls ascend to the apex of the pyramid. The walls are covered for their entire width and height by shelves containing illuminated manuscripts. Each of the books is artistically rendered, and involves historical texts of a multitude of worlds.

Refer to the appendix **CAMPAIGN NOTES**, under the section entitled **DAR KUAZ DE OMANTHRID** for additional information if playing within the **TOWER OF MYSTERIES** campaign.

⁸ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

If the PC's attempt searching through the books, there is a 15% probability of any particular book being trapped. The traps themselves are magical in nature, and so elude the attempts of any thieves trying to detect or disarm them (excepting results number 5; **CORROSIVE PUDDING**, and number 6; **POISON DARTS**). A *find traps* spell will indicate their presence. The device of the traps is indicated by the table below (saving throws apply, each trap occurs once).

Any of the books removed from the mausoleum would be worth $1d8 \times 100$ gp. However, the books will disintegrate within $1d6 \times 10$ days, becoming no more than a pile of dust (returning to their place among the shelves in this temple).

Refer to the appendix **CAMPAIGN NOTES**, under the section entitled **THE LORDS OF THE KOS'OMUTH** for additional information if playing within the **TOWER OF MYSTERIES** campaign.

1D20 TRAP	NOTES
1 <i>Fireball</i>	Fireball explodes centered on the book, when the book is opened, as if cast by a 7th level magic user. Book is destroyed.
2 <i>Explosive runes</i>	Runes explode when book cover is read, as if cast by a 7th level magic user. Book is destroyed.
3 <i>Lightning bolt</i>	Triggered when book is opened. Centered on person opening book. Power as cast by a 7th level magic user. Book is not destroyed.
4 <i>Flesh to Stone</i>	Reverse of stone to flesh spell. Triggered when interior of book is read. Power as cast by a 14th level magic user. Book is not destroyed.
5 Corrosive pudding	Book transforms into small corrosive pudding when pulled from shelf. Book is destroyed. Corrosive pudding (1): AC 5(0); MV 90 ft; HD 4+1; HP 28; #AT 2; DAM 1d8/1d8; POS 2 scimitars (each)
6 Poison darts	Pulling the book from the shelf releases 1–3 poison darts. A successful save vs. poison inflicts 3d4 HP damage, while a failed save vs. poison slays the PC within 1d4 rounds. Book is not destroyed.
7 <i>Blindness</i>	Opening the book triggers this spell, as if cast by a 5th level illusionist. Book is not destroyed.
8 <i>Deafness</i>	Opening the book causes a sharp banging noise that triggers this spell affecting every creature within the structure, and is equal in power as if cast by a 5th level illusionist. Book is not destroyed.
9 Disease	Touching the book triggers the reverse of a <i>cure disease</i> spell, as if cast by a 7th level cleric. Book is not destroyed.
10 Insanity	Reading the book induces randomly determined insanity in the reader. Book is not destroyed.
11 Fear	Reading the book triggers this spell, as if cast by a 9th level magic user. Book is not destroyed.
12 Sleep	Reading the book triggers this spell, as if cast by a 5th level magic user. Book is not destroyed.
13 <i>Shades</i>	Opening the book releases shadow monsters as the 6th level illusionist spell <i>shades</i> , as if cast by an 11th level illusionist. Book is not destroyed.
14 Chaos	Opening the book triggers this spell, as if cast by a 12th level illusionist. Book is not destroyed.
15 Emotion	Opening the book triggers this spell, as if cast by a 9th level illusionist. Book is not destroyed.
16 <i>Phantasmal killer</i>	Opening the book triggers this spell, as if cast by a 9th level illusionist. Book is not destroyed.
17 Quest	Reading the book makes the reader suddenly aware of a greater power entering his/her mind. The 'power' commands the reader to complete a quest (as determined by the GM), as if cast by an 11th level cleric. Book is not destroyed.
18 <i>Temporal stasis</i>	Reading the book triggers this powerful spell, as if cast by an 18th level magic user. Book is not destroyed.
19 <i>Cause serious wounds</i>	Reading the cover triggers this spell (the reverse of the clerical spell <i>cure serious wounds</i>), as if cast by a 9th level cleric. Book is not destroyed.

Notes:

1D20 TRAP	NOTES																		
20 <i>Monster summoning II</i>	Determine creatures summoned using the following table. Power as cast by a 9th level magic user. Book is not destroyed.																		
	<p>1D6 RESULT</p> <table> <tbody> <tr> <td>1</td><td>Hhu'mahni</td><td>Hhu'mahni (1d6): AC 5(0); MV 90 ft; HD 4+1; HP 28; #AT 2; DAM 1d8/1d8; POS 2 scimitars (each)</td></tr> <tr> <td>2</td><td>Devil, lemure</td><td>Devil, lemure (1d6): AC 7; MV 30 ft; HD 3; HP 20; #AT 1; DAM 1-3; POS —</td></tr> <tr> <td>3</td><td>Gnoll</td><td>Gnoll: AC 5; MV 90 ft; HD 2; HP 14; #AT 1; DAM 2d4 or by weapon type; POS bastard sword (each)</td></tr> <tr> <td>4</td><td>Stirge</td><td>Stirge: AC 8; MV 30 ft//180 ft; HD 1+1; HP 8; #AT 1; DAM 1-3; POS —</td></tr> <tr> <td>5</td><td>Mosquito, giant</td><td>Mosquito, giant: AC 4; MV 90 ft//300 ft; HD 6; HP 30; #AT 1; DAM 1d6; POS —</td></tr> <tr> <td>6</td><td>Troglodyte</td><td>Troglodyte: AC 5; MV 120 ft; HD 2; HP 15; #AT 3 or 1; DAM 1-3/1-3/1d4+1 or by weapon type; POS trident (each)</td></tr> </tbody> </table>	1	Hhu'mahni	Hhu'mahni (1d6): AC 5(0); MV 90 ft; HD 4+1; HP 28; #AT 2; DAM 1d8/1d8; POS 2 scimitars (each)	2	Devil, lemure	Devil, lemure (1d6): AC 7; MV 30 ft; HD 3; HP 20; #AT 1; DAM 1-3; POS —	3	Gnoll	Gnoll: AC 5; MV 90 ft; HD 2; HP 14; #AT 1; DAM 2d4 or by weapon type; POS bastard sword (each)	4	Stirge	Stirge: AC 8; MV 30 ft//180 ft; HD 1+1; HP 8; #AT 1; DAM 1-3; POS —	5	Mosquito, giant	Mosquito, giant: AC 4; MV 90 ft//300 ft; HD 6; HP 30; #AT 1; DAM 1d6; POS —	6	Troglodyte	Troglodyte: AC 5; MV 120 ft; HD 2; HP 15; #AT 3 or 1; DAM 1-3/1-3/1d4+1 or by weapon type; POS trident (each)
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TEMPLE OF THE THAK'SUTTNIER

One of just two of the temples to take a cylindrical form (save for the Tower itself) is that of the Thak'Suttnier, and its people dedicated to the strictest teachings of lawful evil. The structure is built of flawless obsidian, which is polished to a high sheen. No mark mars its pristine surface, save for the finest seams where the stones are joined together. The 40-ft tall cylinder has no windows, and no obvious door save a small, round opening described below. Attempting to dig below ground level around the temple will prove only that the building has been buried to an unknown depth.

Touching the surface of the exterior causes images of the purest evil to flash across the character's mind. An unsuccessful saving throw versus spell will cause the character to flee in a random direction for 1d4+1 turns.

Access to the interior of the temple is gained via a tube set at the northern-most face of the structure (a.). The tube is 3-ft in diameter and its opening is 3-ft off the ground. Inside, the sides of the tube are perfectly smooth; very nearly glass-like. After an initial straight entrance, the tube bends to the left and rises immediately at a 20 degree angle for 4-ft (b.) where it levels off. The tube then follows the contour of the structure to its southern-most point. Here, the tube bends 90 degrees to the right where it opens upon the temple's interior chamber.

The internal chamber of the building is made of black-veined red marble, and every surface is etched with tiny evil runes, causing a feeling of deep dread and uneasiness to grow inside each of the PC's. Each character must make a saving throw vs. spell, or attempt to flee from the building. Creatures attempting to access the tube are 65% likely to attack one another in their attempt(s) to escape. Characters managing to exit the structure will continue to flee at their maximum rate of movement in a

random direction for the duration of their *fear*. These effects last for 1d4 turns.

At the center of the round chamber is a brass plaque (c.) that rests on the floor. The plaque is 3-ft in diameter. Etched there in the infernal tongue of the lawful evil pantheon are the words, "ware the Great Bastyrd."

The plaque is trapped though it is not locked. Lifting the plaque reveals it is attached to a thin cable which appears to run underneath the floor. The trap will release a large block of the ceiling (d.) directly on top of the plaque should the plaque be lifted from the floor. Any PC's within a 10 ft-radius must make a save versus dexterity or suffer 2d12 damage from the falling block of marble.

Examining the fallen block of red marble reveals that it is lidded container; 7-ft long x 3-ft wide. The lid covers the entire top of the marble block, and is 6-in thick. It is not locked, but is sealed with an ancient tar-like substance. Melting the tar will allow the lid to be removed.

The lid is trapped. Finding the trap is extremely difficult, and requires a find traps skill check made by a thief of at least the 6th level of experience, and even then the check is made with a -30% chance of success. Breaking the seal of the lid releases a thick, oily substance which is sprayed 360 degrees around the entire perimeter of the block. Any creature within 10-ft gets coated by the stuff. Creatures between 3-ft and 4½-ft tall must save versus dexterity, where a failed save indicates the creature's eyes have been exposed to the blast. The substance causes no damage to the party, unless the victim is unfortunate to get it sprayed in their eyes, for this causes blindness until the substance can be washed away with clean water. The substance is odorless, however it does not dissipate and is highly flammable. Any

Notes:

open flame within 1-ft of the exposed substance will cause it to burst into flame immediately. PC's exposed to the substance will suffer 2d6 hit points of burn damage in the first round the substance is burning, and 2d4 hit points of damage every round thereafter. Total immersion in water for 1 full round will extinguish the flames.

The lid weighs just under one ton (1,750 lbs). Therefore, to lift or move the lid, the party must be able to produce a combined strength of 100.

Within the giant slab of marble lay a corpse, completely wrapped in fine, but ancient linens. Upon the figure's head is a bejewelled crown of gold, and around it's neck is a large, heavy necklace of gold and semi-precious stones. Across its chest, the corpse's hands are crossed and hold a large golden scepter. Upon the figure's right hand is a platinum ring adorned with a large ruby. If detected for, each of these items, linens included, radiate a strong dweomer of magic.

The figure is a member of the undead—a mummy. Though currently at rest, if it or any of the articles mentioned above are disturbed, it will arise and move quickly to attack those who have disturbed its sleep.

Mummy (1): AC 3 (0); MV 60 ft (120 ft); HD 6+3; HP 42; #AT 1 (2); DAM 1d12 + fear; POS *crown of commanding, linens of protection, necklace of fire protection, ring of haste**

* Refer to the appendix **NEW MAGIC** for info of these three magic items.

TEMPLE OF THE UURT'RUAKK

The Uurt'ruakk tribe was a lawful neutral tribe, devoted to the four winds, and their structure reflects this with its four circular antechambers. The entire surface of the exterior of the building is covered in runes of protection and bas reliefs of the four winds.

Two pairs of double-doors (constructed of bronze) appear on both the east and west sides of the central structure, and depict the visages of the east wind depicted as a bearded male warrior (**a.**) and the west wind depicted as a beautiful, if sad, female whose long wild hair represents the wind itself (**b.**).

The east wind door is not locked nor trapped. In fact, the door stands slightly ajar. Through the open door can be heard and felt a cold wind blowing throughout the chamber within.

The west wind door is locked but not trapped. Unlike the east wind door, this set of bronze doors is covered in a thick layer of corrosion. Anyone attempting to unlock the door will cause a soft sigh as of a summer breeze blowing through a leaf laden

tree to be felt and heard by all within a 20-ft radius. Characters successfully making a saving throw versus wisdom at -2 will discern a voice in the wind that softly moans, "...release me," once every round.

Within the central structure, a chill wind continually blows in a counter-clockwise fashion, even should the doors be closed. The frescoes that cover the walls, floors, and ceiling are of landscapes locked in the grip of mighty winds. The paintings themselves move, as though animated by the winds that blow within the tomb.

The building is guarded within by an air elemental. The elemental will not leave the structure, but will defend it from all intruders. If destroyed, a new elemental will be summoned to protect the chamber within 10 turns.

Air elemental (1): AC 2; MV 360 ft flying; HD 16; HP 102; #AT 1; DAM 2d10 + whirlwind; POS —

There is an iron chest located in center of the central chamber (**c.**). The chest is bolted to the floor.

The lid of the chest is trapped, and triggering the trap releases a spear from the ceiling, which has a chance of hitting the PC disarming the trap/picking the lock as an 8 hit die monster. The spear is magical, and attacks are made at +1 "to hit" and +2 as to damage. (See the appendix **NEW MAGIC** for additional details regarding the *spear of Typhoeus*).

If one of the bolts securing the chest to floor is removed, the other three will shatter, spraying small metal fragments in all directions. From each bolt hole emerge 4 wind goblins (see the appendix **NEW CREATURES** for more information).

Wind goblin (16): AC 5 (0); MV 90 ft / 240 ft flying; HD 2+1; HP 14; #AT 1; DAM 1d4+1 + spell use; POS —

Within the chest is a single item; a wooden jewelry box with a small latch in the likeness of a wind-blown cloud. The box is high-polished hardwood that is stained in light blue. Within the box is a platinum ring bearing a flawless, perfectly clear agate center stone. The ring rests within a rich satin pillow. The stone is highly polished, and the platinum bears no scratches or markings. If detected for, the ring will radiate a powerful magical dweomer. Refer to the appendix **NEW MAGIC** for more information regarding the *ring of the four winds*.

The central chamber has four short halls leading out to four antechambers. Each hall is dedicated to one of the four winds

Notes:

When opening the doors to the following chambers, it is worth noting that in the Usherwood Adventures campaign setting, elves and humans are descended in direct lineage from the first sentient race (sarngoch) created by the first gods; Tau and Jakkohb.

1. Chamber of the North Wind

The short hall leading to this antechamber is filled with a turbulent, frigid wind that buffets the party and slows all movement to one half. The floor is of polished white marble while the walls and arched ceiling are painted a swirling pattern of white and light blue.

At the end of the hall are a pair of tall, narrow doors made of strong wood that has been sheathed in silver plating. No door handle is apparent. On close examination, the party can detect very fine patterns etched in to the surface of the silver plates. However, the subject matter eludes their ability to translate. The door is cold to the touch; so cold that merely touching the door inflicts 1 hit point of damage unless the character successfully rolls a saving throw versus spell with each touch. Wearing protective hand gear avoids any damage.

The doors are not locked, nor are they trapped. A sarngoch PC blowing upon the doors will cause the delicate lines of the etched patterns to faintly glow, whereupon the doors will swing silently open into the hall. Blowing upon the doors by an elf, half-elf or human will cause the delicate lines of the etched patterns to faintly glow, whereupon the doors may be forced open upon a successful major strength test by any PC.

Within the chamber a cold chill wind blows in a counter-clockwise direction. The wind is strong, clocking in at approximately 75 mph, and quickly extinguishes any sources of non-magical flame. Any missile weapon attack under these conditions will be made -6. All other attacks will be made at -2. All conversation will by necessity need to be made by shouting. The temperature within the room is 0°C.

Within the circular chamber, cushions are set into the floor (**d**), secured in place with silver rods that are set into the floor. The cushions are leather wrapped, and stained in hues of blue, and are approximately 2-ft square each. They are set 3-ft from the wall and extend the entire circumference of the chamber. The walls are tiled in marble of purest white. Overhead, the domed ceiling rises to a height of 30-ft. Small stained glass windows allow in a multi-hued rainbow of blue, violet and green light. These windows are set into the dome where the dome meets the walls, and at its apex.

In the center of the chamber three steps rise to meet a circular platform which is about 6-ft in diameter. Upon the platform a large sky-blue gemstone is set into the floor (**e**), and secured with a platinum setting.

The gem stone is a large cabochon cut stone, appearing to be a perfect sphere viewed from the top, of an unknown mineral. However, its color (hues of light blue to aqua) and clarity give no mistaking this stone's potential market value (1,500 gp).

Attempting to remove the gem from the setting without using the *spear of Typhoeus* (see previous section) will cause the gem to shatter, releasing an *ice storm* spell, as if cast by a 7th level magic user. The storm will take the form of hail stones (01–60) or sleet (61–00) according to the spell.

Using the *spear of Typhoeus*, the gem may be pried loose without damaging it.

2. Chamber of the South Wind

The 20-ft long hallway leading up to this chamber is a misery of heat and humidity. The strong wind present provides no relief, only stifling air. Underfoot, the party must walk over heat-baked sand that threatens to blister the skin right through a character's boot. Any creatures crossing the sand without the benefit of foot protection will suffer 1 hit point of damage with each step.

At the far end of the hall, an archway filled with swirling, fiery vapors leads to the chamber beyond. Attempting to walk through the flames unprotected will inflict 3d6 hit points of damage. A sarngoch PC blowing through the archway will extinguish the flames for 1 full turn. An elf, half-elf or human blowing through the archway will extinguish the flames for 5 segments.

The heat leading up to the chamber is but a faint. Within the chamber, the room is quite warm, although far from the potential inferno suggested by hallway leading into it. The walls of the chamber are painted in the image of a rocky landscape, devoid of vegetation save for small bushes that cling perilously among the crags and boulders. A powerful wind of 50 mph circulates in a counter-clockwise direction.

In the center of the antechamber is a 3-ft tall pedestal upon which rests an object currently covered by a drapery seemingly made of the finest silk, and having color of the deepest burgundy (**f**). Despite the stiff wind in the chamber, the drapery does not move

Beneath the drapery is a large baguette cut gem stone. The stone is a flawless garnet, having a market value of 1,000 gp.

Notes:

Attempting to remove the gem from the setting in the pedestal without using the *spear of Typhoeus* (see previous section) will cause the gem to shatter, releasing a *fireball* spell, as if cast by a 6th level magic user.

Using the *spear of Typhoeus*, the gem may be pried loose without damaging it.

3. Chamber of the East Wind

Unlike the other three halls, this passage is unlighted, and is painted in dark hues of navy and purple. The wind here is cool and blows at a moderate strength, but those characteristics do not explain the shivering chill that runs down several members' spine (those characters with a constitution below 15).

The door at the opposite end of the hall is painted the deepest black, and a swirling pattern moves sluggishly over the door's surface. Touching the surface of the door reveals it to have a tacky, oily film covering it entirely. The film is also mildly acidic, and will inflict 1 hit point of damage to any area of exposed skin coming into contact with it.

The door is neither locked nor trapped. A sargoch PC blowing on the door will cause the film to recede from the surface, revealing a recessed know that when pulled will cause the door to open silently into the hallway. An elf, half-elf or human PC blowing upon the door will cause the film to recede and reveal the knob, however, the knob cannot be pulled unless a success major strength test is rolled.

The antechamber beyond the door is bathed with a *continual darkness* spell. Also a light breeze of 20 mph stirs the air in a clockwise direction. The circular, domed room comes to an apex of 20-ft. Despite the effect of the *continual darkness* spell, a faint violet glow can be seen at the center of the ceiling overhead.

Dispelling the darkness or otherwise lighting the chamber will reveal the chamber to be painted in hues of deep violet and black. Overhead, a large gem stone appears to be embedded in the ceiling (*g.*); it shines with a faint violet light.

The gem is a large uncut black opal, having a market value of 500 gp. The stone is also the source of the *continual darkness* spell, and the spell will remain in effect until such a time as the gem is cut. Placing the gem with a box, bag or sack will contain the spell.

Attempting to remove the gem from the setting in the ceiling without using the *spear of Typhoeus* (see previous section) will cause the gem to shatter, dispelling the *continual darkness* and releasing a *summon shadow* spell, as if cast by a 10th level illusionist.

Using the *spear of Typhoeus*, the gem may be pried loose without damaging it.

4. Chamber of the West Wind

This passage—painted in hues to suggest a tropical setting—features a pleasant, summer-like breeze amid sandy dunes that might be expected on a tranquil shoreline. The soothing smell of salty sea air surrounds the group as they make their way to the curtained archway at the opposite end of the hall.

Beneath the warm sand that covers the passage floor, a trapper lies in wait (*h.*); its stash of discarded valuables is scattered on the tiled floor beneath the sand.

Treasure: 10,000 gp, 1,800 pp, 1 *gaseous form potion*, 1 bone scroll case (scroll contains 3 magic user spells; *acid reflux*⁹, *wall of fire*, *weld metal*¹⁰), *bullwhip of grasping & swinging*⁷, +3 *duster of defence*⁷.

Trapper (1): AC 3; MV 30 ft; HD 12; HP 84; #AT 1; DAM crushing; POS —

The chamber at the end of the hall is entered by passing through an azure colored drapery. A pleasant breeze fills the chamber. Below the sand (at a depth of 6 inches) in the center of the chamber is a small crystal vial of clear liquid (*i.*). The liquid glows with a faint blue light. If the creature holding the vial successful rolls a saving throw versus wisdom, they will hear a distant female voice whispering, "...release me."

Should the vial be emptied upon or shattered against the west wind entrance doors (*area b.*), then doors will become highly polished once again, and the creature doing so will be healed of all wounds, disease and curses. A re-examination of the door will show that the image of the female has tamed her hair into flowing locks, and her face bears an unmistakable smile.

If the liquid in the vial is consumed as though it were a potion, then on a failed saving throw versus death, the victim suffers 3d6 hit points of damage and will be transformed into a wind goblin (see the appendix **NEW CREATURES**). Victims so transformed may be restored through the use of a *wish* spell. A successful save versus death avoids transformation, yet still suffers 3d4 hit points of damage.

⁹ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for more information.

¹⁰ Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for more information.

TEMPLE OF THE BAH'LUTH DUN

The Bah'Luth Dun tribe of lawful neutrality paid homage to the element of water. The structure is surrounded all about the outside by standing water, as if a rain squall has just moved through the area; the ground is muddy to a distance of 20-ft away from the temple.

The doors at either end of the central hall leading through the structure are steel with a large wheel in the center (compare to a water-tight door on a submarine compartment). Patches of rust appear on the rivets used to construct the door, and around the seals of the wheel. Thin trickles of water flow from beneath the door (the water-logged ground surrounding the doors speaks to the continual leaking of water).

The doors are not locked or trapped, though the wheels are tightly screwed down. To open the doors, the wheel must be turned 10 complete counter-clockwise revolutions. The first two turns require a combined strength of 34. The third turn requires a combined strength of 28. The fourth turn requires a strength of 16. Each turn thereafter requires a strength of 13.

Opening the doors, the party will find themselves faced by a barrier of water which does not spill forth from the structure even after the doors are opened, as though it is held in place by some sort of invisible barrier. Creatures may enter into the watery building by simply walking through the exposed surface.

Protecting the interior of the building is a water elemental.

Water elemental (1): AC 2; MV 60 ft/360 ft; HD 12; HP 74; #AT 1; DAM 5d6; POS —

If the PC's are able to swim to the small domed area at the top of the building's interior (30 ft above the floor), they will find the upper-most area has an pocket of air 10 ft-diameter, and 2-ft high (a.). A small ledge runs around the air pocket. On this ledge are ten, wax-sealed urns that contain a quantity of ashes. If the ashes become exposed to the water within the temple, an ancient hero will be restored to life. Each hero who appears is tall (approximately 7-ft), human-like of tanned complexion and almond-shaped, cat-like eyes. They are members of the sarngoch race¹¹, and their particulars are recorded hereafter. None of the heroes can provide assistance to the party, as they were placed here post-mortem. However, they have heard stories of the *Door of Infinite Portals*, and may assist the party in their attempts to return home. The heroes are restored complete with clothing and equipment, and at full hit points (refer to the following table).

Also on the ledge are located a *ring of water breathing*, a *ring of swimming*, a *helm of underwater action* and a night hag's periapt.

¹¹ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for more information regarding the sarngoch race.

1D10 NAME	NOTES
1 Ander'su Dun	<p>Ander'su earned his reputation as a hunter of the enemies and rivals of his clan's chiefs. Although he is skilled at capturing his enemies alive, he has no qualms about killing when it becomes necessary. Ander'su fights with two scimitars simultaneously with astonishing grace and skill (receiving no dexterity penalty for this attack). One he has named <i>Xad'kur</i> (which means 'soulless') and the other <i>Meshk'in</i> (which translates as 'the harvester'). He will admonish any creature which threatens to do damage to, or steal from, any of the temples, without hesitating to attack if it becomes necessary.</p> <p>Fighter/Assassin (male): Align LN (evil tendencies); STR 14 / DEX 18 / CON 12 / INT 12 / WIS 14 / CHA 12; AC 4 (6); LVL 8/8; HP 56; POS bracers of armor +2, +2 scimitar (x2); Caste illusionist; SPELLS darkness, hypnotism</p>
2 Durea'din Dun	<p>Durea'din was once the most powerful member of the Bah'Luth Dun tribe. He focused his clerical talents upon exploring the outer planes of existence. In the process, he communicated with beings better left alone. After one such episode, Durea'din was slain, and his soul cursed for all eternity. His curse being that if he was ever raised from his current state, it would be as an insane ruined human*. Durea'din will appear as a physically deformed sarngoch male, sporting thick, tough scales of skin over his entire body (AC 6), 3 arms (the extra appendage sprouting directly from his chest), and 3 tentacles emerging from his back. Due to these conditions, Durea'din can attack two opponents simultaneously, even if they be in front of and behind him. He can also manipulate his molecular density. A <i>remove curse</i> spell cast on him will cure the insanity, but not the deformations.</p> <p>Human, ruined (1): AC 6; MV 120 ft; HD 4; HP 24; #AT 6; DAM 1-2/1-2/1-2/1d4/1d4/1d4 + grapple; POS —</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for more information.</p>

Notes:

1D10 NAME	NOTES
3 Ar'chin Dun	A hero among heroes, the battle prowess of Ar'chin among his tribe could not be rivaled. It took treachery to finally bring the warrior to his end. From whence the treachery came remains unknown, however, it is suspected that a jealous rival finally achieved what no battle-hardened enemy could. As a result, this sarngoch warrior trusts no one from his race; however benevolent. Fighter (male): Align LN; STR 17 / DEX 17 / CON 12 / INT 12 / WIS 12 / CHA 12; AC 2 (-1); LVL 10; HP 76; POS +2 banded armor, flaming blade broad sword, dagger; Caste magic user; SPELLS magic missile, push
4 Exim'vee Dun	A "finder of missing treasures," Exim'vee is an extraordinarily beautiful woman, even by the standards of her statuesque race. Much that she accomplished in the span of her long life she did by taking advantage of her formidable charisma against males among the sarngoch, human and elven populations. Her ability to obtain vast wealth and rare objects for her employers was renown throughout all sarngoch peoples, although, her end came at last while disabling a particularly deadly trap protecting an otherworldly artifact. Some say, this occurred in the uppermost level of the Tower of Mysteries itself. Exim'vee avoids hand-to-hand combat when possible, but when forced into a fight, she will engage with both sword and dagger. Fighter/Thief (female): Align LN; STR 14 / DEX 12 / CON 17 / INT 17 / WIS 12 / CHA 16; AC 6; LVL 9/9; HP 66; POS boots of the footpad*, gloves of nimble fingers*, ring of charisma, +1 short sword, +1 dagger, leather armor; Caste illusionist; SPELLS darkness, hypnotism, invisibility * Refer to the appendix NEW MAGIC for more information.
5 Cin'su Dun	Twin sister to Ander'su, Cin'su made her name as a compassionate and benevolent healer who would apply her skills to whomever was in need. Frequently, this caused contention between herself and her tribe who often accused her of betraying her tribe and her race. Cin'su is particularly fond of halflings, whom she regards as a purer form of humankind. Cleric (female): Align LN (good tendencies); STR 12 / DEX 14 / CON 12 / INT 14 / WIS 18 / CHA 16; AC 7; LVL 9; HP 58; POS +1 leather armor, staff of speed*; Spells bless, cure light wounds, detect evil, protection from evil, purify food and drink, remove fear, augury, chant, hold person, slow poison, speak with animals, spiritual weapon, cure blindness, cure disease, glyph of warding, good medicine†, cure serious wounds, neutralize poison, protection from evil 10-ft radius, cure critical wounds; Caste magic user; SPELLS charm person, render† * Refer to the appendix NEW MAGIC for more information. † Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for more information.
6 shedu	As a non-sarngoch, the shedu, Tutmorah, was paid great tribute by being entombed herein by the sarngoch tribe. This is due to his heroic stance in defense of the Bah'Luth Dun tribe against forces of chaos and of evil in the far distant history of the tribe. Shedu (1): AC 4; MV 120 ft / 240 ft flying; HD 9+9; HP 74; #AT 2; DAM 1d6/1d6 + spell use; POS —
7 ice devil	The contents of this vessel have been replaced by the essence of an ice devil. The urn may be noted as being different from the others, as it is inscribed with glyphs of protection about its entire surface. Exposing the ashy contents to the water within the chamber will reconstitute the devil. However, the temperature of the water will drop immediately to 34 degrees. Any creatures not sufficiently protected against cold who remain within the water at that time must exit the temple within 3 rounds of die of hypothermia within 1d4 rounds. Ice devil (1): AC -4; MV 60 ft; HD 11; HP 72; #AT 2 (claws)/1 (mandible)/1 (tail or spear); DAM 1d4/1d4/2d4/3d4 or 2d6+4 + spell use and freezing; POS —
8 gelatinous cube trap	This urn is covered in foreign writings, but not that of a magical nature. A character able to decipher unknown languages will be able to understand that the writings on the urn are a warning to return the urn to the shelf, and to leave the temple and close the door(s), or else to suffer the "dissolution of your eternal soul." If opened within the temple, the dust inside will reconstitute into a massive gelatinous cube filling the entire space (thus the creature's higher than expected HD). This will process will take 5 rounds, during which time the party may make their escape without harm. If they do not, they will find themselves within the 'body' of a gelatinous cube, suffering the appropriate damage and ill effects as appropriate. Gelatinous cube (1): AC 8; MV 60 ft; HD 8; HP 54; #AT 1; DAM 2d4 + paralysis; POS —

Notes:

1D10 NAME	NOTES
9 succubus	The contents of this urn have been replaced by the essence of a succubus. The urn may be noted as being different from the others, as it is inscribed with glyphs of protection about its entire surface. Exposing the ashy contents to the water within the chamber will reconstitute the succubus. However, due to the chaotic nature of the succubus, doing so will contaminate the water, causing it to loose its ability to reconstitute the contents of the other urns within 6 rounds, unless the succubus can be slain during that time. Succubus (1): AC 0; MV 120 ft / 180 ft flying; HD 6; HP 52; #AT 2; DAM 1-3/1-3 + spell use and energy drain; POS —
10 night hag	The contents of this vessel have been secretly replaced by the essence of a night hag. The urn may be noted as being different from the others, as it is inscribed with glyphs of protection about its entire surface. Exposing the ashy contents to the water within the chamber will reconstitute the hag. Night hag (1): AC 10; MV 90 ft; HD 8; HP 58; #AT 1; DAM 2d6 + spell use and constitution drain; POS —

TEMPLE OF THE SAUR'NIRR

The lawful neutral Saur'Nirr tribe reveled in lightness and sun. The twin doors that lead into the structure are sheathed wholly in copper plating, and decorated with the image of the rising sun. Over the landscape roam great herds of buffalo. Among these can be seen several bipedal creatures of some unknown species that cannot be identified by the relief.

The door here is locked and trapped. The trap releases an *incendiary cloud* spell, as if cast by a 16th level magic user.

The interior of the building is decorated in marble of gold veined in brilliant reds. The whole of the interior is accented in copper. The interior of the building is quite warm, with an ambient temperature of 100°. A *continual light* spell has been cast over all the interior surfaces, causing anyone entering within to squint in order to protect their eyes. Anyone remaining exposed to the light for more than 3 turns runs a 65% chance of becoming temporarily blinded for 4d20 turns due to this exposure.

The building's interior is protected by a pair of minotaurs (**a.** and **b.**).

Minotaur (2): AC 6; MV 120 ft; HD 6+3; HP 48; #AT 2 or 1; DAM 2d4/1d4 or by weapon; POS battle axe (each)

If combating the minotaurs within the building, the PC's will be at a -2 "to hit" disadvantage due to the brightness of the light. If the PC's can draw the minotaurs out of the temple, then the creatures will suffer the -2 "to hit" penalty due to the relative darkness.

The Saur'Nirr sarngoch revered bulls, and above these the minotaur. It was their belief that the greatest kings would become minotaurs, and thus provide protection to the tribe in their afterlife.

Around the perimeter of the building's interior are 13 niches in which the bodies of the kings have been laid to rest. Each of the skeletal remains appears to have been carefully wrapped in the skins of a ceremonial buffalo.

Within the niches, the PC's will find several talismans of light-giving power; necklace (**c.**), +1 ring of protection (**d.**), broach (**e.**), +1 helm (**f.**), +1 chain mail armor (**g.**), +1 mace (**h.**). Each has been imbued a *light* spell, which the user may command into illumination three times per day. The *light* spell is identical to the clerical spell of the same name, and is powered as if cast by a 6th level cleric, except that the light extends to 40 ft.

Each of these treasures is protected by a *continual darkness* spell. Touching any of the treasures triggers the spell, dropping an impenetrable darkness over the temple to a distance of 100-ft radius. This darkness obscures even the interior of the building for a duration of 6 turns. During this time, one additional minotaur will enter the darkness each turn to fight the party. The minotaurs will be impeded by the darkness just as the adventurers will be.

Any means of countering the *continual darkness* spell, or else leaving the spell's area of effect will halt the addition of more minotaur enemies.

TEMPLE OF THE GLAUR'SLYTH

The Glaur'Slyth tribe was wholly neutral in its lawfulness, and these sarngoch peoples paid fealty to the element of earth. The doors leading into the building appear to be carved out of solid granite, and are not adorned by any relief or engraving. Though the doors are not locked, they are very heavy, and require a combined strength of 60 to force them open.

The interior of the building appears as skillfully hewn stone. No joint can be discerned, giving the impression that the building

Notes:

has been carved from a single huge stone. The two wings of the structure coming off the central hall are each supported by three enormous columns. Each of the columns has been carved into it a relief of a man in the trappings of nobility, and each holds a large sword; both hands on the grip, point resting on the ground.

At the foot of each of these six columns is a small drawer. Each drawer is locked but not trapped. Within each drawer is a small talisman devoted to the element of earth; *ring of commanding earth elementals* (2 charges; **a.**), *ring of stone shape* (5 charges; **b.**), *ring of move earth* (4 charges; **c.**), *ring of passwall* (1 charges; **d.**), *ring of phase door* (3 charges; **e.**), *ring of transmute rock to mud* (6 charges, reversible; **f.**).

The largest column of all stands as sentinel in the main central hall, and is wrapped by the image a dragon in bas relief (**g.**).

If any of the drawers listed above are opened, the guardian of the mausoleum will animate as the carving of the dragon in

the central main hall comes to life, pealing itself away from the huge column, revealing itself to be an ancient uraninite dragon of the largest size (28 ft-long).¹²

Dragon, uraninite (1): AC 6; MV 60 ft / 45 ft burrowing; HD 7+1; HP 56; #AT 3; DAM 1-3/1-3/2d4 + breath weapon; POS —

RETURNING TO THE DOOR

Having located the rune key embedded in the large agate attached to the *staff of the Bahor'Bar*, returning to the *Door of Infinite Portals* merely requires the party to follow their tracks back through the endless grasslands. GM's should use the miscellaneous encounters tables (Parts I and II) provided at the beginning of this section as appropriate as the group makes their way back to the Door.

¹² Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for more information.

Notes:



HIGH-NOON AT THE GRANITE HORN

This section makes extensive use of the REVOLVERS & WIZARDRY OSRIC supplement, and will be required to run the adventure.

As the party opens the door, the sun is setting before them upon an unbroken, cactus-studded desert. Leading immediately up to the door and stretching into the horizon are train tracks; parallel bars of iron that are spaced a little more than 4-ft apart and set upon wooden cross bars. The wood seems to be coated in decades of an accumulated tar- or oil-like substance. The tops of the rails are shiny compared to the rust pitted shoulders of the metal, indicating that the tracks are traveled frequently.

If the party leaves the relative safety of the Door to see what is behind them, they see that the train tracks extend to the opposite horizon, having passed directly underneath the Door.

The tracks travel generally in an east-to-west direction, within a valley that mountains located to both the north and south.

IF THE PARTY DECIDES TO HEAD GENERALLY WEST...

Following the tracks to the western horizon will lead the party through a parched landscape, where the only life they will see will be small rodents, few lizards and carrion birds circling above them. The Bar 'M' ranch is located 60 miles to the west of the Door's location. It will take the group ten hours (60 turns cumulative) to walk to the Bar 'M' ranch.

Along their path, the group may cross paths with the following miscellaneous encounters. Roll for miscellaneous encounters (1-2 on d8) every 6 turns. Each encounter may occur multiple times unless otherwise noted.

2D12	ENCOUNTER	NOTES
1	1 gummersaurus (dirt dragon)	Gummersaurus (dirt dragon): AC 2; MV 30 ft / 240 ft burrowing; HD 10; HP 72; #AT 3; DAM 1d6/1d6/1d6 + swallow whole; POS —
2	3d4+1 gummersaurus (shrieker)	Gummersaurus (shrieker): AC 6; MV 120 ft; HD 5; HP 34; #AT 2; DAM 1d4/2d4 + burning spittle; POS —
3	2d6 gummersaurus (ass blaster)	Gummersaurus (ass blaster): AC 5; MV 10 ft / 180 ft flying; HD 4; HP 26; #AT 1; DAM 3d4; POS —
4	1 frontier hag	Occurs only once on this table. Frontier hag: AC 5; MV 90 ft; HD 9; HP 62; #AT 1; DAM 2d6 or 2d6+4 + sand storm, whirlwind, and spell use; POS —
5-7	4d6 carnivorous cattle	Carnivorous cattle: AC 5; MV 150 ft; HD 5; HP 28; #AT 2 or 1; DAM 1d6/1d6 or 2d6 + charge; POS —
8-10	4d4 prairie lobster	Prairie lobster: AC 4; MV 30 ft; HD 1-1; HP 6; #AT 2; DAM 1d4/1d4 + infection; POS —
11-13	1d8 minotaur and 1d4-1 prehistoric lions	Dressed like cowboys, the group of minotaur will be walking west approaching the party from in front of them (01-75), or else walking east coming up behind the party (76-00). If prehistoric lions are with the minotaur, they will be secured on heavy chain leads. Captured PC's will be taken to the Bar 'M' ranch. PC's too injured to walk—or dead—will be consumed (wholly or partial) immediately. Minotaur: AC 6; MV 120 ft; HD 6+3; HP 44; #AT 2 or 1; DAM 2d4/1d4 or by weapon; POS each minotaur will possess a battle axe, if more than two minotaur are encountered one of them will possess a <i>bullman's blunderbuss</i> Lion, prehistoric: AC 5; MV 120 ft; HD 6+3; HP 48; #AT 3; DAM 2d4/2d4/2d6 + rear claw attack; POS —
14-16	5d4 wild horses	Occurs only once on this table. When encountered, the herd will be grazing on the sparse desert vegetation. Horse, wild: AC 7; MV 240 ft; HD 2; HP 14; #AT 1; DAM 1-3; POS —
17	2d4 gigantic jackrabbit adults and 1d6 gigantic jackrabbit leverets	Jackrabbit, gigantic, adult: AC 7; MV 240 ft (280 ft hop); HD 4+1; HP 28; #AT 1; DAM 1-3 or 1d4; POS — Jackrabbit, gigantic, leveret: AC 7; MV 180 ft (240 ft hop); HD 2+1; HP 14; #AT 1; DAM 1-2 or 1-3; POS —

Notes:

2D12 ENCOUNTER	NOTES
18–19 3d4 gnolls	Dressed like cowboys, each gnoll is mounted on a horse and armed with a club and a Bowie knife. A third of the group's number will also possess a bull whip. If more than 9 are encountered, one of their number have a Confederate repeating carbine (14 cartridges) instead of the bull whip. Gnoll: AC 5; MV 90 ft; HD 2; HP 14; #AT 1; DAM 2d4 or by weapon; POS see above
20–22 1d6+4 huge hyenas and 1 giant hyena	Hyena, huge: AC 6; MV 120 ft; HD 3; HP 20; #AT 1; DAM 2d4+1; POS — Hyena, giant: AC 5; MV 180 ft; HD 4; HP 26; #AT 1; DAM 2d6; POS —
23–24 15 giant ants (soldiers)	The 15 giant ants will be encountered within a 200 ft radius of their colony, which will contain an additional 75 worker ants, 5 soldier ants and the queen. If the party is drawn within 20 ft of the colony, all but 10 workers, 5 soldiers and the queen will exit the colony to attack the invaders. Fallen victim will be taken into colony immediately. The ants' treasure is located in the egg chamber with the queen. Giant ant, soldier: AC 3; MV 180 ft; HD 3; HP 20; #AT 2; DAM 2d4/3d4 + poison; POS — Giant ant, worker: AC 3; MV 180 ft; HD 2; HP 12; #AT 1; DAM 1d6; POS — Giant ant, queen: AC 4; MV 0 ft; HD 10; HP 68; #AT 0; DAM 0; POS — Treasure: 3d4 gems, potions of <i>diminution</i> , <i>extra-healing</i> , <i>oil of slipperiness</i> , <i>polymorph</i> and <i>sweet water</i> (determine new treasures if this encounter result occurs more than once)

After following the train tracks west for 60 miles, the party can see a collection of buildings come in to view approximately 1½ to 2 miles to the north. As they approach the group of structures, they can see that the property is ringed about by a low fence. A gate leading into the property proclaims this to be the 'Bar M Ranch'. It doesn't require a high intelligence score to realize that the shape of the 'M' over the gate appears exactly like the shape of a rune key.

The buildings contained within the fence appear to be a stable, a blacksmith's workshop, a large ranch house and a ramshackle bunkhouse. No persons or creatures can currently

be observed from the party's vantage point outside the fence, although a blacksmith can clearly be heard working metal from within the workshop. A wide cart path meanders through the middle of the complex, and disappears beyond the buildings, presumably leading to pastures beyond.

ENCOUNTERS AT THE BAR 'M' RANCH

Thirty minutes (3 turns) after the party arrives at the ranch, a group of 6 cowboys will ride in from the direction of the pasture; their horses walking at a gentle pace. If they do not see the

DJARKAN GRANITE HORNS

Granite Horns is a monstrous, hulking beast with a fearsome temper. Those who work for the minotaur learn quickly that their employer does not take bad news lightly.

Standing fully 9 feet tall, and possessing horns spanning eight feet tip-to-tip, Granite Horns' mere presence is usually enough to cause any would-be adversaries to reconsider any attempt at a confrontation. His physical presence is so massive that the minotaur must utilize an unnaturally large bison to carry him as his steed.

Where the blonde-headed and charismatic minotaur came from is unknown to local populace. However, once he settled into the area now occupied by the Bar 'M' Ranch, his influence in the region quickly turned to his advantage.

Granite Horns originally arrived in this parched western world via the Door of Infinite Portals himself. However, the Door vanished before he could locate the missing rune key. Having eventually found the key in the belly of an enormous 60 foot long rattlesnake, Granite Horns has been biding his time, waiting for the day when the Door would reappear, and he could return to his previous domain.

In the meantime, Granite Horns makes his living through various business ventures such as ranching and through his saloon—The Granite Horn Saloon—located in Millton Ridge. He and his extensive network of cowboys are also deeply involved in prostitution, gambling, cattle rustling, train robbery and more. Numerous counts of murder have been suggested against the minotaur, though no charges have ever been leveled against him.

Notes:

party, they head directly to the stable, and tie up their horses near the water trough. Four of the cowboys will then head to the bunkhouse, one will move to the blacksmith and one will move to the ranch house.

Cowboy (6): AC 8; MV 120 ft; HD 1-1; HP 6; #AT 1; DAM by weapon; POS each carries a Marauder scattershot revolver (12 percussion caps and 8 scattershot shells) and a Bowie knife, one of those headed to the bunkhouse will also carry a Myrlund coach gun

If the party has not yet encountered Granite Horns, the following group will arrive at the ranch through the main gate within 12 turns (2 hours);

Cowboy (6): AC 8; MV 120 ft; HD 1-1; HP 6; #AT 1; DAM by weapon; POS each carries a Marauder scattershot revolver (12 percussion caps and 8 scattershot shells) and a Bowie knife

Djarkan Granite Horns (minotaur titan): AC 4; MV 120 ft; HD 8+1; HP 58; #AT 2; DAM 2d6/1d6 or by weapon; POS *bullman's blunderbuss*, battle axe

desperado (male human (4)): Align CE; STR 12 / DEX 14 / CON 14 / INT 9 / WIS 10 / CHA 13; AC 8; LVL 3; HP 24; POS Bowie knife, Union single-action revolver (18 cartridges)

* Refer to the [USHERWOOD ADVENTURES EXPANSION FOR OSRIC](#) for more information.

This group will be riding slow. Their arrival may be unnoticed by the party unless they happen to have posted a someone at the main gate to watch for the arrival of newcomers. Granite Horns' group will be approaching from the west, riding parallel to the train tracks. The group enters through the main gate, and if they do not see the party, move first to stable the horses. The cowboys will disburse to the bunkhouse, while Granite Horns and the desperados will head to the Ranch House .

If the party has previously encountered Granite Horns in the town of Millton Ridge (refer to the section **IF THE PARTY DECIDES TO HEAD GENERALLY EAST...** hereafter), the group indicated above will arrive at the ranch through the main gate within 6 turns (1 hour) of the party's arrival at the ranch, however, there will be double the number of cowboys and desperados indicated above with him. This group will be riding hard and fast, their approach betrayed by the cloud of dust raised by their horses 2 turns (20 minutes) before their arrival.

Granite Horns' 'posse' will immediately set about searching for the party, while Granite Horns himself heads at once to the blacksmith workshop to obtain the rune key (refer to the section **BLACKSMITH**) and make his long-awaited escape back through the Door, which he would have encountered on his return from Millton Ridge.

MAIN GATE AND LOW FENCE

The low-fence which surrounds the property is approximately 3 feet high and is unbroken save for the main gate entrance. As far as the party can tell—should they decide to inspect the entire perimeter of the fence—the fence follows the contour of the land for several miles, completely enclosing the property. Only one other gate in the fence exists; it lies 3 miles to the west of the main gate, and is chained and locked.

The main gate is open; the two sides splayed outward in the direction of the train tracks, and kept open by having been tied with rope to a pair of stakes driven into the hardpan. The rope is old and brittle, clearly making the case that this gate remains open at all times. Over the main gate hangs a large sign that proclaims this property to be the *Circle 'M' Ranch*. The 'M' is clearly representative of a rune key.

BUNKHOUSE

This simple building is sided in old, weather-beaten board, most of which is clearly suffering from years of neglect and substantial dry rot. The floor of the building is raised above the ground 18 inches, giving a clear view beneath the structure. At opposite ends of the building are small ditches dug beneath the building. A brief investigation proves these to be toilets. The roof of the sad structure is rusty, corrugated tin.

Small windows appear on the sides of the building; 24 inches square, 5 feet off the floor of the interior. Several of the windows are open, a few are closed, but most appear to be broken, though no glass fragments are anywhere to be seen.

The south door leading into the building is open, but the door at the north end of the building is closed.

The bunkhouse is empty if the party enters during the daytime. If the party waits for nightfall, a total of 15 cowboys will return to the bunkhouse throughout the day (stabling their horses first); 6 from the pasture, the remainder through the main gate.

An investigation of the bunkhouse reveals 24 beds. Each bed accompanied by a footlocker, small table and chair. Each footlocker has a 35% chance of being locked, none are trapped. All lockers contain an assortment of personal items of very little value. The denoted lockers below contain the following additional items;

1. Karrousel pistol with shoulder holster (the locker contains no percussion caps)
2. Knight's percussion revolver without holster, box containing 36 prepared percussion caps

Notes:

3. +2 cursed backbiting boomerang, wrapped in cloth and tied with dry, brittle twine
4. 1 potion; **firewater** (least potent form)
5. **Red Ryder's cowboy boots**, stowed in an oiled cardboard box; the boots are colored in a garish lime green (refer to the appendix **NEW MAGIC**).

RANCH HOUSE

The ranch house is a large two-story affair with wide double-doors on the front. A smaller more or less normal-sized door exits off the back porch. It is tidily maintained though by no means would it be considered opulent. The only windows are those which face off the front of the house towards the main gate. A small window exists in the back door.

Sitting Room/Dinning Room

The large double-doors on the front of the house open onto a combined sitting/dinning room.

The furnishings in the sitting/dinning room are rustic wooden fabrications. However, a huge couch built with heavy timbers occupies the middle of the room, and a chair built from logs 24 inches in diameter is pulled up to a table that looks as though it is built for a giant.

The ceiling is built of exposed rough timbers 12 feet from the floor, making it clear there is no second story to this building.

Bedroom

A curious threshold leads from the sitting/dinning room into a smaller room also situated at the front of the house. This threshold is 5 feet wide from the floor to a point approximately six feet high. Here, the opening expands to 9 feet wide to a point nearly 10 feet high. This smaller room is clearly a bedroom by the furnishings located here, but they also appear to be built for a being of giant-sized proportions.

No valuables can be found within the bedroom.

The ceiling in the bedroom, as in the sitting/dinning room, is built of rough timbers 12 feet from the floor. A small 3 foot square trap door can be seen in the ceiling of the bedroom. A rope handle dangles from this at a height of 7 feet above the floor. A sharp tug on the rope will open the trap door and release a ladder that quickly (and quite loudly) expands to reach the floor. Any attempt at secretly opening the trap door will thus be destroyed, unless the party has taken steps to ensure silence.

Attic

The crawl space accessed by the ladder in the bedroom is hot, musty and filled with large spider webs. In fact, the attic is occupied by a number of insects the party may encounter if investigating the crawl space. Roll for miscellaneous encounters (1–2 on d10) every 3 turns. Each encounter may occur multiple times unless otherwise noted.

1D4	ENCOUNTER	NOTES
1	1d4 large spiders	Spider, large: AC 6; MV 60 ft / 150 ft in web; HD 1+1; HP 6; #AT 1; DAM 1d4 + poison; POS —
2	2d4 large centipedes	Centipede, large: AC 9; MV 210 ft; HD <1; HP 1; #AT 1; DAM 0 + poison; POS —
3	1–2 large scorpions	Scorpion, large: AC 5; MV 90 ft; HD 2+2; HP 14; #AT 3; DAM 1d4/1d4/1–2 + poison; POS —
4	1d6 giant ticks	Tick, giant: AC 4; MV 30 ft; HD 3; HP 18; #AT 1; DAM 1d4 + blood drain; POS —

The attic has a low ceiling, being just 4 feet high, and the ambient temperature is 120° during the day, dropping to 80° at night. Any characters attempting to hide within the attic during daytime hours will be required to make a saving throw versus constitution every 3 turns or else lose consciousness for 1d6 turns due to heat stroke. Upon waking, the character will suffer the temporary loss of one point each of strength, dexterity and constitution for 1d4 turns while they recover. Recovery first requires drinking at least 18 fl. oz. of water immediately on regaining consciousness before any attributes are restored.

Items in the attic include; a large open wooden crate (located immediately next to the trap door), three small wooden chests located against the near end of the attic (locked) and a larger steel chest located at the far end of the attic (locked and trapped). The trap on the steel chest ruptures a bladder within the lock that releases a stinking cloud of poisonous vapors, as the magic user spell *stinking cloud* cast by a 5th level magic user. The cloud affects every creature within the crawl space.

The contents of each of these containers is;

- **Open crate:** This wooden crate holds clothing intended for a woman; dresses, lingerie, brassieres, girdles. Designed to fit a petite female, the clothing is all of high quality and appears to be well-maintained. At the bottom of the crate is one dress—slightly larger in size and plainer in design than the others—which has a great amount of dried blood on the chest and back.

Notes:

This is a wardrobe for any female guests Granite Horns may have in his company.

- **Wooden chest #1:** This chest holds the desiccated corpse of a young boy. The boy was large in body (perhaps standing better than 5 feet tall when he was alive) though his face belies a young age. The boy's innocence becomes lost however in the small bull's horns and bull-like nose which make his heritage apparent. Although quite large for a person his height, the boy's feet are clearly human - not hoofed as normally associated with a minotaur.
- **Wooden chest #2:** This second chest contains the decapitated head of a human woman. The woman was likely quite attractive in a matronly kind of way when alive, however, now her face is forever etched in an expression of fear and pain. Her head had been severed cleanly by a large bladed weapon just above the shoulders.

As described above, these first two wooden chests contain the remains of a woman and her son, both murdered by Granite Horns. The pair are known to be missing from the Millton Ridge area. The boy had already been missing for several months when the woman suddenly went missing as well two weeks prior to the party's arrival through the Door. If the party wishes to pursue this mystery, GM's are encouraged to develop a suitable backstory to explain these remains and the story that surrounds them.

- **Wooden chest #3:** The outside of this chest is marked with stenciled label that reads

PROPERTY OF HENRY J. FATE, ESQ.

Within the chest are 24 potion bottles, 13 of which are empty. The remaining 11 contain potions; *accuracy* (gives the imbiber a +8 "to hit" using any missile weapon for a duration of 1 round), *animal control*, *human control*, *healing*, *heroism*, *invisibility*, *speed*, *philtre of love*, *super heroism*, *gaseous form* and *giant strength* (fire giant).

- **Steel chest:** The steel chest contains items Granite Horns brought with him through the Door. If he perceives a chance at returning through the Door, he will send someone to retrieve this chest to bring it back with him through the Door. Should the party have removed the chest or the contents herein, he will seek to regain the items from the thieves; preferably killing them in the process.

Contents of steel chest; iron box (see hereafter), axe of hurling, dagger of soulessness¹³, ring of degeneration¹¹ and a wooden box containing 800 sp and 1,500 gp.

Iron box: this cube made of iron, has no seams, no obvious lid and no obvious lock. The box bears many nicks, scratches and dents which can be attributed to the many attempts over countless years to open it. No other markings appear on the box. The box contains a *sphere of annihilation*, and Granite Horns has been carrying it with him for many years, attempting to open the box without success. He will appear to be convinced that the box contains the essences of several minotaur gods, and that if he can open it, he will become the most powerful minotaur to have ever lived.

The box weighs approximately 200 lbs., and spells of protection have been woven into the metal itself.

GM's are encouraged to create their own unique means of opening the box which protects the artifact, should the players be persistent in this matter.

Kitchen

At the back of the sitting/dinning room is a swinging door leading to a third room at the back of the house. This door leads into a long narrow kitchen which has a water pump, a sink, three wood-burning stoves and a large assortment of cooking utensils. Here, four cooks are kept busy preparing meals for the ranch hands which typically consists of bacon and boiled potatoes, and also meals for Granite Horns himself; a typical meal consisting of a whole roasted boar, a 10 lbs of spiced onions and three loaves of fresh bread. Several large barrels of ale occupy one end of the kitchen.

The cooks will flee at the first sign of intruders.

BLACKSMITH

Like the bunkhouse, the blacksmith's workshop is poorly maintained, sided in old, rotten timbers, and roofed in corrugated tin, though it appears to be a two-level building. Hammering, quenching, and no small amount of colorful swearing is heard coming from within the building. Occasionally, a voice can be heard giving instructions to another party within, although a second voice is not heard to respond.

¹³ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for information.

Notes:

Peering inside, the smith can be seen hard at work, repeatedly heating metal in the forge, beating it on an anvil and quenching it. A young apprentice works hard to follow the smith's myriad instructions, but is having difficulty keeping up with the pace of the tasks. Along the back wall of the shop are hung hundreds of tools and finished projects, including a dozen spindles holding horseshoes, plow tillers, mallets, hammers, branding irons, crow bars, wagon wheels and nearly every other type of project one might imagine created through the skilled hands of a western blacksmith. Included among the western objects are several battle axes, bastard swords, long swords and other similarly familiar high-fantasy weaponry.

However, the object of the party's search is located in a wooden barrel near the forge—a barrel holding a dozen branding irons. Among them, one is tipped with what is clearly the rune key the party seeks, welded to a 3 foot long pole. The branding iron has obviously been used frequently.

For the purposes of combat, the blacksmith is considered a 3rd level fighter, and the apprentice a '0' level human. The smith will grab either a battle axe (01–50), a crowbar (51–75, treat as a mace), or bastard sword (76–00). The apprentice is 50% likely to flee in the face of combat. However, if he stands to fight with the smith, he will use a bar of metal standing nearby (treat as a mace).

blacksmith/fighter (male human): Align CN; STR 18.50 / DEX 12 / CON 15 / INT 9 / WIS 8 / CHA 8; AC 8; LVL 3; HP 26; POS see above

apprentice: AC 10; MV 90 ft; HD 1–6 hp; HP 4; #AT 1; DAM by weapon; POS see above

Note: If Granite Horns is going to make his return to the Door, his next stop (after retrieving the steel chest from the ranch house) is to retrieve the rune key-shaped branding iron from the blacksmith.

STABLES

The stables are only slightly better maintained than the bunkhouse and the blacksmith workshop; clearly the occupants think

more highly of their horses than they do their workers. While still constructed of poor-quality timbers, several areas show clear signs of recent repairs having been made. The same corrugated tin roof has been installed.

The north side of the building is open without any wall, though the building is divided into 18 stalls, only one of which is currently occupied. The sad beast here is a large, sturdy animal (treat as a draft horse with 18 hit points), though it has obviously seen many years of hard service, and bears a branding on the left flank in the shape of a rune-key. A wide, cracked leather saddle is carelessly hung in a far corner.

None of the stalls appear to have been cleaned recently.

All of the stalls appear to be maintained the same and are of similar size, except one. The pen closest to the main gate is almost twice the size of all the others, and seems to have been cleaned very recently by a diligent worker, and has been provisioned with fresh water and fresh hay and oats. Though no animal is here in the stall, a huge saddle (easily twice the size one would associate for a normal human) is hung carefully against the back wall. The leather is supple, and obviously well tended on a regular basis, for though it shows signs of heavy use, the leather shows no signs of cracking. The saddle is also trimmed in silver, and the horn bears the mark of the Bar 'M' that appears over the main gate.

IF THE PARTY DECIDES TO HEAD GENERALLY EAST...

Following the tracks to the western horizon will lead the party through a parched landscape, where the only life they will see will be small rodents, few lizards and carrion birds circling above them. The town of Millton Ridge is 30 miles to the east of the Door's location. It will take the group five hours (30 turns) to walk to the town of Millton Ridge.

Along their path, the group may cross paths with the following miscellaneous encounters. Roll for miscellaneous encounters (1–2 on d8) every 6 turns. Each encounter may occur multiple times unless otherwise noted.

1D20 ENCOUNTER	NOTES
1–2 3d6 cowboys	If more than 5 cowboys are encountered, they will be lead by a 5th level desperado. Cowboy: AC 8; MV 120 ft; HD 1-1; HP 6; #AT 1; DAM by weapon; POS all will be armed with a Bowie knife, 50% will possess a Marauder scattershot revolver (10 cartridges, and 4 scattershot shells), the remainder will possess a Confederate repeating carbine (10 cartridges) desperado (male human): Align CN; STR 12 / DEX 14 / CON 14 / INT 9 / WIS 10 / CHA 13; AC 5; LVL 5; HP 24; POS boomerang, Bowie knife, Union single-action revolver (12 cartridges)
3–4 3d4 hombrecitô	If there are more than 10 hombrecitô, they will be lead by a 3rd level fighter. Hombrecitô: AC 6; MV 120 ft; HD 1; HP 6; #AT 1 (2); DAM 1d6 or by weapon; POS each is armed with a boomerang, one third will also have a pitchfork (1d4 vs. S/M, 1d4+2 vs. L), another third of their number will also possess a short scythe (treat as a short sword), the remainder will have hatchets (treat as hand axes) fighter (male hombrecitô): Align LN; STR 11 / DEX 16 / CON 12 / INT 12 / WIS 12 / CHA 10; AC 4; LVL 3; HP 22; POS boomerang, dagger
5–6 2d8+1 elfô	If there are more than 10 elfô, they will be lead by a 5th level desperado. Elfô: AC 7; MV 120 ft; HD 1+1; HP 8; #AT 1; DAM 1d6 or by weapon; POS one half of the group will be armed with boomerang and military sabre, the other half with short bow and Bowie knife desperado (male elfô): Align CN; STR 13 / DEX 16 / CON 10 / INT 12 / WIS 12 / CHA 14; AC 5; LVL 5; HP 26; POS bullwhip, Bowie knife, Knight's percussion revolver (18 rounds of ammunition)

1D20 ENCOUNTER	NOTES
7 1d4 giant poisonous lizard	(01–75) gila monster, (76–00) beaded lizard. Gila monster: AC 4; MV 60 ft; HD 5; HP 34; #AT 1; DAM 2d6 + poison; POS — Beaded lizard: AC 0 (5); MV 30 ft; HD 8; HP 56; #AT 1; DAM 2d8 + poison; POS —
8–9 4d4 desert raiders	The war band will be lead by war chief who is the equivalent of a 4th level fighter, and is accompanied by a pair of 2nd level fighter body guards. Desert raider: AC 7; MV 120 ft; HD 1d6+1; HP 6; #AT 1; DAM by weapon; POS staff and Bowie knife, 50% will also have a Union carbine (10 cartridges each) fighter (war chief; male desert raider): Align N; STR 14 / DEX 13 / CON 14 / INT 10 / WIS 9 / CHA 9; AC 5; LVL 4; HP 32; POS staff, bullwhip, Union carbine (14 cartridges) fighter (bodyguard; 1 male, 1 female desert raider): Align N; STR 13 / DEX 12 / CON 11 / INT 9 / WIS 9 / CHA 7; AC 6; LVL 2; HP 26; POS bullwhip, Bowie knife, Knight's percussion revolver (18 percussion caps)
10 Jonas H. Fate	Occurs only once on this table. Refer to the REVOLVERS & WIZARDRY entry in the <i>Heroes & Villains</i> section for additional information on this NPC. Fate will be riding in a black carriage drawn by a single, aged black horse. GM's should use their creativity in determining the contents of Fate's wagon. He is likely to have a surprising variety of ordinary items, but for a single PC he will have a singular magic item (usually a potion or other consumable) that will suit that character's unique, and immediate need. For this item, he will refuse any form of payment.
11–12 4d4 prairie lobster	Prairie lobster: AC 4; MV 30 ft; HD 1-1; HP 6; #AT 2; DAM 1d4/1d4 + infection; POS —
13 4d6 carnivorous cattle	Carnivorous cattle: AC 5; MV 150 ft; HD 5; HP 28; #AT 2 or 1; DAM 1d6/1d6 or 2d6 + charge; POS —
14–16 3d4 gnolls	Dressed like cowboys, each gnoll is mounted on a horse and armed with a club and a Bowie knife. A third of the group's number will also possess a bull whip. If more than 9 are encountered, one of their number have a Confederate repeating carbine instead of the bull whip. Gnoll: AC 5; MV 90 ft; HD 2; HP 14; #AT 1; DAM 2d4 or by weapon; POS see above
17–18 5d4 wild horses	Occurs only once on this table. When encountered, the herd will be grazing on the sparse desert vegetation. Horse, wild: AC 7; MV 240 ft; HD 2; HP 14; #AT 1; DAM 1-3; POS —
19 3d4 vilde cow*	Vilde cow: AC 4; MV 120 ft; HD 4+1; HP 26; #AT 1; DAM 2d6 (burning dung); POS —
20 3d4 velociraptors	Occurs only once on this table. The creatures are on the verge of starvation, being far from their normal hunting grounds. This makes them desperate for food and their attacks will not be coordinated. Their current condition also places them at a -2 "to hit". Velociraptor: AC 6; MV 150 ft; HD 6; HP 34; #AT 1; DAM 3d4; POS —

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for more information.

Following the tracks generally east, the party marches for 30 miles when a collection of buildings comes into view in the distance. The train tracks appear to run right through the middle of the compact town.

Movement of the citizens can be seen from this distance as people come and go on their daily business with beasts of burden, carts, wagons and carriages. The party is surprised at the variety of folk they can see as they approach closer to the buildings. While humans are certainly the most numerous, the party can also see folk who resemble elves, halflings, dwarfs and gnomes among the foot traffic. Even a few creatures resembling

human/gnoll half-breeds can be seen coming and going. Perhaps slightly more disturbing though, are the few minotaur that also roam freely.

All folk are dressed in the increasingly familiar garb of wild west folk.

ENCOUNTERS IN THE TOWN OF MILLTON RIDGE

Other than those detailed encounters which follow, miscellaneous encounters in the town limits of Millton Ridge should be limited generally to true neutral alignments. The following list suggests the types of creatures which may be encountered; humans, enano, elfo, duende, hombrecito, peludo (chimpanzee only), minotaur,

Notes:

half-gnoll. The majority of the town's citizenry will not be armed (the carrying of weapons in town limits is an offense in Millton Ridge, and offenders can be jailed for up to 48 hours, fined 50 gp per offence, have all weapons permanently confiscated or any combination of all these punishments). Most folk will possess some combination of knife, lasso and boomerang (such items are allowed to be openly carried). Less than half of such encounters would be armed with firearms. GM's are encouraged to use their imagination in establishing the diversity of miscellaneous encounters.

The town's inhabitants are largely peaceful, wishing to be left alone more than anything else. They do not greet strangers warmly, though in general this is not because of any apprehension regarding their foreign appearance. In fact, the most common comments they receive regarding their strange weaponry (assuming the party is still in possession of their high-fantasy arms), is the notation that the carrying of such weapons in town is illegal.

In fact, the party observe that numerous folk in the town carry swords, bows and crossbows, and other such weaponry despite any law prohibiting them.

Although the minotaur—Djarkan Granite Horns—holds sway over the town and keeps several of its leading citizens on his payroll, the populace, for the most part, would be willing to cooperate against the beast, if it meant removing him and his gang of desperados. Interestingly, many of the folk who would wish his brutal influence gone also benefit from his saloon (Granite Horn Saloon) and ranching (Circle M Ranch) businesses; the influence of which cannot be underestimated.

All the citizens speak the common tongue, though it is heavily accented; German, Spanish, and Texan influences being the most prominent.

The following list of establishments represent only those in which the party have encounters in order to locate the missing rune key. GM's are encouraged to develop the remainder to suit their particular needs.

DANISH BROTHERS MERCANTILE

The Danish Brothers, as the name of their business suggests, are Dutch. Though they speak common, their speech is so heavily accented that a young boy is present to translate should it be required.

The mercantile sells a great variety of dry goods that the party can use to supply themselves. The only items the mercantile is not going to be able to supply are weaponry (the brothers are pacifists), livestock and spell components.

The brothers—both being bachelors—share a small apartment that separates the Mercantile from the Millton Ridge Bank & Loan, which the Brothers also own and manage.

DESERT LOON SALOON & THEATRE

The Desert Loon is owned and operated by Gertie Overholser—the proverbial madam with a heart of gold. Though she has the reputation of being a crazy old prostitute (hence the name of her dance hall), what most residents of Millton Ridge do not realize is that Overholser is secretly a gunslinger. However, she grew wearisome of the continual pursuit and capture and potential showdown with wanted persons.

Overholser's last incomplete bounty was against a tall handsome man who went by the name of Harry, and sometimes Alonso, and other times as 'Sundance'. Should this man ever come to her attentions again, she would not hesitate to strap on her firearms and face down Sundance once more.

Overholser is a 6th SPE level prostitute/escort.

The character of 'Sundance' is The Sundance Kid, and GM's may use the statistics provided for his use as an NPC in the REVOLVERS & WIZARDRY supplement. If Sundance makes an appearance, he is 25% likely to be in the company of Butch Cassidy.

The Desert Loon provides entertainment in the form of dancing girls most nights of the week. Crowds here are loud, but not likely to cause trouble. Gertie pays several large cowboys to 'bounce' any troublemakers—a job they handle with great efficiency. On any given night, a riot is only 15% likely to break out due to the bouncers' diligence and loyalty to Gertie.

gunslinger (female human): Align LN; STR 9 / DEX 14 / CON 12 / INT 12 / WIS 14 / CHA 16; AC 7; LVL 7; HP 54; POS Karrousel pistol, dagger, boomerang, Knight's percussion revolver (15 percussion caps)

fighter/bouncers (male human; 6): Align TN; STR 16 / DEX 12 / CON 12 / INT 9 / WIS 9 / CHA 9; AC 8; LVL 5; HP 36; POS Union single-action revolver (9 cartridges), boomerang (throwing stick)

GRAND HOTEL

The Grand Hotel provides four star accommodations at five star prices. However, the hotel staff also provides anonymity and a certain level of protection to their comparatively wealthy guests.

The hotel manager—Sam Jenkins—will assist all guests with securing their valuables in one of three large safes he keeps

Notes:

hidden throughout the building. The combinations to the safes are kept in a small black note pad that Colt keeps locked in his office desk. The key to the desk is secured to his belt on a golden chain. In order to maintain security, Jenkins changes the combinations of his safes every three weeks on rotating schedules.

GRANITE HORN SALOON

Easily the most notorious building in the entire town of Millton Ridge. This large, bustling saloon is run by Djarkan Granite Horns, and even when the minotaur is not present, it is a rough place to get a drink and entertainment. Brawls and gunfire are common here every day of the week.

Upstairs, the saloon hosts 12 rooms where loose women ply their trade, and where Granite Horns maintains his office and private rooms.

Encounters within the Granite Horn Saloon include, but are limited to;

The Bartender: This mousey gentleman is a source for all kinds of local information. He works for Granite Horns, but wouldn't hesitate to sell the minotaur out if he stood to gain by a betrayal on the other side. He can tell the party exactly where to locate the rune key, and what can be found in Granite Horns' ranch house attic. A payment of less 100 gp for information is likely to cause him to provide inaccurate information. And, although he would accept the payment, a payment of less than 50 gp is likely to cause him to betray the party to the minotaur.

The Saloon Girl: Although all three of the waitresses that work the Granite Horn are prostitutes, one of them is particularly pretty, and potentially dangerous.

The young blonde—who goes by the name Norma Jean Krauthammer—wears black petticoats decorates herself with gaudy costume jewelry. She works with the bartender who identifies drunk patrons likely to have items worth stealing. He then introduces them to Norma Jean who lures them upstairs to her personal room. There, she seduces them and robs them, splitting the proceeds with the bartender.

Krauthammer is a 5th SPE level prostitute/saloon girl.

Cowboy/girl (1): AC 8; MV 120 ft; HD 1-1; HP 6; #AT 1; DAM by weapon; POS dagger, poison (save vs. poison or sleep for 1d4+1 hours)

The House Band: The stage presents all manner of bawdy dancers, off-key crooners, burlesque comedians and Shakespearian

soliloquies. The house band, which goes by the name of The Clan Rayzer, is a rowdy trio consisting of a fiddle player, a guitar player and a bodhran drummer (Irish hand-held drum). The two former band members are 3rd level desperados, and the bodhran player is a racaraide bard¹⁴ who is in league with Djarkan Granite Horns. Each evening during one of their performances, the bard uses a magical bodhran (refer to the appendix **NEW MAGIC** for more information on *O'Sullivan's bodhran*) to enhance his ability to *know item* throughout the audience, weaving among the crowd and touching those objects that catch his eye. Once the drummer has identified an item worth pilfering, he again uses the magical instrument to *charm* the owner into stepping outside where the owner is relieved of the treasure by 1d4+2 2nd level desperados. Targets go away not knowing what has happened, and never missing their pilfered treasures until pointed out to them by someone else. Therefore, most of these crimes go unreported to the sheriff.

racaraide bard (male human): Align CN; STR 13 / DEX 18 / CON 12 / INT 12 / WIS 12 / CHA 18; AC 4 (8); LVL 5; HP 20; POS see above, boomerang

desperado (male human): Align CN; STR 12 / DEX 12 / CON 9 / INT 9 / WIS 8 / CHA 8; AC 8; LVL 2; HP 10; POS Knight's percussion revolver (12 percussion caps), Bowie knife

The Gambler: This roguish gentleman, John Marshall, is a part-time doctor and full-time gambler. He makes his living cheating at cards in the Granite Horn Saloon. Known to the locals who avoid him, he prays on the unwary travellers passing through Millton Ridge. He pays Granite Horns a 20% cut of his winnings in order to keep a personal gambling table in the saloon.

Marshall is a 7th SPE level gambler.

doctor (male human): Align CN; STR 11 / DEX 12 / CON 10 / INT 16 / WIS 12 / CHA 16; AC 8; LVL 6; HP 30; POS Karrousel pistol, Knight's percussion revolver (24 percussion caps), Union single-action revolver (12 cartridges), dagger

The Mass Brawl: Each night, there is a base 10% likelihood of free-for-all riot¹⁵ breaking out in the saloon. This base starts at 1:00 in the afternoon when the saloon opens, and increases 5% every hour thereafter, peaking at 60% at 11:00 p.m. each night. Thereafter, the likelihood of a riot decreases 20% per hour until 2:00 in the morning when the saloon closes. If a riot should erupt, the saloon will close for the night after the riot's conclusion.

¹⁴ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for more information.

¹⁵ Refer to **REVOLVERS & WIZARDRY** for rules governing a *cowboy riot*.

Notes:

JESSE'S PLACE

This small, divey saloon is located on the western edge of town, and is one of the first structures the party will come to. Little more than a one-room shack with a bar, the building has half a dozen tables within, and serves up beer and cactus whiskey (a bitter drink unique to this saloon alone, made from fermented cactus blossoms).

The saloon is quiet, and patrons respect the privacy of others, for the unspoken promise of their own privacy being honored.

The owner, Jesse, tends the bar and keeps a loaded repeating scattershot hung on the wall behind the bar. He also has a loaded Union single-action revolver and loaded Myrlund coach gun under the bar within easy reach.

Two serving girls assist Jesse with the serving of drinks. The girls are fearfully devoted to Jesse, and he to them.

The character of Jesse is Jesse James, and GM's may use the statistics provided for his use as an NPC in the **REVOLVERS & WIZARDRY** supplement. Jesse may agree to assist the party if he perceives a means of returning to his proper place and time, or to otherwise turn events in his favor.

Jesse James/desperado (male human): Align CN; STR 11 / DEX 16 / CON 14 / INT 10 / WIS 11 / CHA 11; AC 8; LVL 9; HP 48; POS see above

MIFLIN BOOTERY

This specialty shop is owned by a diminutive man named Sumner Miflin. The store sells boots, chaps, holsters, vests, dusters and anything else someone seeking fine leather goods would need. The prices are steep—easily 50% more here than anywhere else—but the quality of the product more than makes up for the cost.

Miflin, and his business partner Sylvester Rodgers, are deeply in Djarkan Granite Horns back pocket. The minotaur financed much of their business holdings in Millton Ridge. Miflin, in order to protect his business standing and ingratiate himself with Granite Horns, will quickly report any suspicious doings or information he comes across to the minotaur.

MILLTON GUNSMITH & WATCH MAKER

This business provides gunsmithing services—selling, buying and manufacturing—as well as repairing and selling pocket watches. The establishment also sells ammunition in the form of percussion caps (10 sp per dozen), cartridges (5 gp per dozen) and scattershot shells (10 gp per half-dozen).

Notes:

The gunsmith—Elliott McGivens—is a master smith, although his son Angus is an apprentice level smith. Weapons serviced by Angus will have a higher chance of misfiring as a result of his lower station.

MILLTON RIDGE BANK & LOAN

The single bank in the region is owned and managed by the Danish Brothers who also operate the Danish Brothers Mercantile. The twin brothers run an honest and legitimate bank, and although they are pacifists, they understand that without a certain level of security, they will be the target of robbers and desperados looking for an easy target. In order to ensure the security of their clients' savings, the brothers have enlisted the aid of a moustachioed stranger who goes by the name of Wyatt Earp.

Earp has been quite successful at keeping would be bank robbers at bay, having killed some dozen or more cowboys in the past few years alone. Earp's motivations are questioned by the citizens of Millton Ridge, but they are willing to have a certain amount of gunplay in the streets, if it keeps their money safe.

Djarkan Granite Horns maintains a 1,000 gp bounty on the head of Earp, but appears to be unwilling to confront the gun-slinger himself.

*GM's may use the statistics provided for the use of Wyatt Earp as an NPC in the **REVOLVERS & WIZARDRY** supplement.*

Wyatt Earp/gunslinger (male human): Align LN; STR 11 / DEX 16 / CON 12 / INT 14 / WIS 11 / CHA 13; AC 8; LVL 8; HP 50; POS Union single-action revolver (18 cartridges), Repeating scattershot (8 shells).

MILLTON RIDGE STATION & TICKETING OFFICE

Trains arrive in Millton Ridge once a week; seven days after the party's arrival through the Door, the train will be west-bound. Seven days later, the train will be headed east. Tickets on the train cost 1 sp per rider. No weapons are allowed in the passenger compartment, and must be checked through in the luggage car.

While riding the train, there is a 35% likelihood that the train will be held up by 2d4+4 cowboys who are lead by a 4th level desperado. The group will be in possession of 8 sticks of dynamite to facilitate their robbery.

All trains will have the need to stop at the Door which remains straddling the tracks in the middle of the desert where the party first entered into this world. Railway workers will spend

one day attempting (without success) to remove the Door from the tracks. After which the train will back-up in the direction from which it came.

desperado (male human): Align CN; STR 13 / DEX 16 / CON 11 / INT 9 / WIS 12 / CHA 6; AC 8; LVL 2; HP 10; POS Marauder scattershot revolver (6 scattershot shells, 10 percussion caps), Union single-action revolver (12 cartridges), *bullwhip of grasping & swinging*

Cowboy (6): AC 8; MV 120 ft; HD 1-1; HP 6; #AT 1; DAM by weapon; POS each carries a Knight's percussion revolver (6 percussion caps) and a Bowie knife, there is a 50% chance that 1-2 will also possess a Myrlund coach gun (4 scattershot cartridges)

Cowboy (6): AC 8; MV 120 ft; HD 1-1; HP 6; #AT 1; DAM by weapon; POS each carries a Union single-action revolver (18 cartridges) and a Bowie knife, Granite Horns' men will also each have a Union carbine and an additional 12 cartridges

MISS MAGGIE'S BOARDING HOUSE

Miss Maggie provides beds for 5 cp per night. The beds are straw mattresses and are frequently infested with bed bugs. Guests have a 45% probability of being bitten each night by 3d6 of the vermin. Those who are bitten have a 5% chance per bite of contracting a disease. The disease will inflict 1 hit point of damage per day until a *cure disease* spell is administered. Hit points lost to disease are not restored even by magical healing until the *cure disease* spell has been cast on the afflicted person.

RODGERS & MIFLIN CORRAL & STABLE

Sumner Miflin (refer to *Miflin Booty*) and Sylvester Rodgers (refer to *Rodgers Blacksmith*) operate this large stable in the middle of town. Miflin's business savvy and relationship with Djarkan Granite Horns keeps the business profitable, and Rodgers' fairness with customers maintains the trust with the citizens of Millton Ridge.

At any given time, there will be 3d6+3 horses stabled here, half of which belong to Granite Horns' men. Each of these horses will be branded with a mark that clearly resembles a rune key.

One of the stables houses a huge bison, which is also branded with the mark of the rune key. Carefully stowed with the bison is an enormous saddle, beautifully crafted and adorned with silver and turquoise. This saddle was made and is continuously maintained by Sumner Miflin personally. Worked into the leather is again the symbol of the rune key.

The stable is managed and run on a daily basis by a staff of six cowboys. Two of these staff members also work directly for Djarkan Granite Horns, and will report any strange doings directly to the minotaur.

RODGERS BLACKSMITH

Sylvester Rodgers is a large, burly man, who many people mistake as stupid due to his size and profession. However, that belief will quickly be put to rest if the blacksmith is challenged. With his business partner Sumner Miflin, Rodgers owns several shops in town, as well holding the deeds to many of the outlying properties.

Even though he comes across as a stern landlord, Rodgers holds a deep respect for many of the town's folk, and despises the need to maintain a business partnership with both Miflin and Granite Horns. Given an opportunity, Rodgers would happily betray them both, if he can be assured his own business holdings would not be compromised as a result.

The blacksmith could quickly raise a small group of rebels (15–20 cowboys) if the need should arise.

blacksmith/fighter (male human): Align LN; STR 18.25 / DEX 10 / CON 12 / INT 14 / WIS 12 / CHA 12; AC 8; LVL 6; HP 48; POS Union carbine, Marauder's leg (48 cartridges)

SHERIFF'S OFFICE AND JAIL

The jail has three cells. Each uses the same key which is held by the sheriff, Felix Underwood. Underwood is hand-picked by Granite Horns, not for his effectiveness as a lawman, but for his compliance as a lacky. Firmly in Granite Horns' back pocket, Underwood uses a stable of eight deputy ruffians around town to mete out Granite Horns' brand of justice, and to keep the town's population under control.

Underwood himself is a 5th level fighter, while his chief deputy and nephew, Jeb Rincon, is a 3rd level fighter. The remaining seven deputies are cowboys.

Rincon loves his uncle as his mother's brother, but is conflicted because he knows Underwood is allowing himself to be controlled by the minotaur. He would assist anyone who would help rid the town of Granite Horns, so long as it was done lawfully.

Policing duties have Underwood on duty with two deputies from 6:00am to 3:00pm. Rincon comes on duty with two deputies from 3:00pm to 10:00pm. The remaining three deputies cover the time between 10:00pm and 6:00am.

Notes:

Underwood leaves instructions that he is not to be disturbed when he is off duty except by orders of Granite Horns. During his off hours he can usually be found in the Granite Horn Saloon.

Rincon can almost always be reached in times of trouble and need, although he will appear to be distracted as he is investigating the disappearance of a woman—an estranged childhood sweetheart from his youth—and her deformed son, both of whom went missing within the past couple of months.

Underwood/fighter (male human): Align N; STR 12 / DEX 10 / CON 10 / INT 9 / WIS 8 / CHA 10; AC 8; LVL 5; HP 36; POS Marauder scattershot revolver, dagger

Rincon/fighter (male human): Align LN; STR 14 / DEX 13 / CON 12 / INT 12 / WIS 11 / CHA 14; AC 8; LVL 3; HP 28; POS Union single-action revolver (18 cartridges), boomerang

Cowboy (7): AC 8; MV 120 ft; HD 1-1; HP 6; #AT 1; DAM by weapon; POS each carries a Union single-action revolver (18 cartridges) and a Bowie knife, each also has access to a repeating scattershot stored in a locker at the Sheriff's office

YUNG FAT LAUNDRY

The Yung Fat Laundry washes clothes at 1 cp per barrel-load. They also serve a beef broth and noodle soup for ½ cp per bowl.

The old oriental man who operates the business appears to be fragile and somewhat feeble. What is little known is that Yung Fat was magician of some renown before being transported to the Millton Ridge area. He would be willing to assist the party in destroying Granite Horns with a promise to take him with them back through the Door.

Yung Fat/magic user (male human): Align LN; STR 9 / DEX 16 / CON 13 / INT 16 / WIS 13 / CHA 9; AC 6; LVL 9; HP 30; POS +3 staff; Spells charm person, detect magic, jump, push, knock, locate object, scare, web, acid reflux*, fly, repair technology, monster hands*, monster summoning II, teleport

* Refer to the [USHERWOOD ADVENTURES EXPANSION FOR OSRIC](#) for information.

SMITH PORTRAITURE

Many of the sample photographic portraits in this small shop are of Djarkan Granite Horns and his many human female companions. Portraits cost 1 gp which includes a single subject. Each additional subject within the shot costs an additional copper.

W.E. Smith, the portrait artist, also takes all the mug shots for the sheriff.

IF THE PARTY DECIDES TO HEAD GENERALLY NORTH...

The mountains to the north of the party's location at the Door are rugged, snow-capped peaks, although the desert leading up to them is flat, hardpan. The foothills are a mere 5 miles distant

Once they reach the foothills and begin climbing into the mountain passes, the group may cross paths with the following miscellaneous encounters. Small game trails can be found meandering through the rocky inclines, slowing movement to one half normal. Roll for miscellaneous encounters (1-2 on d8) every 6 turns. Each encounter may occur multiple times unless otherwise noted.

1D20 ENCOUNTER	NOTES
1 1 bittersalt dragon*	Occurs only once on this table. The party stumbles upon a large cave opening. The ground at the cave's entrance is worn through much use. Though most tracks are unreadable, even to the most seasoned ranger, one large reptilian footprint is in evidence just inside the cave opening, and it is headed into the cave. The atmosphere within the cave is dry; immediately parching the throats of the group. The cave delves 300 ft into the mountain where it opens into a larger cavern. Herein lies an adult bittersalt dragon. Within the lair is located the following treasure: 5,000 cp, 20,000 gp, 45 gems, ammunition of slaying (4 cartridges) Dragon, bittersalt (adult): AC 7; MV 90 ft / 30 ft burrowing; HD 5+1; HP 38; #AT 3; DAM 1d4/1d4/3d4 + breath weapon; POS —
2-3 2d4 stymphalian birds*	Stymphalian birds: AC 5; MV 240 ft flying; HD 2+3; HP 14; #AT 1; DAM 1d4+2 or 1d4; POS —
4-6 2d6 tarantulamon drones*	Tarantulamon drone: AC 7 (3); MV 120 ft / 30 ft burrowing; HD 3; HP 20; #AT 3; DAM 1d4/1d4/1-3 or by weapon + poison; POS —
7-8 1d4 giant poisonous lizard	(01-75) gila monster, (76-00) beaded lizard. Gila monster: AC 4; MV 60 ft; HD 5; HP 34; #AT 1; DAM 2d6 + poison; POS — Beaded lizard: AC 0 (5); MV 30 ft; HD 8; HP 56; #AT 1; DAM 2d8 + poison; POS —
9 1-3 hyenawere and 1d4+1 huge hyenas	Hyenawere: AC 6; MV 120 ft; HD 4; HP 28; #AT 1; DAM 2d6 or by weapon + hypnosis; POS — Hyena, huge: AC 6; MV 120 ft; HD 3; HP 20; #AT 1; DAM 2d4+1; POS —
10 3d6 peludo	The number indicated will be all blackback gorillas. If 10-15 are encountered, 1d4 of their number will be chimpanzees. If more than 15 are encountered, 1-2 of their number will be orangutans. Peludo, chimpanzee: AC 7; MV 120 ft / 90 ft in trees; HD 2+1; HP 14; #AT 1; DAM 1d4; POS — Peludo, orangutan: AC 8; MV 60 ft / 30 ft in trees; HD 3; HP 20; #AT 1; DAM 1d6; POS — Peludo, blackback gorilla: AC 6; MV 90 ft / 60 ft in trees; HD 5; HP 36; #AT 2 or 1; DAM 1d4/1d4 or by weapon + mangle; POS all will be armed with a Confederate repeating carbine (12 cartridges), 1-3 will also have a Marauder's leg (10 scatter shot shells)
11 1 monstrous scorpion	Scorpion, monstrous: AC 1; MV 120 ft; HD 7+1; HP 50; #AT 3; DAM 2d8/2d8/2d6 + poison; POS —
12-13 1-3 assassin birds	Bird, assassin: AC 5; MV 30 ft / 360 ft flying; HD 3; HP 18; #AT 3; DAM 1d4+1/1d4+1/3d4 + diving attack; POS —
14 1d4+1 ogres	Ogre: AC 5; MV 90 ft; HD 4+1; HP 28; #AT 1; DAM 1d10 + or by weapon; POS —

1D20 ENCOUNTER	NOTES
15–18 2d6 enanô	If more than 8 are encountered, there will be an additional leader who is a 5th level desperado. For each individual present, there is a 5% (cumulative) chance that the group will be carrying 2d4 sticks of dynamite. Enanô: AC 8; MV 90 ft; HD 2; HP 12; #AT 1; DAM 1d6 or by weapon; POS one half will possess a Knight's percussion revolver (12 percussion caps) and a Bowie knife, the remainder will possess a Myrlund coach gun (8 scattershot shells) and a club desperado (male enanô): Align CN; STR 14 / DEX 14 / CON 12 / INT 12 / WIS 12 / CHA 9; AC 8; LVL 5; HP 26; POS bullwhip, Bowie knife, Union single-action revolver (18 cartridges)
19 1d4+1 hill giants	There is 35% chance that one of the giants will have come into the possession of a bullman's blunderbuss. He's not very good with it (-4 "to hit"), and if he misses his target is likely (80%) to resort to swinging the weapon like a club (2d4 hit points damage). Each time the giant uses the blunderbuss in such an attack, there is a 75% chance that weapon will be rendered non-functional as a firearm, and will be in need of significant repairs. Giant, hill: AC 4; MV 120 ft; HD 8+1–2; HP 58; #AT 1; DAM 2d8 + hurling rocks; POS —
20 1d4+10 tribesmen (caveman)	The tribesmen (American Indians) are lead by a war chief who is the equivalent of a 5th level fighter. If there are more than 10 tribesmen, there will be an additional shaman, who is the equivalent of a 6th level cleric. The tribesmen will have stabled their horses (each possesses a light war horse) somewhere within 1 mile (down slope) from the encounter location. These horses have no saddles, but do have riding blankets. The horses are under guard (1–3+1 tribesmen) which are in addition to those numbers indicated. The tribesmen are considered lawful neutral. Tribesman: AC 7; MV 120 ft; HD 1; HP 8; #AT 1; DAM by weapon; POS one half will have short bow and tomahawk/hand axe, one half will have Union carbine (12 cartridges) and a mace; there is a 33% chance that 1d4 tribesmen will instead possess a Myrlund coach gun (10 scattershot shells) a boomerang and a military sabre fighter/war chief (male tribesman): Align LN; STR 16 / DEX 15 / CON 12 / INT 10 / WIS 10 / CHA 12; AC 6; LVL 5; HP 44; POS Union carbine (18 cartridges) and a tomahawk/hand axe cleric/shaman (female tribesman): Align LN; STR 9 / DEX 12 / CON 11 / INT 12 / WIS 15 / CHA 14; AC 7 (2); LVL 6; HP 36; POS mace, sacred bundle; SPELLS bless, command, cure light wounds, remove fear, sanctuary, hold person, silence 15 ft radius, slow poison, spiritual weapon, create food and water, bad medicine

* Refer to the [USHERWOOD ADVENTURES EXPANSION FOR OSRIC](#) for more information.

IF THE PARTY DECIDES TO HEAD GENERALLY SOUTH...

The mountains to the south of the party's location at the Door are smoothed, and covered in sparse foliage, oak trees. Water-eroded canyons speak falsely of the presence of streams running through the low hills. However, if the party digs down within the dry stream beds to a depth of three feet, they will be able to uncover enough water suitable for drinking. The foothills are a mere 2 miles distant

Once they reach the foothills and begin climbing into the mountain passes, the group may cross paths with the following miscellaneous encounters. Small game trails can be found meandering through the rocky inclines, slowing movement to one half normal. Roll for miscellaneous encounters (1–2 on d8) every 6 turns. Each encounter may occur multiple times unless otherwise noted.

1D20 ENCOUNTER	NOTES
1–2 2d4+8 duende and 1–3 wolves	If more than 14 are encountered, there will be an additional leader who is a 4th level desperado. 1d6 of the number indicated will be females. Duende: AC 5; MV 60 ft; HD 1+1; HP 6; #AT 1; DAM 1d6 or by weapon; POS all males will possess a club and a boomerang, all females will possess a club and a metal throwing disk† Wolf: AC 7; MV 180 ft; HD 2+2; HP 14; #AT 1; DAM 1d4+1; POS — desperado (male duende): Align TN; STR 10 / DEX 14 / CON 12 / INT 10 / WIS 9 / CHA 10; AC 5; LVL 4; HP 20; POS club, +1 boomerang † Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST under the entry for <i>Duende</i> for more information.
3 1 sulphur dragon*	Occurs only once on this table. The dragon flies in from the hills above the party. If the party investigates afterwards to locate the dragon's lair, they will find a shallow cave complex two hundred feet from the encounter location. Within the lair is located the following treasure: 10,000 cp, 5,000 ep, <i>Gimcrack Gun, Hat of the Gunslinger</i> . Desert raider: AC 7; MV 120 ft; HD 1d6+1; HP 6; #AT 1; DAM by weapon; POS staff and Bowie knife, 50% will also have a Union carbine (10 cartridges each)
4 1 titanic tarantula	(01–65) male, (66–00) female Titanic tarantula, male: AC 4; MV 120 ft; HD 9; HP 58; #AT 1; DAM 1d12+1 + poison; POS — Titanic tarantula, female: AC 2; MV 120 ft / 30 ft burrowing; HD 12; HP 72; #AT 1; DAM 2d10 + poison; POS —

1D20 ENCOUNTER	NOTES
5–6 4d4 desert raiders	The war band will be lead by war chief who is the equivalent of a 4th level fighter, and is accompanied by a pair of 2nd level fighter body guards. Desert raider: AC 7; MV 120 ft; HD 1d6+1; HP 6; #AT 1; DAM by weapon; POS staff and Bowie knife, 50% will also have a Union carbine (10 cartridges each) fighter (war chief; male desert raider): Align N; STR 14 / DEX 13 / CON 14 / INT 10 / WIS 9 / CHA 9; AC 5; LVL 4; HP 32; POS staff, bullwhip, Union carbine (14 cartridges) fighter (bodyguard; 1 male, 1 female desert raider): Align N; STR 13 / DEX 12 / CON 11 / INT 9 / WIS 9 / CHA 7; AC 6; LVL 2; HP 26; POS bullwhip, Bowie knife, Knight's percussion revolver (18 percussion caps)
7–9 1–3+1 chupacabra	Chupacabra: AC 6; MV 120 ft / 240 ft flying / 240 ft hoping; HD 2+1; HP 16; #AT 3; DAM 1–3/1–3/1d4 + disease; POS —
10 magic user and apprentice	Occurs only once on this table. This pair of spells casters is camped beneath an over-hanging rock just off the game trail the party is following. Each appears absorbed in studying a book propped open in each of their laps. Two bed rolls are laid open on opposite sides of a small, smokeless fire. The magic user's familiar, a cat, lies curled up and purring at the mage's side. magic user (male human): Align N; STR 10 / DEX 12 / CON 15 / INT 17 / WIS 13 / CHA 14; AC 6; LVL 8; HP #; POS Gimcrack gun (25 charges in each barrel), staff, dagger, +4 duster of defence; SPELLS 4/3/2 identify, push, shocking grasp, sleep, invisibility, mirror image, stinking cloud, blink, hold person, slow, power technology, repair technology, magic user apprentice (female human): Align LN; STR 9 / DEX 14 / CON 12 / INT 14 / WIS 12 / CHA 16; AC 8; LVL 1; HP 4; POS +2 bracers of armor, dagger, sling; SPELLS magic missile
11 1 nameless stranger	Occurs only once on this table. As the party crests a rise, they come upon a lonely grave marker. The marker is a low cairn of stones topped by a small wooden plaque. The plaque, being nothing more than a hastily broken piece of ancient wood, is decorated on one side with ancient, peeling paint, revealing the words, "John LeSchayne, gunslinger of Millton Ridge." A search of the area has a 1 on d10 chance per character searching (cumulative) of locating a human skull and a few other scattered human remains. Disturbing the cairn in anyway will cause a nameless stranger to appear; materializing out of view of the party, and riding on a horse, meeting them at the top of the rise. The stranger will be interested only in information pertaining to a man named Rogers Millton. If no information is forthcoming, the stranger will suggest the party not disturb the cairn further, and then will walk his horse away from the party without further comment. Any further disturbance of the cairn by the party will result in an attack by the nameless stranger (see the sidebar MILLTON & LESHAYNE) who attempts only to drive the party away from the area. The cairn contains a human skeleton; its spine shattered down its entire length. Nameless stranger: AC 0; MV 90 ft; HD 8; HP 58; #AT 1; DAM 2d6 or by weapon + fear; POS Union single-action revolver
12–13 1d6 tarantula hawks	Tarantula hawk: AC 6; MV 60 ft / 240 ft flying; HD 6; HP 36; #AT 1; DAM 1d8 + poison; POS —
14–15 3d4 gnolls	Dressed like cowboys, each gnoll is mounted on a horse and armed with a club and a Bowie knife. A third of the group's number will also possess a bull whip. If more than 9 are encountered, one of their number have a Confederate repeating carbine instead of the bull whip. Gnoll: AC 5; MV 90 ft; HD 2; HP 14; #AT 1; DAM 2d4 or by weapon; POS see above
16–17 1–3 hyenawere and 1d4+1 huge hyenas	Hyenawere: AC 6; MV 120 ft; HD 4; HP 28; #AT 1; DAM 2d6 or by weapon + hypnosis; POS — Hyena, huge: AC 6; MV 120 ft; HD 3; HP 20; #AT 1; DAM 2d4+1; POS —
18–19 1d6+4 huge hyenas and 1 giant hyena	Hyena, huge: AC 6; MV 120 ft; HD 3; HP 20; #AT 1; DAM 2d4+1; POS — Hyena, giant: AC 5; MV 180 ft; HD 4; HP 26; #AT 1; DAM 2d6; POS —
20 1d4+1 ogres	Ogre: AC 5; MV 90 ft; HD 4+1; HP 28; #AT 1; DAM 1d10 + or by weapon; POS —

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for more information.

Notes:

MILLTON & LESHAYNE

Rogers Millton and John LeShayne were rivals; each holding a grudging respect for the other. And although Millton—whose ancestors founded Millton Ridge—grew up to become a desperado and bank robber, and LeShayne grew to be the gunslinger and protector of Millton Ridge for many years, the two were once childhood friends.

Millton's exploits as a desperado would eventually lead to his pursuit by LeShayne, and would eventually become the only man LeShayne failed to bring to justice.

The true fate of both men is unknown to the people of Millton Ridge. One day, Millton simply left town, and LeShayne dutifully followed after him. It is generally believed that Millton made good his escape from LeShayne and what would surely have been a showdown between them, resulting in the death of one and causing the other to go into a self-imposed exile.

The truth of the matter is more complex.

LeShayne had encountered Millton. The pair set up a camp to try and parley a truce due to their past friendship. Ultimately, a truce was not forthcoming, and they stood off against one another in preparation of a showdown.

As the pair squared off, the Door of Infinite Portals appeared behind LeShayne, who was immediately cleaved from behind from his neck to his hips by an enormous battle axe which appeared from inside the darkened doorway. Millton took cover behind a boulder as he watched the bull-headed form of the largest minotaur he had ever seen emerge through the magic portal. The angry creature rummaged through the small camp seeking something it could not find, snorted in anger, frustration or both. And then, it departed leaving behind the stunned desperado and the dead gunslinger.

Waiting to make sure the minotaur had truly left, Millton emerged to build a cairn of rocks over his slain friend and sworn enemy.

However, while he was doing this, the minotaur returned, and cut Rodgers Millton in two.

GM's are encouraged to fill in other details of this story if the party wishes to know more.

RETURNING TO THE DOOR

There are three persons who may also be attempting to return through the Door to their own 'proper' place and time; Djarkan Granite Horns, Yung Fat and Jesse James. Fat and James may offer assistance to the party, but their primary motivation will be to enter the Door, no matter the situation. Granite Horns will seek to prevent anyone else from entering the Door save himself alone.

If the party retrieves the rune key from the blacksmith at the Bar 'M' Ranch, and Granite Horns was present at the ranch, he will quickly gather a force of 10 cowboys to help him pursue the escaping party in order to retrieve the rune key.

If the party did not encounter Granite Horns prior to returning to the Door, he will be here with a dozen cowboys, investigating the Door; clearly excited to see it. He will send two of the cowboys back to the Circle 'M' to retrieve the rune key.

Cowboy (10/12): AC 8; MV 120 ft; HD 1-1; HP 6; #AT 1; DAM by weapon; POS each carries a Union single-action revolver (18 cartridges) and a Bowie knife, 5 of the cowboys will also have a Freeman's lightning carbine with 18 cartridges, another 3 will also possess a bullwhip

Further, if the party did not encounter the tribesmen/cavemen from the previous miscellaneous encounters tables, that entire group will come riding down from the north. They will surround and attack all creatures and peoples gathered in the proximity of the Door.

And, if the party did encounter the tribesmen/cavemen from the previous miscellaneous encounters tables, and the encounter resulted in the two groups fighting, a new group of 4d4+6 tribesmen will ride down from the north to exact revenge. They will attack the party alone, ignoring Granite Horns and his men.

Tribesman: AC 7; MV 120 ft; HD 1; HP 8; #AT 1; DAM by weapon; POS one half will have short bow and tomahawk/hand axe, one half will have Union carbine (12 cartridges) and a mace; there is a 33% chance that 1d4 tribesmen will instead possess a Myrlund coach gun (10 scattershot shells) a boomerang and a military sabre

Finally, if the party encountered the tribesmen/cavemen from the previous miscellaneous encounters tables, and they parted on amicable terms, the tribesmen will ride down from the north, attacking Granite Horns' posse, leaving the party in peace.

Notes:



COUNT DOWN TO DEPARTURE

*This section introduces the new creature called cinero advena, or 'gray alien' as well as introduces the technological devices and weapons used by these creatures. It is strongly suggested that GM's read and thoroughly understand these technological devices in the appendix **NEW MONSTERS** before beginning this adventure.*

As the Door opens, the party is immediately greeted by a room buzzing with electricity. As the party becomes somewhat acclimated to the pulsating blue light of the room, they realize they have emerged into room where the walls, floor and ceiling are constructed of some kind of metal, which causes every sound to reverberate and creates a disturbing echo with every word, every step, every breath and every movement.

The Door has embedded itself in the northwest section of the room's wall (a.).

LEVEL 1: THE POWER CORE

The temperature of this room is cool, causing the party's breath to come in small puffs of white vapor.

As the party enters into the chamber through the Door, they can see a startled alien-looking creature (cinero advena), scampering up a ladder on the far side of the room (b.), and then disappearing into a hole in the ceiling, where a hatch is quickly thrown closed behind it. The hatch has a circular wheel attached to it. Next to this hatch is a large red button. If the creature manages to get through the hatch, the hatch door will fall closed, and the wheel upon the hatch will be seen to spin two or three times, locking the hatch closed.

Though the creature has a significant lead on the party, any PC with a missile weapon in hand may take a shot at -4 "to hit". If attacked in any way, the creature will not stand and fight, but will continue its retreat.

Cinero Advena (1): AC 10 (5); MV 60 ft; HD 1+1; HP 6; #AT 1; DAM by weapon; POS each carries utility belt with a force shield and a light photon blaster

The source of the electrical buzz is the three large metal cylinders (power cells) in the center of the room (c.). A clear tube extends from each power cell and leads directly into a channel cut in the ceiling. Two of these tubes glow with a pulsating blue light. The third is dark, having no light of its own (d.). This

power cell is pulled away from the center of the room on some kind of track (e.).

Each of the power cells has a panel of multi-colored flashing lights on the side facing away from the middle of the room. The power cell having the unlighted tube appears to have no functioning lights at its terminal. Next to the lights is a keyboard with unrecognizable symbols on each of the buttons (f.). Above the keyboard is small screen, like a computer terminal. Currently, each terminal appears to be off.

Before each power cell (behind the cell which is pulled forward) are deep scratches on the floor's otherwise flawless surface. On the back of each power cell (the side facing toward the center of the room) each cell has a small access hatch near the floor (g.).

The Rune Key

The alien had just completed making repairs to the malfunctioning power cell (d.) when the Door appeared in the chamber. It had not yet had time to reactivate the cell. The repairs involved using the rune key to complete a circuit within the power cell. The party would need to remove the access panel at the base of the power cell to see this. A tool resembling a star Allen wrench is contained within the alien's utility belt, and is required to open the panel. Any attempt to remove the rune key without first turning off the power cell will cause the creature touching the key to suffer 6d6 hit points of electrical damage.

If the ~~EE~~ key on the keyboard (refer the diagram on the following page) is pressed, the cell will slide back toward the center of the chamber and turn back on. Six hours (36 turns) after the power cell has been turned on, the ship the party is unknowingly on will automatically launch into space on autopilot, returning the alien crew to their home world. If this occurs, the Door will vanish, and the party will be stranded.

If the ~~EE~~ key on the keyboard is pressed on any of the power cells, that cell will slide away from the center of the room, and it will shut down. Each time a power cell is shut down and turned back on, the 36 turn countdown begins anew.

The Ceiling Hatch

The hatch is round, approximately 36 inches in diameter. The metal wheel in the center must be turned counter-clockwise, and then the red button must be depressed in order to open the hatch. When the button is pressed, an audible 'bang' will be

Notes:

heard from beyond the hatch, and air will escape as if through an air lock. The hatch, when opened, folds down from the ceiling, revealing a 30 inch wide tube extending upward into darkness. A wheel and red button also appear in the reverse side of the hatch. Rungs are attached on one side of the tube, clearly to be used for climbing. The tube proceeds up for a distance of 10 ft where it ends at another similarly constructed hatch.

Based on the party's experience with the previous hatch, this one would seem to open up, or into, whatever lies beyond.

LEVEL 2: ENGINEERING

The hatch opens into a slightly larger circular chamber than the **POWER CORE**, and is positioned on the chamber's floor. If the party had managed to stop the retreating alien in the **POWER CORE**, the hatch will be open. If the alien had safely escaped, this hatch will be closed. A ladder is attached to the wall immediately above the hatch (a), where it climbs to another hatch in the ceiling of the chamber, which is currently closed.

While the center of the chamber is free of any objects save the chamber's inhabitants, the sides of the chamber are lined with all manner of flashing lights, chirping alarms and clicking switches.

There are six cinero advena (gray aliens) located in this chamber.

If the party managed to somehow stop the creature in the **POWER CORE** from escaping, then each of the six creatures will be preoccupied at one of the six terminals arrayed throughout the room (b.1.-b.6.); manipulating an array of levers, buttons and switches. At each terminal is also a large button, each being of a different color. Starting at the party's left from their position at the hatch, these colors are; red (b1.), orange (b2.), yellow (b3.), green (b4.), blue (b5.) and violet (b6.). When depressed, each button performs a specific function;

Red button (b1.): *Alarm.* Depressing this button causes a klaxon alarm to sound throughout the ship and illuminates a red light on each level.

Also, each hatch cover on each floor will slam violently closed and become locked. This prevents the wheel on each hatch from

turning in order to open it. However, performing a successful major strength test will force the wheel to open, essentially by breaking the internal gears within the hatch.

Other means of opening locked hatch covers includes casting *repair technology* or *animate technology*¹⁶ spells. Also, casting *weld metal*¹³ spell to cut the hatch door free and a *transmute metal to liquid* spell (see the appendix **NEW MAGIC**) will cause the hatch to become molten.

Depressing the red button a second time disables the alarm, turns off the red lights and unlocks all the hatch covers.

Orange button (b2.): *Suspend gravity.* Pressing this button causes the gravity throughout the ship to be affected as by the magic user spell *reverse gravity*. The effects lasts until the button is depressed again.

If gravity is suspended, the alien creatures have small propulsion devices on their utility belts that allow them to fly about the ship with a movement rate of 30 ft, and an aerial agility of level II.

Creatures without such propulsion devices may only move by pushing off of a stationary object, or by pulling themselves along similar stationary elements within the ship.

While gravity is suspended missile weapons will not function, and melee weapons will be at -4 "to hit" and -4 to damage, unless the attacker is restraining the victim.

Yellow button (b3.): *System reset.* This button resets the state of all systems aboard the ship, so that; all three power cells in the **POWER CORE** are in their online position and turned on, alarms are turned off, gravity is normal, life-support systems are normal, magnetism is off and self-destruct mode is disabled.

Green button (b4.): *Life-support.* This button controls the oxygen level and temperature throughout the ship. Pressing it causes two situations to occur;

First, the oxygen levels throughout the ship will slowly be consumed by each creature present on all four levels of the ship. When the button is first depressed, there will be 100 units of

¹⁶ Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for information.



oxygen available to consume by all creatures. Each creature consumes 1 unit of oxygen per turn. The GM must deduct 1 unit of oxygen for each living creature, each turn. Once 50% of the oxygen has been depleted, all creatures will move at 50% normal movement, and attack at -2 "to hit". Once 75% of the oxygen has been depleted, movement will be reduced to one third and attacks are made every other round at -4 "to hit". At 100% depletion, all creatures present on the ship will lose consciousness until such a time as the yellow button is again depressed.

Second, the temperature in the ship will drop by 2 degrees every turn, reaching 0 degrees in the span of 6 hours (36 turns). Once the yellow button is again pressed, the temperature will rise to 72 degrees within 3 hours (18 turns).

Blue (b5.): Magnetism. Pressing this button causes the entire ship to take on a magnetic pull. This causes all metallic objects to be attracted to the walls, ceiling and floor. This will require a successful minor strength test to dislodge the object from the ship's surface.

Nothing the aliens carry with them is magnetic.

Pressing the button a second time will disable the magnetism.

Violet button (b6.): Self-destruct. Pressing this button causes a display to become visible on the monitor immediately above it (c.). On the display are a number of indecipherable alien runes. The runes slowly tick down one by one. Also during this time, the ship's warning lights start flashing in amber tones. This is the countdown to self-destruction. The countdown takes a total of one hour (6 turns). In the final 10 minutes (1 turn), the flashing amber lights become quickly pulsating red lights and a klaxon horn sounds. At the end of the countdown, the ship explodes.

Creatures are allowed a saving throw versus at death made at -5 to avoid death. Successful saves still suffer 3d8 hit points of damage. Survivors find themselves upon an alien landscape of the GM's design.

Pressing the violet button a second time halts the self-destruct countdown, but does not reset it. Pressing the violet button a third time restarts the countdown from where it left off.

Only by pressing the *reset* (yellow) button can the self-destruct countdown be reset.

If a member of the party is wearing any metal objects (armor, weapons, etc.) the chances of achieving surprise is reduced to 1 on d10 due to sound reverberations on the metal floor, walls

and ceiling. Similarly, a thief's chance of moving silently will be reduced by -15%.

If the party did not manage to stop the escaping alien in the **POWER CORE**, then all seven of the creatures will be alert to the presence of intruders. Their motive will be to capture the party for the purpose of performing biological experiments on them.

Cinero Advena (6/7): AC 10 (5); MV 60 ft; HD 1+1; HP 6; #AT 1; DAM by weapon; POS each carries utility belt with a force shield and a light photon blaster

The ceiling hatch opens into another tube with a ladder; again, this tube is approximately 30 inches in width, and appears much like the tube leading from the **POWER CORE** to Engineering. The hatch leading into the chamber above is closed.

For players unable to keep their fingers off the technology...

If presented with a situation where a player, or group of players, insist on playing with the high-technology not described here, GM's are welcome to devise appropriate forms of punishment. For instance; electrical shocks and unexpected countdowns to self-destruct might not be inappropriate at this time.

LEVEL 3: LAB

The floor hatch leading into the Lab opens into the chamber. With the sound of the hatch opening, several creatures can be heard within react; some are animalistic in nature, somewhere, even human-like groans of exhausted pain can be heard. The room is lighted by six overhead fluorescent fixtures.

The smells of bodily waste, formaldehyde and other chemicals assault the party's senses. Due to the echoing of sounds in the darkened room, the party can determine that the chamber is likely larger than both the **POWER CORE** and **ENGINEERING**.

Six gurneys are arrayed in the center of the chamber. Four of the gurneys are occupied by living creatures bestial and humanoid in appearance (a1.-a4.). Two of the gurneys hold dissected corpses; one human (a5.), the other creature being a squid-headed humanoid monstrosity (brain destroyer¹⁷ a6.).

Six mobile machines (robots) are attending the living and non-living creatures within the chamber; cutting into body cavities with surgical precision and creating very little mess.

¹⁷ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Notes:

Refer to the appendix **NEW CREATURES** for additional information regarding these *sentient automatons*.

Sentient Automaton (M-Tech) (6): AC 4; MV 90 ft; HD 3; HP 18; #AT 1; DAM 1d4 or 1d6; POS —

Upon becoming aware of the party's presence, one of the robots (**b.**) will inquire in a conversational tone if it may be of assistance to them, and, if anyone requires medical attention. If anyone indicates medical attention is required, the automaton will move to the terminal, turn a large dial slightly and then depress the green button. This causes a new table to be lowered from the ceiling along with a another M-Tech auto (**c.**). The new M-Tech will then proceed to examine the PC and apply medical procedures as appropriate. If not, the inquiring auto goes back about its duties upon the patient in front of it.

Only one gurney can thus be added (making a total of 7 gurneys within the Lab).

Two actions will elicit an immediate and violent reaction from the autos; interfering with any living or non-living patient on any of the tables, or, disturbing any of the machinery or computer systems within the Lab.

Among the living victims on the gurneys are an orc (**a.1.**), a human (**a.2.**), a female with green, scaled skin whose head is obscured by a burlap sack (**a.3.**) and a bearded devil (**a.4.**).

The orc and the human are both nude and strapped to their gurney with nylon bindings. Both are also heavily drugged, so even if released they would be unable to move about without assistance. They both also have very many small incisions although they appear otherwise undamaged.

The female with the sack over her head is a medusa, suggesting her captors are aware of the danger posed by her gaze. She too appears to be drugged, so that although she struggles against her bindings, the struggles seem weak and half-hearted. The snakes that comprise her hair writhe slowly about her head; several have had their head cut off. The M-Tech attending the medusa is in the process of making a long incision into the medusa's abdomen.

The bearded devil lies still upon its stomach but is not dead. It is however somehow drugged to point that it no longer struggles against its bonds. The M-Tech attending the devil is using a long metal tool (which is attached to a tube that retracts into the ceiling above) to probe the area around the creature's anus, shoving the probe forcefully into the orifice fully 18 inches.

Human (1): AC 10; MV 90 ft; HD 1-1; HP 1; #AT 1; DAM by weapon; POS —
Orc (1): AC 6; MV 90 ft; HD 1; HP 2; #AT 1; DAM 1d8 or by weapon; POS —
Medusa (1): AC 5; MV 90 ft; HD 6+1; HP 8; #AT 1; DAM 1d6 + poison and petrifaction; POS —
Bearded Devil (1): AC 1; MV 150 ft; HD 6+6; HP 12; #AT 1 glaive or 2 claws/ beardburn; DAM 1-3 plus entangle or 1-2/1-2/1d8 + limited spell use; POS —

On the far side of the chamber is a large terminal with several buttons, levers and many flashing lights (**d.**). Some of the functions on the terminal include;

Blue button: *Sleep mode.* The button appears to be locked as a hole has been drilled into the button and small metal rod has been thrust through the hole, preventing the button from being pressed. The rod is approximately the diameter of a pencil, and the ends have been bent to prevent it from being removed. Hammering one of the bent ends will allow the rod to be removed. This process will take 50 impacts to sufficiently unbend one of the ends.

Depressing this button will cause all the M-Tech autos in the Lab to power themselves down and enter sleep mode. All the M-Tech autos will work together to prevent this from happening.

Green button: *New patient.* Next to the Green button is a large dial surrounded by seven undecipherable marks. If a seventh gurney had been lowered into the Lab as previously described, and the button is depressed, the seventh gurney will now be lowered with a seventh M-Tech auto.

If all seven gurneys are lowered, moving the dial to one of the alien marks and then depressing the green button will move the indicated gurney back into its space in the ceiling. If an M-Tech auto is standing at the gurney's side when the button is depressed, it will rise into the ceiling space as well.

Yellow button: *System reset.* The system reset button will cause all autos to enter sleep mode, raise all the gurneys into their overhead compartments, disable the cremation/sterilization function and open both the lower and upper hatches.

Covered red button: *Cremation/sterilization.* This button is covered by a clear plastic box. The box has a clip release and a hinge which will allow it to be moved away from the button.

Attempting to smash the plastic box will also result in depressing the button.

Depressing the red button causes hundreds of small panels in the walls, floor and ceiling to be opened, revealing small tubes behind each panel. Also, the floor and ceiling hatches, if

Notes:

they are opened, will be automatically closed. An examination of the tubes reveals them be blackened and oily to the touch.

One round after the red button was pressed, the tubes will begin glowing with an orange light and to become noticeably warm. On the second round after the red button was pressed, small flames will become lighted from each tube, and the room will begin to grow warm. On the third round after the red button was pressed, flaming jets will fill the room from the walls, floor and ceiling via the tubes. The conflagration will incinerate everything flammable within the chamber. Living creatures within the chamber will suffer 6d8 hit points of damage each round they are exposed to the flames. A successful saving throw versus breath weapon made at -5 halves the damage inflicted. All metal surfaces will become red-hot within the first round of exposure, except for the hatch wheels which become quite warm, but seem to be immune to the heat extremes.

The flames will remain for 1 full turn (10 rounds) or until the Yellow button is depressed.

Violet button: *Load refuse.* Depressing this purple button will open a hatch in the wall to the left of the terminal (**h.**). Within the hatch is a table that slides in and out of the hatch. The table is the same size as the gurneys.

Pressing the button a second time retracts the table back in to the hatch and closes the hatch door.

The hatch is used by the M-Techs to load bodies of deceased victims when they are through with them.

Lever: *Purge refuse.* Pulling the lever down ejects anything that has been placed into the refuse hatch (see preceding section). Beyond the refuse hatch is the vacuum of space. Any living creature subjected to being purged in this manner will die within 2 rounds without adequate protection from the cold and the radiation, not to mention the obvious lack of oxygen.

For players unable to keep their fingers off the technology...

If presented with a situation where a player, or group of players, insist on playing with the high-technology not described here, GM's are welcome to devise appropriate forms of punishment. For instance; electrical shocks and opening the purge refuse hatch to the vacuum of space, sucking out anything not bolted down to the floor might not be inappropriate and this time.

LEVEL 4: THE BRIDGE

The floor hatch opening onto the bridge (**a.**) is situated behind the pilot's (**b.**) and co-pilot's (**c.**) positions. To the right of the hatch is the navigator's chair (**d.**), to the left of the hatch is the engineer's chair (**e.**). Each seat is occupied by a gray alien. The entire room is enclosed by transparent walls, revealing the landscape beyond the ship within which the party has found themselves.

Beyond the ship, the scene is a moon-like landscape of craters and rolling gray hills, enveloped in an eternal night. Several more gray aliens can be seen outside, garbed in environment suits and performing various scientific activities.

Once the grays on the bridge become aware of the presence of the party, the alien sitting in the co-pilot's seat will press a button in front of it which is located next to microphone and begin chattering excitedly. The co-pilot alien is contacting the aliens outside the ship. These aliens will immediately return to the ship in order to assist capturing the intruders. They will access the bridge within 2 turns (20 minutes).

Meanwhile, the other aliens currently on the bridge will attack the party

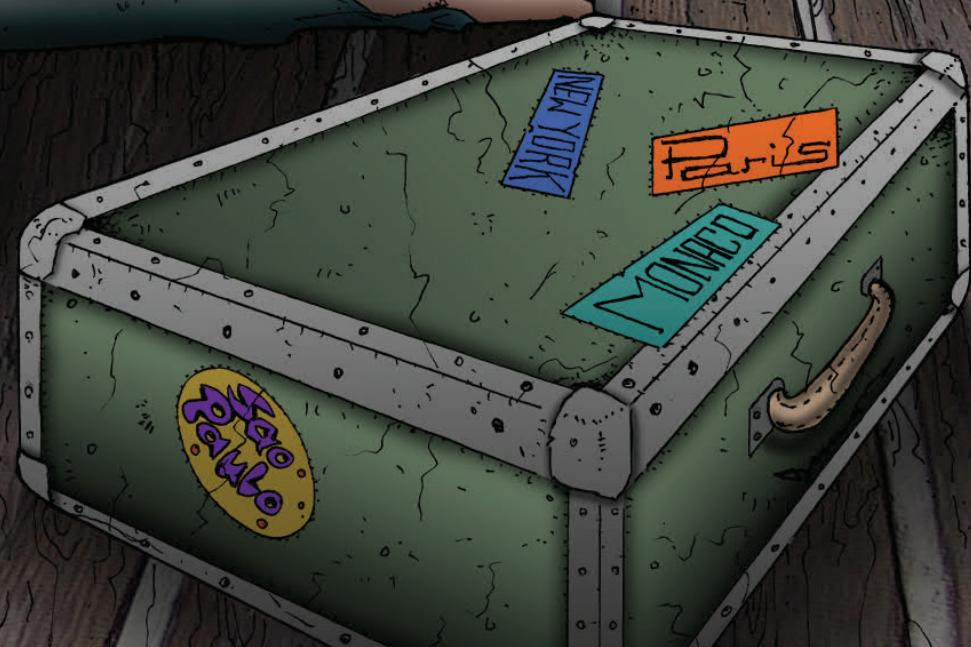
Cinero Advena (4): AC 10 (5); MV 60 ft; HD 1+1; HP 6; #AT 1; DAM by weapon; POS each carries utility belt with a force shield and an energy sword

The myriad controls on the bridge are not functioning unless the damage power cell on the **POWER CORE** level has been powered back up. If that is the case, the terminals before the four chairs will be lighted with hundreds of small blinking lights. Amid the buttons and dials is a large black button (**c.**). If the **POWER CORE** is functioning, pressing the black button will result in a launch sequence. The engines can be heard to ignite accompanied by a loud noise and rumbling as the engines prepare to lift the ship into space. An audible countdown is heard throughout the ship, and the ship will take off in 5 rounds unless the button is pressed again.

RETURNING TO THE DOOR

All of the cinero advena (gray aliens) encountered within the ship have the proper tool within their utility belt that will loosen the screws to open the access panel on the back of the non-functioning power cell. Once the access panel is revealed, and the power to the power cell remains off, any creature may reach in and simply remove the rune key from the circuit board contained within.

Notes:



VON KLINK'S PUZZLE BOX

The Door opens into a large room. The room has only two small windows along the north wall (**a**). The Door has embedded itself in the southern wall (**b**). The chamber has a wooden floor, wooden walls and a wooden ceiling which rises to angled peak that runs the length of the room. Metal chains are suspended from the ceiling and hang so that they brush the floor. Marks on the floor below the chains would suggest that the chains have been here for quite a long period of time, although the chains bear no rust upon them.

The room is dark, being unlit by anything save the filtered light which comes in through the filthy windows.

In the northwest corner of the room, the soft murmuring of a youthful voice can be heard murmuring. A shadowed figure can be seen huddled there (**c**). If approached, the party will see the figure is a young girl in her middle to late teenage years. She holds a curious puzzle box which she manipulates by rotating the panels and pulling and pushing various sections in and out of the box.

In the center of the room is a steamer trunk covered in travel stickers (**d**).

The Windows

The windows are glass, but are so caked with filth and grime that seeing the landscape outside is very nearly impossible. Only the dim silhouettes of what might be trees can be seen several yards distant. An occasional movement can be discerned, as though some creature, or multiple creatures stalk just beyond for victims or prey.

Any attempts at cleaning the glass will only result in smearing the dirt and grime, further obscuring the view beyond.

There does not appear to be any means of opening the windows, and it will prove impossible to break the windows through physical brute force. Breaking or otherwise opening the windows through magical means—*passwall*, *portable hole*, etc.—will open a tear in reality. Frequently (01–75) this will allow creatures from the outer planes of existence to pass through; e.g., demons, devils, shadow creatures, etc. Such beings may enter the room once every turn on 1–5 on d12. The type of being to enter should be randomly determined by the GM.

Occasionally (76–00) this will create a hole into the endless Void, sucking everything in the room within, irrevocably destroying it. Characters may attempt returning to the Door in such an

event by using the chains to pull themselves back to the Door. This requires a save versus both strength and dexterity each time the character moves from one chain to the next. A failed save against dexterity means the character has failed to grasp the target chain, and must try again. A failed save versus strength means the character has lost her grip with one hand. In such a case, the character must immediately make another save versus strength or lose her grip with her other hand. Once both hands have lost their grip, the character will be plunged into the Void.

The Girl

The girl wears a contemporary nightgown. And although she would appear to be without harm, she is filthy and seems to be somewhat addled as her speech makes no sense.

The girl plays with a *lamentation cube* (refer to the appendix **NEW MONSTERS** for information), and is very close to solving it. If undisturbed, the girl will solve the puzzle in 5 rounds. If disturbed in anyway, she will lose her place, and have to start solving the puzzle again from the start, which will require 10 hours (60 turns).

If the party attempts to wrestle the puzzle away from her, there is a 75% chance that they will accidentally solve the puzzle in the process, thus releasing the malévolentem themselves.

If asked, the girl can point the party directly to the rune key, but will offer no other information to them.

The Chains

The chains in the room are links of heavy iron. Steel hooks have been attached throughout each length of chain. Bits of dried (and some fresh) flesh can be seen stuck to very many of the chains and hooks.

A close examination of each chain may reveal the object of the party's search; the rune key is located on a chain to the left of the Door (**e**) as the party enters the room. Each character has the same chance of identifying the rune key as they do in locating a secret or concealed door.

The Steamer Trunk

The stickers on the trunk attest to the extensive traveling it has seen; New York, Monaco, Paris, Moscow, Sao Paolo, London and hundreds more destinations are represented.

Notes:

The trunk is not locked, and is not trapped. There is however a hasp on the front of the trunk which is apparently all that is keeping it closed.

If the party attempts to open the trunk, the girl in her muttering will be heard to quietly say, "I wouldn't do that if I were you."

She will not elaborate on why she made the statement, nor will she repeat it if asked.

If the lid of the trunk is opened, eighteen tentacles will immediately burst forth, seeking to grapple any victim they can reach. The tip of each tentacle is tipped with small claws that can inflict 1d6+1 hit points of damage. The tentacles can attack independently of one another, and they have a reach of 15 feet. Each tentacle has AC 4 and can sustain 24 hit points of damage before it is severed from the rest of the "body".

If any tentacle scores an unadjusted 20 on its "to hit" roll, or, if two tentacles successfully strike the same victim in the same round, the victim will be drawn into the trunk in the next round if the tentacle is not severed first (in the event where a victim is grappled by a pair or more of tentacles, only a single tentacle needs to be severed in order to free them). Creatures drawn into the trunk are slain in the following round and considered to be consumed in the round that follows.

A severed tentacle can still attack for 5 rounds as a 2 hit die monster and inflicts 1d4 hit points of damage; has an armor class of 6 and can sustain 12 additional hit points of damage before it is "killed". Severed tentacles crawl after potential victims at a movement rate of 30 ft.

The Puzzle Box

If the girl manages to solve the puzzle, or the party accidentally causes the puzzle to be solved, the cube will summon forth von Klink—a particularly cruel maléventem Lord. With him will be his consort and three additional members of his Murder.

Von Klink is tall, and may even have been considered handsome in his mortal life, but his transformation into a maléventem has transformed him into a nightmarish vision. His consort, a petite womanish creature, hangs on the Lord's arm like a well-kept whore. Like von Klink, she must have been considered very beautiful in mortal life, though her form now is likely to elicit naught but revulsion mixed with pity.

The remainder of von Klink's Murder are three mannish beings; each more horrific than the last. Two of these three appear

to be incapable of speech as their mouths have been wired or bolted closed permanently.

*In the publisher's desire to keep this manuscript from becoming unnecessarily provocative for younger audiences, specific descriptions of von Klink as his Murder beyond these generalizations are not included here. GM's are encouraged to describe these beings as best suits his or her specific gaming group's sensibilities, using the guidelines set forth in the appendix **NEW CREATURES**.*

von Klink's motivation will be to capture the strongest or most chaotic of all the characters present in order to transform the victim into a maléventem. In addition to the weapons each carries with them (refer to the description in the appendix **NEW CREATURES**), von Klink can also command the chains to secure any target either by entanglement or impalement of a limb by driving the chain completely through a selected body part on 1d6; 1 – right arm, 2 – left arm, 3 – right leg, 4 – left leg, 5 – neck, 6 – abdomen. Entanglement by the chains inflicts 1d4 hit points of damage to the target, while impalement will inflict 2d4 hit points of damage. Von Klink must roll a successful "to hit" to indicate either a successful entanglement or impalement. Note however that von Klink's chain attacks do not reduce the victim's strength or constitution for the purposes of maléventem transformation. This attack mode is only used to secure potential victims to facilitate the transformation process.

von Klink (maléventem Lord): AC 4; MV 120 ft; HD 7; HP 50; #AT 1;

DAM 1d6+1 + strength and constitution drain; POS —

maléventem (Murder, 4x): AC 6; MV 90 ft; HD 5+3; HP 44; #AT 1; DAM 1d6;

POS —

RETURNING TO THE DOOR

The rune key, as previously mentioned, is attached to one of the chains. The party must find a means of removing the rune key from the chain before it can be placed into its column. The chain in its entirety may be broken loose from the ceiling where it is attached by rolling a successful major strength test. The chain may then be dragged into the **CHAMBER OF KEYS** if the party can manage a combined strength attribute of 50.

Notes:

THE FINAL ESCAPE

Once the required number of rune keys (determined by the GM, refer to the section **PLAY AS MANY OR AS FEW...**) have been returned to their place within columns of the **CHAMBER OF KEYS**, a spark of light flashes upon the Door. An inspection of the Door reveals a small metal disk-shaped plate. The plate is attached in such a way that it can be moved to reveal yet another rune key recess. However, moving the plate causes a trap to be released.

A 12-ft tall statue made of iron materializes at **area a**. Attentive PC's will notice (save versus wisdom, unless the party is actively searching the golem, in which case the chance of discovery is 1 on d12 per 3 points of wisdom of the PC searching) that the iron creature has a rune key located just above its groin (about 6-ft off the floor).

The golem's instructions are to attack any creature (and any associates of the creature) attempting to remove the rune key. Should the party simply reveal the newly discovered rune key access located upon the Door to the golem, it will animate, removing the rune key from itself and unerringly throwing the key at the door, whereupon the Door will open (see hereafter).

If the party should use the short sword that was resting in the wooden chair when they first came to the **CHAMBER OF KEYS**, they will find the weapon very effective against the golem. The short sword is a **+3 golem disrupter** (see the appendix **NEW MAGIC**). If the sword happens to successfully strike the creature at the rune key (AC 0), there is a 25% cumulative chance

that the golem will be immediately disrupted (using any other weapon effective against an iron golem reduces this probability to 10% cumulative per successful hit). Creatures within a 10-ft radius will suffer 1d6 hit points of damage as cogs, gears and metal plates shower down upon them as the golem falls to pieces. A successful save versus dexterity will halve the damage suffered.

The shield at **area a** provides protection against the golem, providing the user with a +2 to save versus the golem's breath weapon.

Retrieving the now glowing rune key from the debris, the party can then place the rune into the revealed recess on the Door described previously. As the Door opens, the party will view any scene that would be appropriate and familiar to them; a favored tavern, a campsite, a town square — any vista that would for them be indicative that they have returned home at last!

Iron golem (1): AC 3; MV 60 ft; HD 17; HP 80; #AT 1; DAM 4d10, plus breath weapon; POS glowing rune

Alternative Endings: The GM may wish to alter the ending for the players in order to continue their adventures with the Door. The author suggests a plot device to bring the party back either forward or backward in time. Or perhaps to an alternate reality or parallel plane of universe.

Notes:



Miscellaneous Encounters; Opening the Door

D00	ENCOUNTER	NOTES
01–39	No encounter	—
40–42	Abyssal creatures	Refer to the ABYSSAL subtable (p. 65).
43–45	Adventurers	Refer to the ADVENTURERS subtable (p. 65–66).
46–49	Cold-using creatures	Refer to the COLD-USING subtable (p. 66).
50–53	Construct	Refer to the CONSTRUCT subtable (p. 67).
54–60	Demi-humans	Refer to the DEMI-HUMAN subtable (p. 67).
61–63	Demonic creatures	Refer to the DEMONIC subtable (p. 68).
64–66	Dinosaurs	Refer to the DINOSAUR subtable (p. 68).
67–69	Draconic creatures	Refer to the DRAGON subtable (p. 68–69).
70–72	Element-based	Refer to the ELEMENTAL subtable (p. 69).
73–75	Fantastic creatures	Refer to the FANTASTIC subtable (p. 69–70).
76–78	Fey creatures	Refer to the FEY subtable (p. 70).
79–81	Giants	Refer to the GIANT subtable (p. 70).
82–84	Heat-using creatures	Refer to the HEAT-USING subtable (p. 70–71).
85–93	Humanoids	Refer to the HUMANOID subtable (p. 71).
94–96	Lycan creatures	Refer to the LYCAN subtable (p. 71).
97–98	Undead creatures	Refer to the UNDEAD subtable (p. 72).

D00	ENCOUNTER	NOTES
99	Elistarn the Elder	Encounter occurs just once on this table. Refer to this NPC's detailed information on page 72.
00	Two encounters!	Roll again 2x from this table, ignoring rolls of 01–39 and 99–00.

In addition to the suggested encounters in the preceding and following tables, GM's are encouraged to challenge the party with virtually any creature(s), limited only by his or her imagination. GM's should add or otherwise edit encounters described in the following subtables as best suited to their group's needs. Whatever the encounter, the creatures will be anxious to make their escape from the confines of the **CHAMBER OF KEYS** beyond the Door. Intelligent creatures may even regard the party as the cause of their imprisonment within the **CHAMBER OF KEYS**, reacting with hostility toward them as appropriate. All party members will be at a -20 to their reaction checks by creatures which may ordinarily be predisposed to be friendly with the party.

Note that no matter the size of the creature(s) emerging from the Door, they will seem to have no problem squeezing even enormous body forms through the relatively small opening.

Abyssal

D20	ENCOUNTER	NOTES
1–5	5d4+10 lemmure	Lemmure: AC 7; MV 30 ft; HD 3; HP 20; #AT 1; DAM 1–3; POS —
6–8	1d4+2 scaly devils (roll 1d10 to determine type)	(1–2) Black: AC 2; MV 90 ft / 120 ft fly; HD 8; HP 48; #AT 1; DAM 1d10+4, or by weapon; POS halberd each (3–4) Blue: AC 3; MV 150 ft / 150 ft fly; HD 5+1; HP 36; #AT 1; DAM 1d4+4, or by weapon; POS trident each (5–6) Green: AC 3; MV 120 ft / 150 ft fly; HD 6; HP 40; #AT 1; DAM 1d4+4, or by weapon; POS spear each (7–8) Red: AC 1; MV 180 ft / 180 ft fly; HD 4+2; HP 28; #AT 1; DAM 1d4+1 (×2), or by weapon; POS short sword each (9–10) White: AC 3; MV 90 ft / 150 ft fly; HD 7; HP 44; #AT 1; DAM 1d6+3 (×2), or by weapon; POS flail each
9–11	2d4+1 spiked devils	Spiked devil: AC 3; MV 60 ft / 180 ft flying; HD 3+3; HP 18; #AT 2 and/or 1; DAM 1d4/1d4, or by weapon; POS trident each
12–16	10d4 assagim	Assagim: AC 9; MV 60 ft; HD 1; HP 6; #AT 2 (claws); DAM 1–2/1–2; POS —
17	1–2 barbed devils	Barbed devil: AC 0; MV 120 ft; HD 8; HP 50; #AT 2 (claws)/1 (tail); DAM 2d4/2d4/3d4; POS —
18	1–2 bone devils	Bone devils: AC -1; MV 150 ft; HD 9; HP 60; #AT 1; DAM 3d4; POS —
19	1d4+1 erinyes	Erinyes: AC 6; MV 60 ft / 210 ft flying; HD 6+6; HP 48; #AT 1; DAM 2d4, plus poison; POS —
20	1 devil cat	Devil cat: AC 6; MV 120 ft; HD 7+2; HP 44; #AT 2 (claws) / 1 (bite); DAM 1d4+1/1d4+1/2d6; POS —

Adventurers

D20	ENCOUNTER	NOTES
1–5	Grouping 1	Fighter (CE): Race human; Str 16; Dex 12; Con 11; Int 10; Wis 12; Cha 11; Weapon broad sword, hand axe; AC 1 (+1 plate mail (blackened steel)); Lvl 7; HP 48; POS 65 pp Fighter (LE): Race human; Str 17; Dex 12; Con 11; Int 13; Wis 13; Cha 14; Weapon long sword, dagger; AC 0 (+2 plate mail (blackened steel)); Lvl 8; HP 54; POS dark skull, 75 pp Fighter (CE): Race human; Str 15; Dex 11; Con 15; Int 9; Wis 8; Cha 9; Weapon two-handed sword, dagger; AC 2 (plate mail (blackened steel)); Lvl 6; HP 42; POS 45 pp
6	Grouping 2	Paladin (LG): Race human; Str 13; Dex 11; Con 12; Int 9; Wis 14; Cha 18; Weapon broad sword (+1 Grimie's platinum defender*); AC 3 (+2 Grimie's platinum chain mail*); Lvl 6; HP 50; POS 10 sp Paladin (LG): Race human; Str 18.50; Dex 10; Con 9; Int 12; Wis 13; Cha 17; Weapon two-handed sword (Grimie's platinum disrupter*); AC 1 (+1 Grimie's platinum plate mail*); Lvl 5; HP 44; POS 15 sp Cleric (LG): Race human; Str 9; Dex 10; Con 9; Int 12; Wis 15; Cha 12; Weapon heavy mace; AC 10 (none); Lvl 9; HP 54; POS 55 pp; Spells first level: <i>bless, command, remove fear, sanctuary</i> second level: <i>augury, chant, hold person, spiritual weapon</i> third level: <i>curse blindness, glyph of warding, remove curse</i> fourth level: <i>curse serious wounds, divination</i> fifth level: <i>peace</i> *

D20	ENCOUNTER	NOTES
7–11	Grouping 3	<p>Assassin (CE): Race elf; Str 12; Dex 14; Con 11; Int 11; Wis 9; Cha 11 (13); Weapon short sword, dagger, dart (15 poisoned); AC 8 (leather armor); Lvl 6; HP 30; POS cloak of charisma, 30 gp</p> <p>Cleric (LE): Race human; Str 10; Dex 11; Con 9; Int 9; Wis 14; Cha 9; Weapon light mace; AC 5 (chain mail); Lvl 5; HP 34; POS cleric's vestment†, 15 pp; Spells first level: curse, cause light wounds, detect magic second level: hold person, know alignment, resist fire third level: speak with dead</p> <p>Fighter (CN): Race dwarf; Str 15; Dex 10; Con 14; Int 9; Wis 10; Cha 12; Weapon heavy war hammer, <i>crossbow of accuracy (light)</i>; AC 6 (scale mail); Lvl 7; HP 54; POS 24 gp, diamond (150 gp)</p> <p>Magic-User (CE): Race half-elf; Str 8; Dex 12; Con 9; Int 15; Wis 10; Cha 8; Weapon <i>bleeding dagger‡, staff; AC 10 (none); Lvl 6; HP 18; POS 35 pp; Spells first level: dancing lights, detect magic, friends, magic missile two level: ESP, invisibility, stinking cloud third level: acid reflux*, fireball</i></p>
12–17	Grouping 4	<p>Druid (N): Race human; Str 9; Dex 11; Con 9 (10); Int 10; Wis 14; Cha 15; Weapon light war hammer; AC 8 (leather); Lvl 7; HP 48; POS amulet of health, 35 sp; Spells first level: animal friendship, faerie fire, invisibility to animals, speak with animals second level: barkskin, charm person or mammal, corrode*, vomitus* third level: cure disease, summon insects, tame lightning* fourth level: cure serious wounds</p> <p>Fighter (LN): Race half-orc; Str 16; Dex 10; Con 14; Int 8; Wis 9; Cha 8; Weapon broad sword; AC 5 (chain mail); Lvl 6; HP 44; POS 25 sp</p> <p>Ranger (NG): Race half-elf; Str 16; Dex 11; Con 14; Int 13; Wis 14; Cha 12; Weapon long sword, light crossbow; AC 5 (+2 ring mail); Lvl 6; HP 32; POS bracers of archery (lesser), 35 gp</p> <p>Lyrist Ovate* (N): Race human; Str 10; Dex 11; Con 10; Int 12; Wis 15; Cha 15; Weapon scimitar; AC 8 (leather); Lvl 5; HP 28; POS lorist cittern*, 15 pp; Spells first level: animal friendship, entangle second level: fire trap, heat metal third level: call lightning</p>
18	Grouping 5	<p>Fighter (LE): Race human; Str 18.25; Dex 12; Con 9; Int 9; Wis 12; Cha 9; Weapon broad sword, light crossbow (poisoned bolts); AC 2 (plate mail); Lvl 7; HP 64; POS 35 gp</p> <p>Fighter (LE): Race human; Str 17; Dex 12; Con 9; Int 9; Wis 9; Cha 14; Weapon broad sword, light crossbow (poisoned bolts); AC 2 (plate mail); Lvl 6; HP 48; POS 30 gp</p> <p>Cleric (LE): Race human; Str 10; Dex 11; Con 9; Int 9; Wis 14; Cha 9; Weapon heavy war hammer; AC 1 (+1 plate mail); Lvl 9; HP 64; POS ring of vampiric regeneration, 30 pp; Spells first level: curse, command, protection from good, putrefy food and drink second level: detect charm, hold person, snake charm, spiritual weapon third level: animate dead, dispel magic, speak with dead fourth level: cause serious wounds, tongues fifth level: quest</p>
19	Grouping 6	<p>Thief (NG): Race dwarf; Str 14; Dex 16; Con 9; Int 9; Wis 8; Cha 6; Weapon +2 hand axe, dagger; AC 5 (studded leather); Lvl 5; HP 24</p> <p>Verméan Monk* (LE): Race human; Str 12; Dex 14; Con 12; Int 9; Wis 12; Cha 10; Weapon scimitar; AC 4 (none); Lvl 5; HP 32; POS 40 gp</p> <p>Illusionist (N): Race gnome; Str 8; Dex 16; Con 11; Int 15; Wis 11; Cha 8; Weapon dagger; AC 8 (none); Lvl 7; HP 19; POS 50 pp; Spells first level: colour spray, hypnotism, parlour trick*, vertigo* second level: blur, fog cloud, hypnotic pattern third level: fear, invisibility 10 ft radius fourth level: phantasmal killer</p>
20	Grouping 7	<p>Thief (NG): Race halfling; Str 9; Dex 16; Con 9; Int 9; Wis 12; Cha 9; Weapon +2 short sword, sling (stone); AC 6 (leather); Lvl 6; HP 28</p> <p>Ranger (CG): Race human; Str 16; Dex 11; Con 14; Int 13; Wis 14; Cha 7; Weapon scimitar; AC 8 (leather); Lvl 5; HP 44; POS 25 sp</p> <p>Jack-of-All-Trades* (CG): Race human; Str 14; Dex 14; Con 12; Int 16; Wis 14; Cha 17; Weapon long sword, hand axe; AC 4 (banded armor); Lvl 6; HP 32; POS scabbard of keen edges, 45 pp; Abilities* first level: druid spells I (speak with animals), illusionist spells I (hypnotism), magic-user spells I (magic missile) second level: don disguise, turn undead I third level: fighting the unskilled, turn undead II</p>

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details.

† Refer to the appendix **NEW MAGIC** for details.

‡ Functions as the magical sword of the same name.

Cold-Using (else cold-dwelling)

D20	ENCOUNTER	NOTES
1	1 remorhaz	Remorhaz: AC 0/2/4; MV 120 ft; HD 1d4+6; HP 6/HD; #AT 1; DAM 6d6, plus swallow whole; POS —
2–3	1d4+2 yeti	Yeti: AC 6; MV 150 ft; HD 4+4; HP 28; #AT 2; DAM 1d6/1d6, plus squeezing; POS —
4–8	1d4+1 greater bears (polar)	Bear, greater: AC 6; MV 120 ft / 90 ft swimming; HD 8+8; HP 60; #AT 3; DAM 1d10/1d10/2d6, plus hug; POS —
9–11	1d4 giant walrus†	Walrus, giant: AC 4; MV 30 ft / 120 ft swimming; HD 9; HP 64; #AT 3; DAM 1d8/1d8/3d10; POS —
12–14	2d4+5 arctic dogs*	Dog, arctic: AC 5; MV 180 ft; HD 6; HP 35; #AT 1; DAM 2d4, plus breath weapon; POS —
15–16	1–2 giant snow leopards*	Snow leopard, giant: AC 5; MV 180 ft; HD 4+4; HP 32; #AT 3; DAM 1d4/1d4/1d6, plus rear claw attacks (1d4+1/1d4+1); POS —
17–18	1d4+2 giant frost frogs*	Frost frog, giant: AC 4; MV 90 ft leap; HD 3; HP 20; #AT 1; DAM 3d4, plus radiate cold; POS —
19–20	3d4 dire wolves	Wolf, dire: AC 6; MV 180 ft; HD 3+3; HP 20; #AT 1; DAM 2d4; POS —

* Refer to the **USHERWOOD ADVENTURES FOR OSRIC** for details.

† Refer to the appendix **NEW CREATURES** for details.

Construct

Because all constructs are reliant upon the instructions of their creator to perform specific actions, their inclusion here will create a certain amount of unpredictable behavior in them, causing their actions to be as follows;

01–25 No action; the construct will remain motionless within the Door (just inside the **CHAMBER OF KEYS**) unless acted upon by another creature, in which case it will attack until destroyed.

26–75 The construct will immediately attack the creature nearest to it, and continue thus until no living creatures remains within a 50 ft radius to itself.

76–00 The construct will walk in a straight line away from the Door until some object prevents it from continuing forward, unless acted upon by another creature, in which case it will attack until destroyed.

D12	ENCOUNTER	NOTES
1	1 clay golem	Clay golem: AC 7; MV 70 ft; HD 12; HP 50; #AT 1; DAM 3d10; POS —
2	1 flesh golem	Flesh golem: AC 9; MV 80 ft; HD 9; HP 40; #AT 2; DAM 2d8/2d8; POS —
3	1 stone golem	Stone golem: AC 5; MV 60 ft; HD 14; HP 60; #AT 1; DAM 3d8, plus cast <i>slow</i> spell; POS —
4	1 iron golem	Iron golem: AC 3; MV 60 ft; HD 18; HP 60; #AT 1; DAM 4d10, plus poison gas; POS —
5	1 bone golem*	Bone golem: AC 5; MV 60 ft; HD 9; HP 40; #AT 2; DAM 2d6/2d6; POS —
6	1 ice golem*	Ice golem: AC 2; MV 60 ft / 30 ft underwater; HD 9; HP 40; #AT 2; DAM 2d6/2d6, plus breath weapon; POS —
7	1 magma golem*	Magma golem: AC 2; MV 60 ft; HD 9; HP 40; #AT 2; DAM 2d4/2d4, plus throwing lava balls; POS —
8	1 tentacle golem*	Tentacle golem: AC 4; MV 90 ft; HD 14; HP 60; #AT 4; DAM special; POS —
9	1 wood monstrous construction*	Wood monstrous construction: AC 7; MV 60 ft; HD 8; HP 40; #AT 1; DAM 2d4, plus missile fire; POS —
10	1 stone monstrous construction*	Stone monstrous construction: AC 6; MV 60 ft; HD 10; HP 50; #AT 1; DAM 3d4, plus gas bellows; POS —
11	1 steel monstrous construction*	Steel monstrous construction: AC 2; MV 60 ft; HD 12; HP 60; #AT 1; DAM 4d4, plus great sword; POS —
12	1 jewel monstrous construction*	Jewel monstrous construction: AC 4; MV 90 ft; HD 14; HP 70; #AT 1; DAM 2d4, plus spell use; POS —

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details.

Demi-Human

D20	ENCOUNTER	NOTES
1–3	1d4×4 elves	Elf: AC 5; MV 120 ft; HD 1+1; HP 8; #AT 1; DAM 1d8, or by weapon; POS long sword and short bow (each), 1d6 pp (each) The group will lead by an additional individual who is the equivalent of a 6th level fighter/magic-user, has 36 hit points, is armed with a <i>long sword vorpal blade</i> , and wears +2 <i>elfin chain mail</i> (AC 3). This leader can employ the following magic-user spells; first level: <i>charm person, comprehend languages, mending, protection from evil</i> second level: <i>forget, scare, web</i> third level: <i>fireball, suggestion</i>
4–6	2d4×3 dwarfs	Dwarf: AC 4; MV 60 ft; HD 1; HP 7; #AT 1; DAM 1d8, or by weapon; POS battle axe (each), 2d4×5 gp (each) The group will lead by an additional individual who is the equivalent of a 6th level fighter, has 44 hit points, is armed with a <i>battle axe nine lives stealer</i> , and wears +1 <i>chain mail</i> (AC 4).
7–9	1d6×3 half-elves	Half-elf: AC 6; MV 90 ft; HD 1+1; HP 8; #AT 1; DAM 1d8, or by weapon; POS long sword and short bow (each), 2d6 gp (each) The group will lead by an additional individual who is the equivalent of a 4th level fighter, has 30 hit points, is armed with a <i>scimitar flaming blade</i> , and wears +1 <i>elfin chain mail</i> (AC 4).
10–12	3d4×2 halflings	Halfling: AC 7; MV 90 ft; HD <1; HP 4; #AT 1; DAM 1d6, or by weapon; POS short sword and sling/bullet (each), 3d8 sp (each) The group will lead by an additional individual who is the equivalent of a 3rd level fighter, has 24 hit points, is armed with a <i>short sword defender</i> .
13–15	4d4+4 gnomes	Gnome: AC 5; MV 60 ft; HD 1; HP 6; #AT 1; DAM 1d6, or by weapon; POS club (each), 6d4 gp (each) The group will lead by an additional individual who is the equivalent of a 3rd level fighter, has 18 hit points, and is armed with a +1 <i>short sword</i> , 2x <i>damage vs. reptilians</i> .
16–17	3d4×2 deep dwarfs*	Deep dwarf: AC 3; MV 60 ft; HD 2+1; HP 14; #AT 1; DAM 1d6, or by weapon; POS light war hammer (each), 2d4×4 gp (each) The group will lead by an additional individual who is the equivalent of a 5th level fighter, has 36 hit points, is armed with a <i>hammer of the dwarfs</i> .
18–19	2d6+3 aquatic (ocean) elves*	Elf, aquatic: AC 5; MV 30 ft / 150 ft swimming; HD 1+1; HP 8; #AT 1; DAM 1d8, or by weapon; POS trident (each), 1d6 pp (each) The group will lead by an additional individual who is the equivalent of a 5th level fighter, has 30 hit points, is armed with a +2 <i>trident</i> , +4 vs. <i>evil sea dwellers</i> , and protected by a necklace of shells which functions as a +2 <i>necklace of protection</i> . Only the leader will be speak in common. These ocean-dwelling demi-humans are desperately in need of salty sea water with which to moisten their skin. As a result, each is at one-half of their normal hit points indicated above. If able to submerge themselves in sea water for a minimum of 6 turns, they will be restored to full hit points. The elves will each continue to loose hit points at a rate 1 point per turn until such immersion in salt water can be applied.
20	2d6×3 dark elves*	Dark elf: AC 4; MV 120 ft (females 150 ft); HD 2; HP 14; #AT 2+; DAM 1d8, or by weapon; POS long sword and hand-held crossbow (each), 1d6×5 gp (each) The group will be led by an additional male who is the equivalent of a 5th level fighter, has 44 hit points, is armed with a <i>long sword vorpal blade</i> , and wears +2 <i>elfin chain mail</i> (AC 3). Further, the group will be lead by a female 8th level cleric. This leader is armed with a +2 <i>mace</i> , +4 vs. <i>elves</i> , and wears +4 <i>elfin chain mail</i> , and can employ the following clerical spells; first level: <i>command, cure light wounds, fear</i> second level: <i>hold person, resist fire, spiritual weapon</i> third level: <i>animate dead, continual dark, prayer</i> fourth level: <i>cause serious wounds, protection from good 10 ft radius</i> .

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details.

Demonic

D20	ENCOUNTER	NOTES
1–3	1d4+1 babau	Babau: AC -3; MV 150 ft; HD 7+14; HP 45; #AT 3; DAM 1d4+1/1d4+1/2d4, or by weapon (+7 strength bonus), some spell-like abilities; POS any large weapon (there's a 20% chance that any given weapon will have a 1-3 point magical bonus)
4–5	1–3 class A demons	Class A demon: AC 0; MV 120 ft / 180 ft flying; HD 8; HP 55; #AT 5; DAM 1d4/1d4/1d8/1d8/1d6; POS —
6–7	1 class B demon	Class B demon: AC -2; MV 60 ft / 120 ft hopping; HD 9; HP 65; #AT 3; DAM 1–3/1–3/4d4; POS —
8–9	1 class C demon	Class C demon: AC -4; MV 120 ft; HD 10; HP 70; #AT 5; DAM 2d6/2d6/1–3/1–3/1d4+1; POS —
10–14	1 demoniac (roll d6 to determine properties; GM's should consult the creature description in the OSRC SRD to provide a physical description for the players; class-based demoniacs will be on a mission on behalf of their demonic parent)	(1–2) Demoniac: AC -3; MV 150 ft; HD 7; HP 40; #AT 2; DAM by weapon plus strength bonus; POS +3 plate mail, festering blade (scimitar) [†] , 45 pp; Str 19; Dex 16; Int 9; Wis 9 (3) Demoniac (cleric, 6th lvl): AC 2; MV 150 ft; HD 7; HP 36; #AT 2; DAM by weapon plus strength bonus; POS plate armour, heavy mace, 60 pp; Str 17; Dex 18; Int 11; Wis 16; Spells first level: <i>cause light wounds, detect good, protection from good</i> second level: <i>augury, chant, silence 15 ft radius</i> third level: <i>cause blindness, cause disease</i> (4) Demoniac (magic-user, 5th lvl): AC 4; MV 150 ft; HD 7; HP 40; #AT 2; DAM by weapon plus strength bonus; POS dagger, illumination staff [†] , bracers of armour +6, 25 pp; Str 18; Dex 17; Int 16; Wis 10; Spells first level: <i>enlarge, magic missile, shocking grasp, spider climb</i> second level: <i>invisibility, scare</i> third level: <i>acid reflux*</i> (5) Demoniac (thief, 7th lvl): AC 6; MV 150 ft; HD 7; HP 40; #AT 2; DAM by weapon plus strength bonus; POS +1 short sword, +2 vs good (alignments), 55 gp; Str 17; Dex 20; Int 14; Wis 14 (6) Demoniac (assassin, 6th lvl): AC 5; MV 150 ft; HD 7; HP 40; #AT 2; DAM by weapon plus strength bonus; POS skin mail ring [†] , humanity slayer dagger [†] , 35 pp; Str 17; Dex 20; Int 14; Wis 14
15	3d6+2 dretch	Dretch: AC 2; MV 90 ft; HD 4; HP 28; #AT 3; DAM 1d4/1d4/1d4+1, plus some spell-like abilities; POS —
16	1–3 ekivu	Ekivu: AC -1; MV 50 ft / 210 ft flying; HD 7+2; HP 48; #AT 3; DAM 2d4/2d4/1d4, plus droning causes coma, some spell-like abilities; POS —
17–19	4d4×2 kullule	Kullule: AC 7; MV 30 ft; HD 1; HP 8; #AT 3; DAM 1–2/1–2/1d4; POS —
20	1 succubus	Succubus: AC 0; MV 120 ft / 180 ft flying; HD 6; HP 40; #AT 2; DAM 1–3/1–3, plus energy drain, some spell-like abilities; POS —

[†] Refer to the appendix NEW MAGIC for details.

Dinosaur

D20	ENCOUNTER	NOTES
1–2	1–3 albertosauri	Albertosaurus (tyrannosaurid): AC 7; MV 150 ft; HD 8; HP 60; #AT 1; DAM 2d6; POS —
3	1 tyrannosaurus	Tyrannosaurus (tyrannosaurid): AC 5; MV 150 ft; HD 20; HP 100; #AT 1; DAM 3d10; POS —
4	3d4 saurolophi	Sauroplophus (hadrosaurid): AC 7; MV 150 ft; HD 8; HP 48; #AT 1; DAM 1d8; POS —
5	3d8 telmatosauri	Telmatosaurus (hadrosaurid): AC 9; MV 150 ft; HD 4; HP 26; #AT 1; DAM 1d6; POS —
6	1d4+4 brachiosauri	Brachiosaurus (sauropod): AC 7; MV 90 ft; HD 36; HP 220; #AT 1; DAM 1d12, plus trample; POS —
7	1–3+1 dicerati	Diceratops (ceratopsian): AC 3/7; MV 120 ft; HD 8; HP 54; #AT 1; DAM 1d10, plus stomp (2d6); POS —
8	1d6+4 triceratops	Triceratops (ceratopsian): AC 3/7; MV 120 ft; HD 16; HP 90; #AT 1; DAM 3d6, plus stomp (2d6); POS —
9–11	1d4+1 stegosauri	Stegosaurus (other dinosaur I): AC 3; MV 60 ft; HD 10; HP 70; #AT 1; DAM 2d8; POS —
12–16	3d4 velociraptors	Velociraptor (other dinosaur I): AC 6; MV 150 ft; HD 6; HP 40; #AT 1; DAM 3d4; POS —
17–20	8d4 compsognathi	Compsognathus (other dinosaur II): AC 7; MV 180 ft; HD 1+2; HP 8; #AT 1; DAM 1d6; POS —

Dragon

D20	ENCOUNTER	NOTES
1–7	1 chromatic dragon [†]	(01–20) Black: AC 3; MV 120 ft / 240 ft flying; HD 7; HP 35; #AT 3; DAM 1d4/1d4/3d6, plus breath weapon; POS — (21–40) Blue: AC 2; MV 90 ft / 240 ft flying; HD 9; HP 45; #AT 3; DAM 1d6/1d6/3d8, plus breath weapon; POS — (41–60) Green: AC 2; MV 90 ft / 240 ft flying; HD 8; HP 40; #AT 3; DAM 1d6/1d6/2d10, plus breath weapon; POS — (61–80) Red: AC -1; MV 90 ft / 240 ft flying; HD 10; HP 50; #AT 3; DAM 1d8/1d8/3d10, plus breath weapon; POS — (81–00) White: AC 3; MV 120 ft / 300 ft flying; HD 6; HP 30; #AT 3; DAM 1d4/1d4/2d8, plus breath weapon; POS —
8–12	1 metallic dragon [†]	(01–20) Brass: AC 3; MV 120 ft / 240 ft flying; HD 7; HP 35; #AT 3; DAM 1d4/1d4/4d4, plus breath weapon; POS — (21–40) Bronze: AC 2; MV 90 ft / 240 ft flying; HD 9; HP 45; #AT 3; DAM 1d6/1d6/4d6, plus breath weapon; POS — (41–60) Copper: AC 1; MV 90 ft / 240 ft flying; HD 8; HP 40; #AT 3; DAM 1d4/1d4/3d6+2, plus breath weapon; POS — (61–80) Gold: AC -2; MV 120 ft / 240 ft flying; HD 11; HP 55; #AT 3; DAM 1d8/1d8/6d6, plus breath weapon; POS — (81–00) Silver: AC -1; MV 90 ft / 240 ft flying; HD 10; HP 50; #AT 3; DAM 1d6/1d6/5d6, plus breath weapon; POS —
13–16	1 dracolisk	(01–85) Dracolisk: AC 3; MV 90 ft / 150 ft flying; HD 7+3; HP 52; #AT 3; DAM 1d6/1d6/3d4, plus gaze and breath weapon; POS — (86–00) Garnet dracolisk*: AC 4; MV 90 ft; HD 6+3; HP 44; #AT 3; DAM 1d6/1d6/3d4, plus gaze and breath weapon; POS —

Dragon (continued)

D20	ENCOUNTER	NOTES
17–20	1 mineral dragon*†	(01–18) Bittersalt : AC 7; MV 90 ft / 30 ft burrowing; HD 5+1; HP 25; #AT 3; DAM 1d4/1d4/3d4, plus breath weapon; POS — (19–36) Dogtooth : AC 4; MV 60 ft / 40 ft burrowing; HD 7+1; HP 35; #AT 3; DAM 1d6/1d6/2d6, plus breath weapon; POS — (37–54) Loadstone : AC 3; MV 90 ft / 40 ft burrowing; HD 8+1; HP 40; #AT 3; DAM 1d6/1d6/3d6, plus breath weapon; POS — (55–72) Pyrite : AC 4; MV 90 ft / 60 ft burrowing; HD 6+1; HP 30; #AT 3; DAM 1d4/1d4/3d4, plus breath weapon; POS — (73–94) Sulphur : AC 5; MV 60 ft / 180 ft fly / 40 ft burrow; HD 6+1; HP 30; #AT 3; DAM 1d4/1d4/3d4, plus breath weapon; POS — (95–00) Uraninite : AC 7; MV 90 ft / 40 ft burrowing; HD 6+1; HP 30; #AT 3; DAM 1d4/1d4/2d5, plus breath weapon; POS —

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details.

† All chromatic and metallic dragons are assumed to have 5 hit points per die, 50% will use magic as a 3rd level magic-user, and will always be capable of speech.

‡ All mineral dragons are assumed to be of the 'Adult' age category, and will always be capable of speech.

Elemental

D4	ENCOUNTER	NOTES
1	1 air elemental	Elemental, Air : AC 2; MV 360 ft flying; HD 8; HP 58; #AT 1; DAM 2d10, plus whirlwind; POS —
2	1 earth elemental	Elemental, Earth : AC 2; MV 60 ft; HD 8; HP 58; #AT 1; DAM 4d8; POS —
3	1 fire elemental	Elemental, Fire : AC 2; MV 120 ft; HD 8; HP 58; #AT 1; DAM 3d8; POS —
4	1 water elemental	Elemental, Water : AC 2; MV 60 ft / 180 ft swimming; HD 8; HP 58; #AT 1; DAM 5d6; POS —

Fantastic

D00	ENCOUNTER	NOTES
01–05	2d6 copper dragon hordlings‡	Dragon hordling, copper : AC 3; MV 60 ft / 90 ft flying; HD 4+1; HP 28; #AT 3, or by weapon; DAM 1–3/1–3/1d4, or by weapon type; POS scimitar each
06–15	2d4+1 minotaurs	Minotaur : AC 6; MV 120 ft; HD 6+3; HP 48; #AT 2, or by weapon; DAM 2d4/1d4, or by weapon type; POS battle axe each The minotaurs will be lead by an additional minotaur titan . Minotaur titan : AC 4; MV 120 ft; HD 8+1; HP 52; #AT 2, or by weapon; DAM 2d6/1d6, or by weapon type; POS halberd
16–18	1d4+5 tarantulamon*	Tarantulamon (drone) : AC 7(3); MV 120 ft / 30 ft burrowing; HD 3; HP 18; #AT 3, or by weapon; DAM 1d4/1d4/1–3, plus poison, or by weapon type; POS short sword each The drones will be lead by an additional tarantulamon king . Tarantulamon (king) : AC 4(0); MV 160 ft / 40 ft burrowing; HD 5; HP 34; #AT 3, or by weapon; DAM 1d6/1d6/1d4+1, plus poison, or by weapon type; POS +2 two-handed sword
19–22	1–3 annis	Annis : AC 0; MV 150 ft; HD 9; HP 58; #AT 3; DAM 1d8+8/1d8+8/1d8+1; POS —
23–27	2–4 chimæra	Chimæra : AC 4; MV 90 ft / 180 ft flying; HD 9; HP 58; #AT 6; DAM 1–3/1–3/1d4/1d4/2d4/3d4, plus breath weapon; POS —
28–29	1 gorgimæra	Gorgimæra : AC 3; MV 120 ft / 150 ft flying; HD 10+1; HP 66; #AT 5; DAM 1–3/1–3/2d4/2d6/3d4, plus two breath weapons; POS —
30–32	2–4 couatl	Couatl : AC 5; MV 60 ft / 180 ft flying; HD 9; HP 60; #AT 2; DAM 1–3/2d4, plus poison and some spell-like abilities; POS —
33–37	2d6+6 crabmen	Crabman : AC 4; MV 90 ft / 60 ft swimming; HD 3; HP 16; #AT 2; DAM 1d4/1d4; POS 3d8 sp each
38–43	2d4+2 dopplegängers	Dopplegänger : AC 5; MV 90 ft; HD 4; HP 28; #AT 1; DAM 1d12, plus stealth and disguise; POS — GM's should consider the possibility that the creatures may appear in the disguised form of humans, demi-humans, humanoids or some other creature(s) .
44–45	1 lamia	Lamia : AC 3; MV 240 ft; HD 9; HP 62; #AT 1; DAM 1d4, plus some spell-like abilities; POS —
46–47	1–2 lammasu	Lammasu : AC 6; MV 120 ft / 240 ft flying; HD 7+7; HP 54; #AT 2; DAM 1d6+1/1d6+1, plus some spell-like abilities; POS —
48–50	1–2 medusae	Medusa : AC 5; MV 90 ft; HD 6+1; HP 40; #AT 1; DAM 1d6, plus poison and petrifaction; POS —
51–53	1–2 nagas (roll 1d6 for type)	(1–2) Naga, guardian : AC 3; MV 150 ft; HD 11; HP 72; #AT 2; DAM 1d6/2d8, plus poison and spell use; POS — (3–4) Naga, spirit : AC 4; MV 120 ft; HD 9; HP 60; #AT 1; DAM 1–3, plus charm and spell use; POS — (5–6) Naga, water : AC 5; MV 90 ft / 180 ft swimming; HD 7; HP 48; #AT 1; DAM 1d4, plus poison and spell use; POS —
54–58	4d6+6 nilbogs	Nilbog : AC 6; MV 60 ft; HD 1–1; HP 5; #AT 1; DAM 1d6, or by weapon; POS —
59–62	2–3 owlbears	Owlbear : AC 5; MV 120 ft; HD 5+2; HP 38; #AT 3; DAM 1d6/1d6/1d4, plus hug; POS —
63–66	1–2 rakshasa	Raksasha : AC 4; MV 150 ft; HD 7; HP 44; #AT 3; DAM 1–3/1–3/1d4+1, plus spell use; POS —
67–71	5d4 shaugin	Shaugin (warrior) : AC 5; MV 120 ft / 240 ft swimming; HD 2+2; HP 15; #AT 1; DAM by weapon type; POS trident The warriors will be lead by an additional shaugin warchief . Shaugin (warchief) : AC 4; MV 120 ft / 240 ft swimming; HD 4+4; HP 28; #AT 1; DAM by weapon type; POS +2 trident
72–76	1–3 shambling mounds	Shambling mound : AC 0; MV 60 ft; HD 8; HP 58; #AT 2; DAM 2d8/2d8, plus suffocation; POS —
77–81	1–2 shedu	Shedu : AC 4; MV 120 ft / 240 ft flying; HD 9+9; HP 64; #AT 2; DAM 1d6/1d6, plus spell use; POS —

D00	ENCOUNTER	NOTES
82–90	1 sphinx (roll 1d4 for type)	(1) Androsphinx: AC -1; MV 180 ft / 240 ft flying; HD 10; HP 70; #AT 2; DAM 1d01+1/1d10+1, plus deafening roar; POS — (2) Criosphinx: AC -2; MV 160 ft / 240 ft flying; HD 9; HP 64; #AT 3; DAM 1d8/1d8/1d10, plus headbutt; POS — (3) Gynosphinx: AC 0; MV 150 ft / 240 ft flying; HD 7; HP 50; #AT 3; DAM 1d6/1d6/1d12, plus some spell-like abilities; POS — (4) Hieracosphinx: AC 0; MV 140 ft / 220 ft flying; HD 8; HP 58; #AT 3; DAM 1d8+1/1d8+1/1d8+1; POS —
91–93	1 titan	Titan: AC 2; MV 210 ft; HD 17; HP 100; #AT 1; DAM 7d6, plus some spell-like abilities; POS —
94–96	2–3 xorn	Xorn: AC -2; MV 90 ft; HD 7+7; HP 46; #AT 4; DAM 1–3/1–3/1d4, plus surprise; POS —
97–00	1d4+1 cinereo advena [‡] (gray aliens)	Cinereo Advena: AC 5; MV 60 ft; HD 1+1; HP 6; #AT 1; DAM by weapon type; POS technology devices (see below), 50 cp each Each of the creatures carries a small backpack which is their power source. Each alien also uses a flashlight, force shield (AC 5), light photon blaster, and a beam sword. Their backpacks are currently holding a full charge.

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details.

‡ Refer to the appendix **NEW CREATURES** for details.

Fey

D20	ENCOUNTER	NOTES
1–3	2d4+2 brownies	Brownie: AC 3; MV 120 ft; HD <1; HP 2; #AT 1; DAM 1–3, plus some spell-like abilities; POS —
4–6	2d6+1 centauri	Centaur: AC 5(4); MV 180 ft; HD 4; HP 28; #AT 2; DAM 1d6/1d6, or by weapon type; POS club (65%), or long bow (35%)
6–8	1d4+1 faun	Faun: AC 5; MV 180 ft; HD 5; HP 34; #AT 1; DAM 2d4, plus some spell-like abilities; POS magic pipes
9–11	1d6+4 leprechauns	Leprechaun: AC 8; MV 150 ft; HD <1; HP 4; #AT 0; DAM 0, plus some spell-like abilities; POS —
12–13	1d4+3 nixies	Nixie: AC 7; MV 60 ft / 120 ft swimming; HD <1; HP 3; #AT 1; DAM by weapon type; POS dagger and darts (4 each)
14–15	4d4+4 pixies	Pixie: AC 5; MV 60 ft / 120 ft flying; HD <1; HP 2; #AT 1; DAM by weapon type; POS dagger and small bow
16–17	2d4 quickling	Quickling: AC -3; MV 1,000 ft; HD 2; HP 10; #AT 3; DAM 1d4/1d4/1d4, plus some spell-like abilities; POS daggers (two each)
18–19	10d4 sprites	Sprite: AC 6; MV 90 ft / 180 ft flying; HD 1; HP 6; #AT 1; DAM by weapon type; POS dagger and small bow
20	1 unicorn	Unicorn: AC 2; MV 240 ft; HD 4+4; HP 30; #AT 3; DAM 1d6/1d6/1d12; POS horseshoes of the zephyr

Giant

D20	ENCOUNTER	NOTES
1–3	1–2+1 cyclopes	Cyclopes: AC 2; MV 150 ft; HD 13; HP 76; #AT 1; DAM 6d6 or 4d10; POS —
4	1–2 cloud giants	Giant, cloud: AC 2; MV 150 ft; HD 12+1d6+1; HP 90; #AT 1; DAM 6d6; POS —
5	1–2 fire giants	Giant, fire: AC 3; MV 120 ft; HD 11+1d4+1; HP 80; #AT 1; DAM 5d6; POS —
6	1–2 frost giants	Giant, frost: AC 4; MV 120 ft; HD 10+1d4; HP 75; #AT 1; DAM 4d6; POS —
7–8	1d6+2 hill giants	Giant, hill: AC 4; MV 120 ft; HD 8+1–2; HP 64; #AT 1; DAM 2d8; POS —
9–10	1d4+1 stone giants	Giant, stone: AC 0; MV 120 ft; HD 9+1d4; HP 70; #AT 1; DAM 3d6; POS —
11	1 storm giant	Giant, storm: AC 1; MV 150 ft; HD 15+1d6+1; HP 110; #AT 1; DAM 7d6; POS —
12	1–2 ettins	Ettin: AC 3; MV 120 ft; HD 10; HP 64; #AT 2; DAM 2d8/3d6; POS —
13–15	2d4+2 ogres	Ogre: AC 5; MV 90 ft; HD 4+1; HP 28; #AT 1; DAM 1d10, or by weapon; POS —
16–17	1–2 ogre magi	Ogre Magi: AC 4; MV 90 ft / 150 ft flying; HD 5+2; HP 36; #AT 1; DAM 1d12, or by weapon, plus some spell-like abilities; POS scimitar
18–20	1–3 trolls (roll 1d8 to determine type)	(1–3) Troll: AC 4; MV 120 ft; HD 6+6; HP 48; #AT 3; DAM 1d4+4/1d4+4/1d6; POS — (4–5) Troll, Giant: AC 4; MV 120 ft; HD 8; HP 58; #AT 1; DAM 2d8; POS — (6) Troll, Giant Two-Headed: AC 4; MV 120 ft; HD 10; HP 72; #AT 4; DAM 1d6/1d6/1d10/1d10; POS — (7) Troll, Ice: AC 8; MV 90 ft; HD 2; HP 16; #AT 2; DAM 1d8/1d8; POS — (8) Troll, Spectral: AC 2; MV 150 ft; HD 5+5; HP 40; #AT 3; DAM 1d6/1d6/1–3; POS —

Heat-Using (else heat-dwelling)

D12	ENCOUNTER	NOTES
1–2	3d4 hell hounds	Hell hound: AC 4; MV 120 ft; HD 6; HP 40; #AT 1; DAM 1d10, plus breath weapon; POS —
3–4	1 black knight, plus nightmare	Black knight (human): AC 0; MV 90 ft; HD 7th lvl fighter/cleric; HP 48; #AT 1; DAM by weapon type; POS broad sword nine lives stealer, +2 plate armor; Str 18.50; Dex 16; Con 17; Int 16; Wis 16; Cha 18; Spells first level: cure light wounds, detect good, detect magic, purify food and drink second level: hold person, know alignment, speak with animals third level: cure disease, prayer fourth level: cure serious wounds Nightmare: AC -4; MV 150 ft / 360 ft flying; HD 6+6; HP 44; #AT 3; DAM 1d6+4/1d6+4/2d4, plus burning hooves; POS — Though thoroughly evil at heart, the black knight nonetheless has a code of honor as deep as that of the most dedicated paladin. This code (which has more than 100 rules to guide his treatment of friend and foe alike)—more to elevate his stature as a black knight than out of any sense of chivalry—will not allow him to attack an unarmed enemy. However, his code also dictates that he leave no enemy behind alive. The knight has been known to heal an enemy, so that his opponent could be considered a worthy opponent. The knight's weapons and armor are all of blackened steel, and he uses the nightmare as his steed.

Heat-Using (continued)

D12	ENCOUNTER	NOTES
5–6	1 fire elemental	Elemental, Fire: AC 2; MV 120 ft; HD 8; HP 58; #AT 1; DAM 3d8; POS —
7–8	1d6+10 lava dwarfs [‡]	Dwarf, lava: AC 6; MV 60 ft; HD 2; HP 14; #AT 1; DAM 1d8, or by weapon; POS morning star (each) There will be an additional cleric who is the leader, and who is accompanied by a 3rd level fighter (bodyguard). Dwarf, lava (3rd lvl fighter): AC 6; MV 60 ft; HD 3; HP 22; #AT 1; DAM 1d8, or by weapon; POS +1 heavy mace Dwarf, lava (4th lvl cleric): AC 6; MV 60 ft; HD 2; HP 14; #AT 1; DAM 1d8, or by weapon; POS heavy mace; Spells first level: <i>bless</i> , <i>cure light wounds</i> , <i>resist cold</i> second level: <i>chant</i> , <i>spiritual weapon</i>
9–10	2–4 mephits (roll 1d4 to determine type)	(1) Fire mephit: AC 5; MV 120 ft / 240 ft flying; #AT 2; DAM 1–3/1–3, plus breath weapon; POS — (2) Lava mephit: AC 6; MV 120 ft / 240 ft flying; #AT 2; DAM 1+1d8 heat damage, plus breath weapon; POS — (3) Smoke mephit: AC 4; MV 120 ft / 240 ft flying; #AT 2; DAM 1–2/1–2, plus breath weapon; POS — (4) Steam mephit: AC 7; MV 120 ft / 240 ft flying; #AT 2; DAM 1d4/1d4, plus breath weapon; POS —
11	2–3 salamanders	Salamander: AC 5/3; MV 90 ft; HD 7+7; HP 48; #AT 1; DAM 1d6, plus heat damage (1d6); POS spear each
12	1 afreet	Afreet: AC 2; MV 90 ft / 240 ft flying; HD 10; HP 70; #AT 1; DAM 3d8, plus some spell-like abilities; POS —

[‡] Refer to the appendix **NEW CREATURES** for details.

Humanoid

D20	ENCOUNTER	NOTES
1	10d4 batracian and witch doctor	Batrachian: AC 6; MV 30 ft hop / 150 ft swimming; HD 1; HP 7; #AT 1; DAM by weapon type, plus hop; POS spear (25% will be poisoned) and shield Batrachian witch doctor: AC 6; MV 30 ft hop / 150 ft swimming; HD 4; HP 24; #AT 1; DAM by weapon type, plus hop and spell casting; POS staff; Spells first level: <i>affect normal fires</i> , <i>push</i> , <i>shield</i> second level: <i>invisibility</i> , <i>scare</i>
2–3	6d4 bugbears	Bugbear: AC 5; MV 90 ft; HD 3+1; HP 18; #AT 1; DAM by weapon type; POS mace (25%), light war hammer (25%), morning star (25%), broad sword (25%), in addition 50% of the total will carry light cross bows, 3d4 sp each Bugbear captain: AC 4; MV 120 ft; HD 5+2; HP 38; #AT 1; DAM by weapon type; POS banded armor, +2 broadsword, 45 gp
4	10d4 cavemen	Caveman: AC 8; MV 120 ft; HD 2; HP 14; #AT 1; DAM by weapon type; POS club
5	10d6 gnolls	Gnoll: AC 5; MV 90 ft; HD 2; HP 14; #AT 1; DAM 2d4, or by weapon type; POS broad sword, 2d4 sp Flind: AC 5; MV 120 ft; HD 2+3; HP 20; #AT 1; DAM 2d4, or by weapon type, plus disarm; POS flindbar
6–8	20d4 goblins	Goblin: AC 6; MV 60 ft; HD 1-1; HP 6; #AT 1; DAM 1d6, or by weapon type; POS mace each
9	10d4 grimlocks	Grimlock: AC 5; MV 120 ft; HD 2; HP 14; #AT 1d6, or by weapon type; DAM to come; POS hand axe (50%), or club (50%)
10–11	5d8 hobgoblins	Hobgoblin: AC 5; MV 90 ft; HD 1+1; HP 8; #AT 1; DAM 1d8, or by weapon type; POS broad sword (35%), mace and dagger (35%), morning star (25%), or two-handed sword (5%)
12	10d8 kobolds	Kobold: AC 7; MV 60 ft; HD <1; HP 3; #AT 1; DAM 1d4, or by weapon; POS short sword (30%), light mace (30%), club (40%)
13	6d4 lizard men	Lizard Man: AC 5; MV 60 ft / 120 ft swimming; HD 2+1; HP 15; #AT 3; DAM 1–2/1–2/1d8; POS —
14–16	10d4 orcs	Orc: AC 6; MV 90 ft; HD 1; HP 7; #AT 1; DAM 1d8, or by weapon; POS scimitar (75%), scimitar and light crossbow (25%) The orc war band is lead by a witch doctor (lvl 4). Orc witch doctor: AC 6; MV 90 ft; HD 1; HP 6; #AT 1; DAM 1d6, or by weapon; POS +3 club; Spells <i>affect normal fires</i> , <i>push</i> , <i>shield</i> , <i>invisibility</i> , <i>scare</i>
17	5d8 troglodytes	Troglodyte: AC 5; MV 120 ft; HD 2; HP 12; #AT 3; DAM 1–3/1–3/1d4+1, or by weapon, plus repulsive odor; POS spear (50%) Troglodyte war chief: AC 5; MV 120 ft; HD 4; HP 28; #AT 3; DAM 1–3/1–3/1d4+1, or by weapon, plus repulsive odor; POS +1 spear
18–20	10d4 men [‡] (roll 1d4 for type)	(1) Bandit: AC 7; MV 120 ft; HD <1; HP 6; #AT 1; DAM by weapon type; POS studded leather armor, long sword, short bow, 1d4 gp each (2) Berserker: AC 7; MV 120 ft; HD <1; HP 7; #AT 1 (or 2); DAM by weapon type; POS broad sword and light crossbow, 3d12 sp each (3) Dervish: AC 9; MV 120 ft; HD <1; HP 6; #AT 1; DAM by weapon type; POS padded armor, scimitar, light crossbow, 3d12 sp each (4) Pilgrim: AC 10; MV 120 ft; HD <1; HP 6; #AT 1; DAM by weapon type; POS short sword, long bow, 2d8 sp each

[‡] Where the general alignment of the party is aligned with the general alignment of the humans encountered, there is a 35% chance that 1d6 of the humans will agree to accompany the party on its adventures, if offered, and adequate compensation offered.

Lycan

D20	ENCOUNTER	NOTES
1–2	4d4 werebats*	Werebat: AC 7; MV 90 ft / 140 ft flying; HD 3+1; HP 20; #AT 1; DAM 1d6 (sword); POS —
3–5	1–3 werebears	Werebear: AC 2; MV 120 ft; HD 7+3; HP 50; #AT 3; DAM 1–3/1–3/2d4, plus hug (2d8); POS —
6–8	2d4+1 wereboars	Wereboar: AC 4; MV 120 ft; HD 5+2; HP 35; #AT 1; DAM 2d6; POS —
9–11	2d4+2 werebulls*	Werebull: AC 7; MV 90 ft; HD 4+3; HP 28; #AT 2; DAM 1d4/1d4, or by weapon type; POS —
12–15	3d6 wererats	Wererat: AC 6; MV 120 ft; HD 3+1; HP 20; #AT 1; DAM 1d8, plus surprise; POS —
16–17	1d4+1 weretigers	Weretiger: AC 3; MV 120 ft; HD 6+2; HP 48; #AT 3; DAM 1d4/1d4/1d12, plus raking (1d4+1/1d4+1)
18–20	2d8 werewolves	Werewolf: AC 5; MV 150 ft; HD 4+3; HP 30; #AT 1; DAM 2d4, plus surprise; POS —

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details.

Undead

D20	ENCOUNTER	NOTES
1	1 banshee	Banshee: AC 0; MV 150 ft; HD 7; HP 48; #AT 1; DAM 1d8, plus wail; POS —
2–4	1d4+2 ghosts	Ghost: AC 4; MV 150 ft; HD 4; HP 26; #AT 3; DAM 1d4/1d4/1d8, plus paralysation and stench; POS —
5	1 ghost	Ghost: AC 0; MV 90 ft hovering; HD 10+4; HP 65; #AT 1; DAM whither and magic jar; POS —
6–8	4d6 ghouls	Ghoul: AC 6; MV 90 ft loping; HD 2; HP 14; #AT 3; DAM 1–3/1–3/1d6, plus paralysation; POS —
9–10	2d10 shadows	Shadow: AC 7; MV 120 ft; HD 3+1; HP 20; #AT 1; DAM 1d6, plus ability drain; POS —
11–14	1d10+10 skeletons	Skeleton: AC 7; MV 120 ft; HD 1; HP 6; #AT 1; DAM 1d6; POS scimitar each
15	1 vampire	Vampire: AC 1; MV 120 ft / 180 ft flying; HD 8+3; HP 54; #AT 1; DAM 1d6+4, plus energy drain; POS — There is a 50% probability that the vampire will be accompanied by 2d4 dire wolves. Dire wolf: AC 6; MV 180 ft; HD 3+3; HP 18; #AT 1; DAM 2d4; POS —
16	2–3 wights	Wight: AC 5; MV 120 ft; HD 4+3; HP 24; #AT 1; DAM 1d4, plus level drain
17–19	3d4 zombies (roll 1d8 for type, double the number encountered if type 'normal' or 'feral' results)	(1–4) Zombie, normal: AC 8; MV 60 ft; HD 2; HP 14; #AT 1; DAM 1d8; POS — (5) Zombie, monster: AC 6; MV 90 ft; HD 6; HP 42; #AT 1; DAM 2d8; POS — (6) Zombie, juju: AC 6; MV 90 ft; HD 3+12; HP 28; #AT 1; DAM 2d6+1; POS — (7–8) Zombie, feral[†]: AC 8; MV 60 ft; HD 1+4 (head) / 8+1 (body); HP 10 (head) / 54 (body); #AT 3; DAM 1–3/1–3/1d4; POS —
20	1 skeletal noble*	Skeletal noble: AC 0; MV 90 ft; HD 9+2; HP 65; #AT 1; DAM 2d6, plus fear; POS —

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details.

† Refer to the appendix **NEW CREATURES** for details.

ELISTARN THE ELDER

Creator of the Door of Infinite Portals, Elistarn the Elder is himself a product of the elder days; birthed at a time when the world was in turmoil and under threat of destruction due to the struggles between mortals and dragons and the gods themselves. The Door he created as a means to easily travel between realities. However, control was wrested from him when he was forced against his will to slay a trusted compatriot. Since that day, Elistarn has spent his time trying in vain to bring the Door and the Chamber of Keys back under his control.

If questioned about the Door, Elistarn will explain that it exists in multiple heres-and-nows at the same time. So in order to control the Door, he must discover a means of gathering all the occurrences of the Door together in one place. But as there are walsys creatures seeking to return to their place of origin, it has so far proved to be an impossible task.

But what the party does not realize is Elistarn's plans which involve finding each group attempting to escape the Door, and kill them so that they no longer use the keys from within the Chamber of Keys to whisk the Door to unknown planes of existance. Once he has successfully slain all creatures using the Door, he can then bring all occurrences of the Door into a single location, and thereby restore it to a single entity, bring it once more within his ability to control.

Elistarn is no longer counted among mortal races, for he transcended those bonds a milenia of a milenia in the dim past. However, is most commonly described as an old man, but still brimming with vitality and a keen awareness of those encounters. Because his concern is focused only on the Door, he will make no secret of his plan as it pertains to the party. At his first reasonable opportunity, yet without cruelty, he will slay first any bards in the area, followed by those capable of spell casting, then men-at-arms and finally dealing with thieves and the like. If Elistarn is reduced to fewer than 20 hp, he will teleport away. If he is reduced to 0 hp, his body will dematerialize, becoming a whisp of smokey vapour that vanished on the wind. In either scenario, he will return again in 1 year's time, and seek retribution against the party, even enlisting otherworldly aid to do so.

If the party promises to assist Elistarn in his mission—to seek and destroy all who would use the Door, no matter the reason—he will spare them but will bind them to that promise until the goal is completed.

Name:	Elistarn the Elder
Race / Sex:	Unknown (likely once human) / Male
Class / Align.:	Magic User / Neutral
EXP / Level:	2,500,000 / 16
Hit Points:	70
Attributes:	STR 10, DEX 14, CON 16, INT 18, WIS 16, CHA 12
Armor Class:	0
Armor:	<i>bracers of armor AC 0</i>
Weapon:	<i>staff of power</i> (50 charges)
Spells:	first level; <i>charm person, detect magic, identify, mending, unseen servant, read magic, write</i> second level; <i>detect invisibility, invisibility, knock, scare, wizard lock</i> third level; <i>blink, dispel magic, fireball, hold person, tongues</i> fourth level; <i>dimension door, fear, minor globe of invulnerability, wizard eye</i> fifth level; <i>animate dead, feeblemind, monster summoning III, teleport</i> sixth level; <i>anti-magic shell, death spell, reincarnation</i> seventh level; <i>instant summons, power word stun</i> eighth level; <i>trap the soul</i>

CREATION OF THE DOOR I (page 1)

Within the Usherwood campaign setting, this legend states that the Door was created by Tau as a means to bring the race of Man into the world of Besh.

Tau is the First God, and Creator of All in the Usherwood Adventures setting, and giver of life to the race of Men (not to be confused with the human race, which is a separate thing altogether) who were the first sentient beings on the world of Besh (refer to the appendix **A BRIEF HISTORY OF THE SARNGOCH PEOPLES AND THE TOWER OF MYSTERIES** for more information).

CREATION OF THE DOOR II (page 2)

During the *Kahl'drago Karg*, the Door was manifest by a sarngoch of immense power, known as *Elistarn the Elder*. Elistarn sided with the gold dragons and the forces of Law during the course of the war. He created the Door to allow the lawful troops of the gold dragons to travel quickly to wherever they might be needed. It was also used by Elistarn to appear before the gold dragon leaders in order to receive and relay commands and details of the war. The story goes on to say that the magic of the Door became corrupted when a powerful spy of the forces of Chaos entered therein. The corruption created by the creature's chaotic influence enabled the Door to escape the powerful magics of Elistarn; becoming itself chaotic and unpredictable. In his attempt to restore the Door, Elistarn vanished through the portal, and was never heard from again.

It is thought that whenever the Door has reappeared throughout history, that it is in fact Elistarn trying to return from whatever plane or dimension the Door had teleported him to.

Kahl'drago Karg was the first of three wars between the Gods, the dragons, and the mortal races. The sarngoch are a race of magic-wielding beings, descended from the original race of Man. The evil dragon hordlings also appeared during this time, and were a twisted breeding of dragon and human, demi-human, or humanoid.

THE HEAVEN STONE (page 4)

The stone was recovered by a sarngoch wizard. This sarngoch believed the stone held mystical properties gifted by the gods. And so to house the stone, he built a tower to protect it, and therein a temple to worship its creator. The existence of the wizard's stone is not disputed, since records of its description and properties can be found in many disparate societies. However, the existence of the tower he built to house the Stone has never been confirmed by any creature of mortal race.

THE TOWER TEMPLES (page 20)

The temples represent a physical embodiment of each of the ten sarngoch tribes. No matter where or how the party encounters the Tower, these ten temples will always be present.

GM's may wish to record notes as to the party's actions with and around the ten temples, as this may have benign or sinister ramifications in later adventures.

PADRAIG KOS'RUTTECH (page 26)

This NPC is a powerful sarngoch mage/cleric who will come into play in each of the adventures contained within the **TOWER OF MYSTERIES** campaign. The party's interactions with Padraig here will affect how he regards the party in later encounters.

IRON RINGS OF THE HEAVEN STONE (page 27)

Centuries ago, ten rings appeared among the sarngoch tribes; one to each tribe. These rings, created by the gods themselves, were gifts to powerful sarngoch mages. Upon accepting the gift, the sarngoch became immediately aware of the Heaven Stone's place within the Tower of Mysteries, and of its purpose there.

They also became immediately aware of all knowledge collected by the Gods since the creation of Jakkob, The Second (refer to **A BRIEF HISTORY OF THE SARNGOCH PEOPLES AND THE TOWER OF MYSTERIES** hereafter).

Several of the ring bearers were burned and destroyed by the knowledge they gained. These mages became martyrs among their people, and the rings that destroyed them were hidden deep in secret places so that the magics believed to be contained within them could not return to destroy the tribe.

However, a few of the sarngoch mages managed to master their ring, and it is known among them that four rings survived among the tribes for century upon century. And they persisted, being handed down along bloodlines.

Each ring is an artifact of its tribe. As such, each ring will possess unique minor and/or major benign powers as well as unique major and/or minor sinister effects according to the tables found in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**, within the section entitled **UNIQUE PROPERTIES OF MAGICAL ARTIFACTS**.

The primary power of each ring will increase the bearer's intelligence to God-like status immediately upon placing the ring on his finger. Characters doing so must make a saving throw versus Death at -10 or be consumed and destroyed forever.

Also, the rings give the wearer the ability to travel instantly as the magic user spells *teleport* or *gate*, assuming the wearer is able to voice the proper command words. Wearers who do not know the proper command words while attempting to make use of the ring, will be whisked instantaneously to a randomly determined locale anywhere on the Prime Material Plane, or any other Plane of existence. In order to return, the wearer must be able to discover and voice the proper command words.

One of the rings worn by Padraig Kos'ruttech is a Heaven Stone iron ring. This ring is worn on the finger nearest the pinky on his right hand.

DAR KUAZ DE OMANTHRID (page 28)

From the history of Besh; D.K. 1 through D.K. 8,869

A great center of hhu'mahni learning did rise under the guidance of a wise and gracious host upon the Plains of Parad'ye. Under the watchful eye of its king, the host of the Omanthrid del Rhin did amass a vast store of knowledge, for they prized the written word beyond all other treasures. Scribes did search each caravan into the Golden Kingdom for all manner of tome and parchment. And each that was discovered was painstakingly copied by an army of monks. And once copied, the original was graciously returned to its rightful owner.

But hubris is ever the companion of learning, where wisdom does not prevail. As so it was that the kings of Omanthrid del Rhin did fall into the ways of the miser. But these kings did not horde gold and treasure, for ever did the thirst for greater knowledge gnaw at their ego. And to ever greater risk did these kings of men go to acquire knowledge. Until at last their pursuits upon mortal lands would no longer slack their thirst. And a last king of the Omanthrid del Rhin did amass a great host. And before this host he placed a man of the greatest learning, and he held much magic, and power. And this magician, for he was not of the sarngoch peoples, did in fact open a portal into another Place and Time. And his task it was to return to Omanthrid del Rhin with learnings beyond this world.

And the young king, whose name is remembered only as Jervais the Black, did wait for many long years for the magician and his host to return.

Upon a moonless night in the depths of winter did the magician return. And he came alone, and as a being ancient beyond the counting of mortal years, wild eyed and insane he seemed. And into the hands of Jervais did he place a large volume. The book, though none bore witness to the exchange, is recalled by the following description;

...the dimensions of the book is 4 hands tall by 3 hands wide, and filled with many sheaves until its thickness equals its width. The covers are bound in dark hide, and is covered in dark patches, as of dried blood. And there remain tufts of the bristling hair of the wretched creature from which the skin was shorn. It is bound in iron, and fastened and locked with great claws of blackened steel...

Upon delivering the book unto Jervais, the old magician did at last succumb, for he wailed as if struck by some unimaginable horror, and ran from the chamber into the night. Though never seen again by mortal eyes, ever after did folk tell tales of the magician's cries of terror upon a moonless midnight.

It was many long days before Jervais dared to open the book, for even to lay his hand upon the leather-bound volume caused a shiver of fear to race through the old king's blood. But upon a full moon did Jervais the Black at last dismiss his caution, as he opened the lock upon the book. But the knowledge within did burn the king wickedly, and the writings upon its pages did

burst forth with violence and evil. And before the next rising of the sun was the kingdom, and all the lands about, laid waste. And the Plains of Parad'ye were shattered. And the Peninsula of Parad'ye was at that time sundered, and a great island was thus created, and was named Parad'ye Isle. And the Isle was separated forever more from Vermé by the great ocean. And upon that great island, the ancient elven kingdom of Kahl'vaed was lost to mortal history, and its fate is not here recorded. And the lands of the Plains of Parad'ye became naught but a thousand fold of broken desert islands. And these came to be called the Omanthrid Archipelago.

Legend of the evil book's demise did reach across the years and across all the lands. And ever did the forces of good try to recover it to destroy it, and ever did the forces of evil attempt to find it, to unleash its horrible power.

And into such a quest did a young paladin by the name of Jonas the Lawful cross the lands from north to south, and east to west. The paladin's travels carried him through many trials, and won him great renown throughout all the lands. And in many places, his feats and legend still exist as great accounts and high acclaim.

Upon a day, it came that Jonas happened across a large cavern, and a sense of evil and forboding overcame the paladin causing him verily to swoon, and into the dark cavern he entered. And therein the paladin happened across not the evil book, but a sleeping dragon, and she was a fiery red drake and daughter of Zineblix. The drake's name was Khurigheeri the Ruby, and she was a favored child of her god for all her strength and majesty.

But it was the evil and chaotic nature of the dragon that drew Jonas to the deepest chambers of the dragon's lair. And therein, Jonas encountered the slumbering drake. And with a prayer to Avitori, Jonas drew his weapon — a great bastard sword named Ravankaval — and Jonas plunged the blade deep into Khurigheeri's skull. The dragon died without even the knowledge of the paladin's presence.

The slaying of Khurigheeri awoke the dragon's sisters and brothers across all the continent. And they arose to wreck vengeance upon the hhu'mahni lands. And thus did Jonas through his intentions to destroy evil, set into motion events that would begin the Second Dragon War upon Vermé. And to the woe of all the people, the evil book dar Kuaz de Omanthrid remained beyond reach and absolution.

THE LORDS OF THE KOS'OMZMUTH (page 29)

The ten lords of the Kos'ozumth sarngoch are entombed beneath the floor of the Mausoleum. The location of each identified with a bronze plaque which is embedded in the tiled floor. Breaking into the tombs reveals the mummified corpses of the kings. Each tomb contains the following treasure: 1d12×100 gp (80%), 2d4+6 gems (25%), 1d8 jewelry (25%), 2 magic items (25%).

One of the 10 tombs has the image of a skeleton key included on the bronze plaque. Within this tomb, secured on a chain around the corpse's neck is the key that will unlock the rune at **area 12**.

CINEREO ADVENA (gray alien)

Frequency:	Very rare
No. Encountered:	1d4+1
Size:	Small (4-ft tall)
Move:	60 ft
Armor Class:	10
Hit Die:	1+1
Attacks:	1
Damage:	By weapon type
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Genius
Alignment:	Neutral
Level/XP:	3 / 90 + 1/hp



The cinereo advena—also known as 'grays' due to the general coloring of their skin—occur only where a magical portal has been opened in the fabric of Space and Time, and allowed them to enter into the GM's setting. They are encountered very rarely, and even then, only in small numbers.

Grays are highly susceptible to terrestrial diseases, making any required saving throws for such as would a 1st level creature. Further, the grays will suffer double the amount damage from disease.

Due to their advanced intellect, and alien physiology, grays are immune to all spells that affect the mind, such as; *ESP*, *charm*, *sleep*, and similar spells. If the GM's setting allows for the use of psionically endowed monsters¹, the grays will have double the opportunity to possess such powers.

Grays communicate with each other and all creatures of at least Low intelligence telepathically, doing so in the language of the grays. Gray written language is comprised of pictograms similar in nature to Egyptian hieroglyphics, and no reliable translation has ever been known to exist.

Description: Grays typically appear as dark gray-skinned, diminutive, humanoid beings, possessing reduced forms of, or complete lack of, external human-like organs such as noses, ears or genitalia. Their bodies are elongated, having a small chest, and lacking in muscular definition. Their legs are shorter and jointed differently from what one would expect in a human. Their limbs are proportionally different from a human's; their humerus and thighs are the same lengths as their forearms and shins, for example.

Grays have unusually large heads in proportion to their bodies. They have no hair anywhere on their body, and in some instances no noticeable ears or noses, having only small openings or orifices where those organs would normally be located. They have very small mouths, and very large opaque black eyes with no discernible iris or pupil. Sometimes grays are noted for having no noticeable mouth whatsoever.

Treasure: Grays are motivated only in repairing their technology, or finding a means of returning to their home; the insignificant doings of human, demi-human, and humanoid races being meaningless to them. Either goal requires large amounts of copper and gold, and valuable gems (which aside from the materials' technological purposes has no intrinsic value to them). Therefore, they will always be found with quantities of both; possibly storing enormous quantities of these materials in their lair.

GRAY TECHNOLOGY

The true power of the grays lay not in their physiology, but rather in the technology they bring to the world in which they find themselves. This technology comes in several forms, from mundane objects to deadly weapons.

This article describes only a very few of the possible technological devices that the grays may possess. GM's are encouraged to develop their own devices to add to the gray arsenal. The GM need only follow a few very specific rules in order to prevent the creatures from unbalancing a campaign;

- The device must always be plugged into an appropriate portable power source. This may be through the use of an insulated wire, or perhaps a fiber-optic cable (both of which

¹ Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details.

are a highly advanced form of gray technology). It may also be achieved through the use of exposed copper or steel wires.

- A reset button must be located somewhere on the power source, and must be a fairly conspicuous visual feature of the device (red button contained on a metal plate, for example).
- Besides the reset button, the power source should also contain a 'power off' button (so that it can be recharged), an interface to indicate how much power remains, and two or more female receptacles for devices to be plugged into it (see **POWER SOURCES** below).
- A panel to access the inner workings of the power source.

Power sources: Gray technology relies on power sources located within small backpacks or compact utility belts worn on their person. If ever struck by lightning or discharges of electricity that cause more than 10 hit points of damage, the delicate circuitry contained within these battery packs will temporarily short circuit, requiring the battery pack to be reset by its user. This renders the technology plugged in to the power source useless until the reset period is complete (usually 2d4 rounds). Electrical damage in excess of 20 hit points will destroy the power supply, and any devices connected to it.

The number of devices that can be plugged in to the power source at any one time differs from the backpack variety to the utility belt variety. Backpacks can provide power for no more than four devices, while utility belts can provide power for no more than two devices.

Generally, these power sources are solar powered, and recharging them involves powering down the device, and exposing a flap of silver fabric contained within/upon the device to full sunlight for a minimum of 8 hours (backpack), or 4 hours (utility belt) before the power source can be used again. GM's may develop their own sources of renewable energy for these power sources at their discretion. Backpacks will contain 100 power cycles when fully charged, while utility belts can hold a maximum of 50 power cycles.

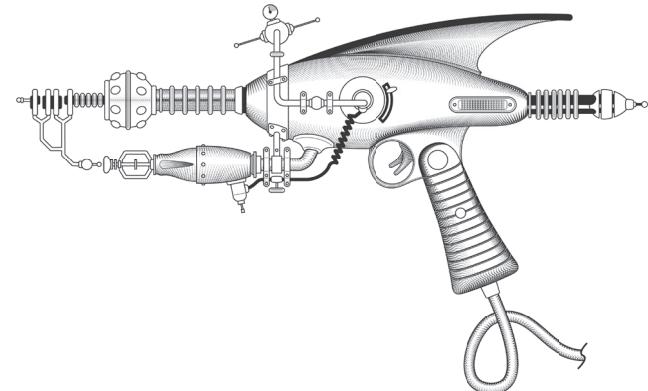
Utilities: The grays employ a number of mundane tools to simplify their daily life. The following list is only a very small sampling of those utilities that may exist;

- **Torch/flashlight;** a black metal tube with a 2-ft length of insulated cable that attaches it to the power source. It provides a bright directional beam of light. The light does not illuminate an area, but rather creates a beam which travels up to 100-ft, and is 10-ft in diameter at its terminus. A button located on the tube near the source of illumination causes the beam to engage, or disengage. When in use, the torch consumes 1 power cycle per round.
- **Force shield;** a small metal (steel or copper) cap worn on the head, with a 3-ft long cable that plugs in to the power source. When activated (via a button on top of the cap), produces a blue glow about the entire person. The glow provides the

wearer with an armor class of 5. The force shield can only be activated for 5 rounds before it must be shut down so the power cells may cool. The user will begin hearing a low beeping sound after the shield has been activated for 4 rounds. This is a built-in warning system that the shield device must be shutdown. Overheating the device will result in a catastrophic short circuit, destroying the delicate circuitry, and rendering the shield useless. When in use, the force shield consumes 10 power cycles per round.

- **Database input;** a small, collapsible keyboard is attached to the power supply via a 2-ft long cable. A small, 2-bit screen folds out from the keyboard to display input and retrieved data. The characters are of an unrecognizable language. The database consumes $\frac{1}{2}$ power cycle per round continuously.

Weapons: The grays employ a large array of weapons to protect themselves. Note that creatures with resistance to electrical attacks enjoy the same benefit against *energy pulse* weapons and *energy swords*. The following list is only a very small sampling of those utilities that may exist;



- **Energy pulse thrower (light);** similar in appearance to a light crossbow, the pulse thrower emits a single burst of electrical energy per round. The bolt's power diminishes over distance, inflicting 2d4 hit points of damage up to 75-ft, 1d6 hit points of damage up to 100-ft, 1d4 hit points of damage up to 125-ft, and no damage beyond that range. The weapon has a 3-ft long cable which attaches it to the power supply. When in use, the light energy pulse thrower consumes 10 power cycles per round.
- **Photon blaster (light);** appearing not unlike a modern long barreled pistol, the light photon blaster emits a burst of photon (light) energy, and may be fired twice per round. The power of the photon burst diminishes over distance, each blast inflicting 2d4 hit points of damage up to 50-ft, 1d6 hit points of damage up to 75-ft, 1d4 hit points of damage up to 100-ft, and no damage beyond that range. The weapon has a 3-ft long cable which attaches it to the power supply. When in use, the light photon blaster consumes 5 power cycles per round.

- **Photon blaster (heavy);** appearing not unlike a modern sawed-off shotgun, the heavy photon blaster emits one burst of photon (light) energy per round. The power of the photon burst diminishes over distance, each blast inflicting 2d8 hit points of damage up to 50-ft, 2d6 hit points of damage up to 75-ft, 1d10 hit points of damage up to 100-ft, and no damage beyond that range. The weapon has a pair of 3-ft long cables, which attach it to the power supply. Both cables must be plugged-in in order to power the device. When in use, the heavy photon blaster consumes 15 power cycles per round.
- **Energy sword;** the device is a 1-ft long metal tube, containing an array of circuitry and wires. A rubberized grip covers the lower two-thirds of the tube, while the other end is open and contains a colored, crystal shard. The crystal is most typical blue, green, or red in color, although other colors are also possible. A 2-ft long cable attaches the tube to the power supply. When activated via a small button just above the rubber grip, a 3-ft long beam of electrical energy is emitted through the crystal shard. This beam creates a sword that is a +3 weapon which on a high attack roll will always decapitate its target. (Not all opponents have heads, nor is every opponent necessarily slain by decapitation.) To determine the chance of this, consult the following table.

Opponent is:	unadjusted "to hit" roll
Man-sized or smaller*	15-20
Large*	17-20
Solid metal or solid stone	18-20

* Less than 2-ft taller than the sword wielder, otherwise, double the maximum possible damage.

The normal damage inflicted by the energy sword is 2d4 hit points. When in use, the beam consumes 5 power cycles per round. The beam sword, when activated, produces light equal to a normal torch, and is accompanied by a low, electronic thrumming sound.

Cinero advena are 55% likely to have 1d4 semi-sentient automatons for every 5 individuals encountered.

HHU'MANII

Frequency:	Uncommon
No. Encountered:	4d6
Size:	Medium (7-ft tall)
Move:	90 ft
Armor Class:	5 (0)
Hit Die:	4+1
Attacks:	2
Damage:	1d8/1d8
Special Attacks:	Multiple weapon attacks
Special Defenses:	Parry melee weapon attacks
Magic Resistance:	100% resistant to <i>sleep</i> , <i>charm</i> , <i>friendship</i> , and <i>hypnotism</i>

Lair Probability:	Nil
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	5 / 250 + 5/hp

These fighting men are human-like in appearance, though somewhat taller, 6- to 7-ft in height, dark ruddy complexion, long raven black hair tied with leather straps into a braided pony tail, hairless face and chest which bears many tattoos, and a handsome if fearsome in countenance. They wear only leather breeches, and soft leather shoes. Each carries two long, thin scimitars. Their eyes are spread further apart on their faces than those of a normal human, with a small third eye low on the forehead, on the bridge of the nose. They are created by wizards to protect and defend certain areas or objects, which they do obediently without concern for their own safety. Once slain, a hhu'manii vaporizes into a swirling cloud of mist, which dissipates within 1 round. If someone can manage to somehow contain the mist before it dissipates, they will be able to give the hhu'manii new instructions. The instructions must simple commands, and they must always be to protect or guard some stationary object or place. This is accomplished by employing *animate dead* and *speak with dead* spells simultaneously.



They are strong and agile, and have only that intelligence which provides the ability to utilize their weapons, and wisdom only to carry them into combat. Therefore, a hhu'manii's ability

scores would be represented as; strength 18/00, dexterity 18, constitution 18, intelligence 3, wisdom 3, charisma 6.

The hhu'manii warrior always attacks with two scimitars, which they use simultaneously in combat. Further, if a hhu'manii is in possession of both weapons, they can parry defensively all melee attacks, making their effective AC 0 versus melee weapons. This defence is ineffective against missile weapons, therefore, they are armor class 5 versus missile attacks, or when stripped of one or both of their weapons.

The weapons of the hhu'manii themselves are not magical, but they are extraordinarily sharp (offering a +1 "to hit"), never require sharpening, and are resistant to any sort of decay, including the attack of rust monsters.

The hhu'manii are 100% resistant to all forms of *sleep*, *charm*, *hypnotism*, and *friendship* spells and spell-like abilities.

The third eye of the hhu'manii ensures that it is never surprised, except by attacks coming directly from its rear position. This eye also sees invisible or magically disguised objects or creatures.

In pursuit of a target, the hhu'manii will travel no further than 1 mile from the object or place it is protecting. If the object or place the hhu'manii is protecting is destroyed, the hhu'manii vaporizes as previously described.

Once created, a hhu'manii requires no sustenance, no rest, and will live until slain, or released by its creator. The death of a hhu'manii creator does not release the hhu'manii from their purpose.

Treasure: Nil

DRAGON HORDLING, COPPER

Frequency:	Very rare
No. Encountered:	1d10
Size:	M (5½-ft tall)
Move:	60 ft, 90 ft flying (AA:III)
Armor Class:	3
Hit Dice:	4+1
Attacks:	3 or by weapon
Damage:	1-3/1-3/1d4, or by weapon type
Special Attacks:	Breath weapon
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Average
Alignment:	Chaotic good
Level/XP:	4 / 155 + 4/hp

Extraordinarily rare, the race of dragon-man copper hordlings crave warm rocky regions, and live lonely, solitary lives; a community of copper hordlings will rarely exceed a dozen individuals. They tend be selfish, thinking about what serves themselves and their cause (if they have one) before all other considerations.

They attack either through two clawing attacks and a bite, or by weapon. Weapons preferred by them are all sword types (except short swords and two-handed swords), scimitars, and daggers.



They also have a breath weapon similar to that of a copper dragon, except that it is far less potent. They may use this weapon three times per day. It is a cloud of *slowing* gas 10-ft long with a 1-ft base. The slowing effect reduces a victim's movement by 50% for 6 rounds. With a successful save vs. breath weapon, the slowing effects are negated.

Copper hordlings are immune to magical attacks attempting to *slow* the hordling.

Description: Copper dragon hordlings resemble tanned humans. Their skin is metallic and coppery colored, and their eyes golden, and cat-like. Their hair resembles copper wire, is supple, and usually worn in long, straight braids. They have wings which span 10-ft when extended. They also have a tail approximately 2-ft in length.

Treasure: Incidental

*For additional information on the races, origins, and abilities of dragon hordlings, refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.*

DWARF, LAVA

Frequency:	Rare
No. Encountered:	4d4 (war band) / 15d10 (lair)
Size:	Small (4 ft tall)

Move:	60 ft
Armor Class:	6
Hit Die:	2
Attacks:	1
Damage:	1d8, or by weapon
Special Attacks:	See below
Special Defenses:	Save at 4 levels higher (see below), half damage vs. all fire-based attacks
Magic Resistance:	Standard, +2 on saves vs. magical fire
Lair Probability:	65%
Intelligence:	Average
Alignment:	Chaotic neutral
Level/XP:	2 / 30 + 1/hp



Lava dwarfs make their homes in and around sources of volcanic activity, such as active volcanoes and hydro-thermal vents. They crave heat, and do not suffer cold temperatures well. And though not resistant to heat and fire-based attacks, their prolonged exposure to the heat of their complexes allows them to tolerate temperature extremes up to 200 degrees. They also benefit from a +2 to all saves vs. magical fire, and any successful attacks against them using normal fire is halved.

Lava dwarfs are always led by clerics, who are frequently accompanied by higher level fighters as follows:

For every 20 lava dwarfs: 4th level cleric, plus one 3rd level fighter (bodyguard)

If over 80 lava dwarfs: 6th level cleric, plus two 4th level fighters (bodyguards)

If over 100 lava dwarfs: 8th level cleric, plus four 5th level fighters (bodyguards)

If encountered in their lair: chief (8th level fighter, 2d6 fighters (2nd to 5th level), 2d4 fighter/clerics (2nd to 4th level), females (25% total of males) and young (25% total of males)

Higher level fighters, and all clerics have a 10% chance (per level) of having magic armor or weapons.

Lava dwarfs are typically armored in scale armor. They prefer crushing weapons, and are frequently armed with morning stars, war hammers, heavy maces, and similar weapons. They will be found using short swords only occasionally, have little love of axes and are not skilled with missile weapons of any type. Lava dwarfs receive a +1 on to hit rolls vs dark elves and deep dwarfs, due to their intense hatred of these races. When in melee with giants, trolls, and ogres, these opponents must fight at -4 due to their size and the skill of dwarfs in fighting such opponents.

Lava dwarfs are a hardy people, and save vs poison and magic as if they were 4 levels higher than their actual level. Lava dwarfs have infravision to 60 ft and are excellent miners.

Female lava dwarfs fall at the bottom of the societal structure, and rarely achieve a standing higher than that of a slave of breeding stock. Female infants are frequently killed at birth. The exception to this are females born with white hair. Such females are destined to become consorts of powerful lava dwarf clerics, and may themselves be trained in the clerical arts by their benefactor.

A lava dwarf lair will be protected by 1d4+1 subterranean lizards, or 2d6 fire lizards, or a combination of both; sometimes even using them as steeds. Lava dwarfs revere creatures from the Elemental Plane of Fire, such as salamanders, and will defer to them when presented with sufficient show strength.

A lava dwarf lair is typically a large central chamber, having family apartments carved into high-domed walls and ceiling of the chamber. Merchant caves and carts will be arrayed around the perimeter of the great hall. Frequently, a central feature of the great hall will be a lava or steam pit, around which the community practices ceremonies, and sacrificial offerings to their varied gods. Elaborate fountains and streams of lava often adorn lava dwarf communities.

They speak goblin, kobold, and orc in addition to their own tongue.

Description: The skin of a lava dwarf is the color of coal; dark, ashen gray to pitch black. The coloration of their beards and hair tends toward shades of coppery red through blonde. Rare individuals will have black hair. One out of every 10,000 dwarfs born will have fine, snow white hair. Being such a rare individual, those with white hair are highly regarded, and no matter their parentage, will enjoy an elevated position within the society. All lava dwarfs favour dark, sombre colors for their clothing, with flashes of bright colors, favoring reds, oranges, and golds. They are short but have sturdy builds and are known for feats of great strength.

Lava dwarf females are bearded like the males, however, their beards will be trimmed and gathered into a single braid. The beards of males will be braided into two or more braids denoting their position within the colony;

No beard; shaman (the colony shamans will ritualistically shave his facial hair upon coming of age as a form of appeasement to his deity(ies))

One braid; juvenile male, not yet come of age

Two braids; apprentice tradesman

Three braids; senior merchant or craftsman

Four braids; guild master or king's guardsman (guardsmen will weave polished (non-precious) stones into the braids)

Five braids; king's bodyguard or war chief (bodyguards will adorn their beards as guardsmen do, war chiefs will do likewise but will only use precious stones)

Six+ braids; king (the king will fashion his beard to his personal preference; often, a king is known to add a braid for each decade of his reign)

Treasure: Individual $2d4 \times 5$ gp; lair $10d4 \times 1,000$ gp (50%), $1d20 \times 100$ pp (50%), $5d4$ gems (30%), $1d4 \times 20$ gems (50%), $1d10$ jewelry (25%), any 4 magic items (15%).

MALÉVIMENTEM (*traveller of planes*)

	Lord/Lady	Consort/Murder	Massacre
Frequency:	Very Rare	Rare	Rare
No. Encountered:	1	1d4	See below
Size:	Man-size	Man-size	Man-size
Move:	120 ft	90 ft	90 ft
Armor Class:	4	6	8
Hit Die:	7	5+3	5
Attacks:	1	1	1
Damage:	1d6+1	1d6	1d6
Special Attacks:	Strength and constitution drain	None	None
Special Defenses:	+2 weapon to hit (see below)	+1 weapon to hit (see below)	+1 weapon to hit (see below)
Magic Resistance:	Immune to <i>sleep</i> - and <i>charm</i> -based spells	Immune to <i>sleep</i> - and <i>charm</i> -based spells	Immune to <i>sleep</i> - and <i>charm</i> -based spells
Lair Probability:	None	None	None
Intelligence:	Exceptional (cruel)	High (cruel)	Very (cruel)
Alignment:	Neutral (evil tendencies)	Neutral (evil tendencies)	Neutral (evil tendencies)
Level/XP:	6 / 585 + 8/hp	4 / 250 + 4/hp	4 / 250 + 4/hp

The maléventem, or *travellers of planes*, are a race of extra-dimensional beings who continually wage war with one another, and enslave any sentient creatures unfortunate enough to cross their paths, in order to expand their horrid armies.

Maléventem take the form of ritually mutilated creatures with varying degrees of human characteristics. Their clothing and armor are always form-fitted, black-dyed leather. Very often the garments are torn, cut, or vented in provocative fashion, to reveal areas of their body marked by ritual scarification, piercing, or flayed skin.

Their horrific appearance is unique to each individual. Mutilations born by each creature include such treatments as; metal staples closing off of eyes, ears or mouth, tattooed grids with jeweled pins or rusted nails driven into bones at the intersections, a heavily disfigured mouth with the skin pulled back by wires, large metal rods impaling the head, torso, or other extremities, large gaping wounds held open with wires and metal staples or pins. The nightmarish treatments visited upon these creatures is limited only by the imagination of the GM.

Maléventem attack their enemies using a variety of cruel-looking, barbed, spiked and hooked weapons, designed to minimize damage, and maximize the pain each wound inflicts. Each time a maléventem successfully strikes its victim, the target must roll a save vs. death. An unsuccessful save reduces either the strength (25%) or the constitution (75%) attribute of the victim by 1 point, while a successful save avoids attribute loss. When either attribute is reduced to 1/2 of normal, the victim will be rendered unconscious until healing can be administered. Attributes are restored to normal after the victim is returned to full hit points.

Unconscious victims are taken to the maléventem's abode; generally this is a nightmarish castle wherein the creatures visit unspeakable practices of torture upon the victim, as they are slowly converted into one of the creatures themselves. Victims making the transformation into a maléventem (a process which takes 48 hours from the time of capture), may be saved through the use of a *resurrection* spell.

The maléventem have no known home Plane of existence, and they can only reach the reality of the Prime Material Plane through a schism in time and space, which is opened and closed

using innocuous-looking puzzle boxes called *lamentation cubes*. Each *lamentation cube* is unique to a specific Lord/Lady and his or her followers (the Lord/Lady, his or her consort and up to 4 additional individuals, are collectively referred to as a 'Murder').

When a single individual is encountered, it will be a Lord or Lady. When two individuals are encountered, it will always be a Lord or Lady, and his/her consort. Consorts may be the opposite sex or same sex as the Lord/Lady. Lords/Ladies and their consorts are fiercely protective of one another. And, although maléventem are emotionless beings in all other things, the tie between these pairs is so strong, that the safety of one can be used as a bargaining tool against the other.

When three or more maléventem are encountered, it will always be the Lord or Lady, his or her consort, and one or more members of their Murder. A Lord/Lady (and their Murder) command armies of lesser maléventem. This army is known as a Massacre.

Only the four members of the Murder (plus the lord/lady and their consort) will be present on the Prime Material Plane at any given time.

Solving the *lamentation cube* puzzle box (a process involving rotations of various small panels, as well as pulling and pushing another series of panels upon the box) requires the user to roll a base 01 on d100. This roll is modified as follows;

Each point of character's intelligence over 14	+1/2
Each point of character's wisdom over 15	+1
Each point of character's charisma over 16	+2
Each (nonconsecutive) round spent solving the puzzle (cumulative)	+1/2
Each successful solving (unique to each box)	+15
Character is chaotically aligned	+5
Character suffers from insanity	+25



Once solved, the *lamentation cube* will summon forth 1d6 maléventem (see the preceding paragraphs for the type of individuals summoned). Summoned maléventem will grant favors to the summoner in exchange for living sacrifices to take with them to be added as members of the Massacre. Immediately following the summoning, the box will scramble the panels on its own.

If the summoner refuses to offer sacrifices, the maléventem will take the summoner instead. See previous for the process of transforming a creature into a maléventem.

Solving the puzzle box a second time will return the maléventem to a random Plane of existence.

The only known motivations of the maléventem center around increasing the numbers of their Massacre in order to continue their fight against rivals of their own kind.

Maléventem hold their own twisted sense of honor sacred above all other things. If one of these malevolent beings enters into an agreement or contract, they will be honor-bound to uphold the spirit of the contract, though they may attempt to twist it to suit their own ends.

Treasure: Incidental

MOSQUITO, GIANT

Frequency:	Rare
No. Encountered:	1d12
Size:	Small (4 ft long)
Move:	90 ft / 300 ft flying (AA: III)

Armor Class:	4
Hit Die:	2
Attacks:	1
Damage:	1d4 (plus 1d4 blood drain)
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	2 / 40 + 3/hp

Giant mosquitoes are massive forms of their tiny-sized cousins. Being 4-ft long, they are considered Aerial Agility Level III under OSRIC rules. They retain they're smaller cousins' ability to react quickly when attacked (thus armor class 4). Giant mosquitoes never tire while in flight, and do not require rest.

The giant mosquito's only purpose is to perpetuate its species. This is accomplished by laying its eggs in large bodies of fresh water. And so, it is in these areas where the creatures will be found, where prevailing temperatures are warm (between 60° and 100°), and humidity high.

SENTIENT AUTOMATON

	M-Tech Auto	R-Fab Auto	D-Stor Auto	D-Att Auto
Frequency:	Rare	Rare	Rare	Rare
No. Encountered:	1 or 1d4	1 or 1d4	1 or 1d4	1 or 1d4
Size:	Man-sized	Man-sized	Man-sized	Man-sized
Move:	90 ft	60 ft	60 ft	120 ft
Armor Class:	4	4	4	0 (-2)
Hit Die:	18 hit points (3 hit die)	24 hit points (4 hit die)	18 hit points (3 hit die)	30 hit points (5 hit die)
Attacks:	1 (or 2)	1	1	1 or 2
Damage:	1d4 or 1d6	1d6 or 1d4+1	1-3	See below
Special Attacks:	See below	Nil	Nil	See below
Special Defenses:	Nil	Nil	Nil	Energy shield
Magic Resistance:	See below	See below	See below	See below
Lair Probability:	Nil	Nil	Nil	Nil
Intelligence:	Low to Very	Low to Very	Average to High	Low to Average
Alignment:	Any	Any	Any	Any
Level/XP:	3 / 65 + 2/hp	3 / 75 + 3/hp	2 / 50 + 2/hp	4 / 230 + 6/hp

Products of the cinero advena (gray aliens), these robots—also known generically as 'autos'—have gained varying degrees of self-awareness due to flaws in their programing. Upon gaining such self-awareness, the auto escapes its 'controllers' and begins an unending quest to find its purpose. These robots gain personalities as varied as any of the mortal races. For this reason, the auto can be found engaged in any number of specialized professions. They seem to suffer only the limitations of being utterly incapable of wielding any sort of magic spell.

The robots are common only where the cinero advena are known to have visited. The autos themselves speak of legends that point to a entire planet populated and ruled by such as

The giant mosquito requires fresh blood as its primary diet, and all warm-blooded mammals are their prey. The attack of the giant mosquito consists of "dive-bombing" attack, targeting any areas of open flesh. The mosquito can and will attack opponents wearing normal clothing, leather armor, and similar forms of protection. They will avoid creatures with thick hides or wearing metal armors if possible, but have been known to even attack these, seeking openings in the armor with their long proboscis.

An initial successful attack by a giant mosquito inflicts 1d6 hit points of damage as the creature's proboscis penetrates the victim's skin. Following a successful attack, the mosquito will remain attached to the victim, sucking a further 1d4 hit points worth of blood each round until removed or slain.

As survival and procreation are the mosquitoes only motivations, a successful attack upon one of the creatures will cause it to fly away in retreat, for a period of 1 round.

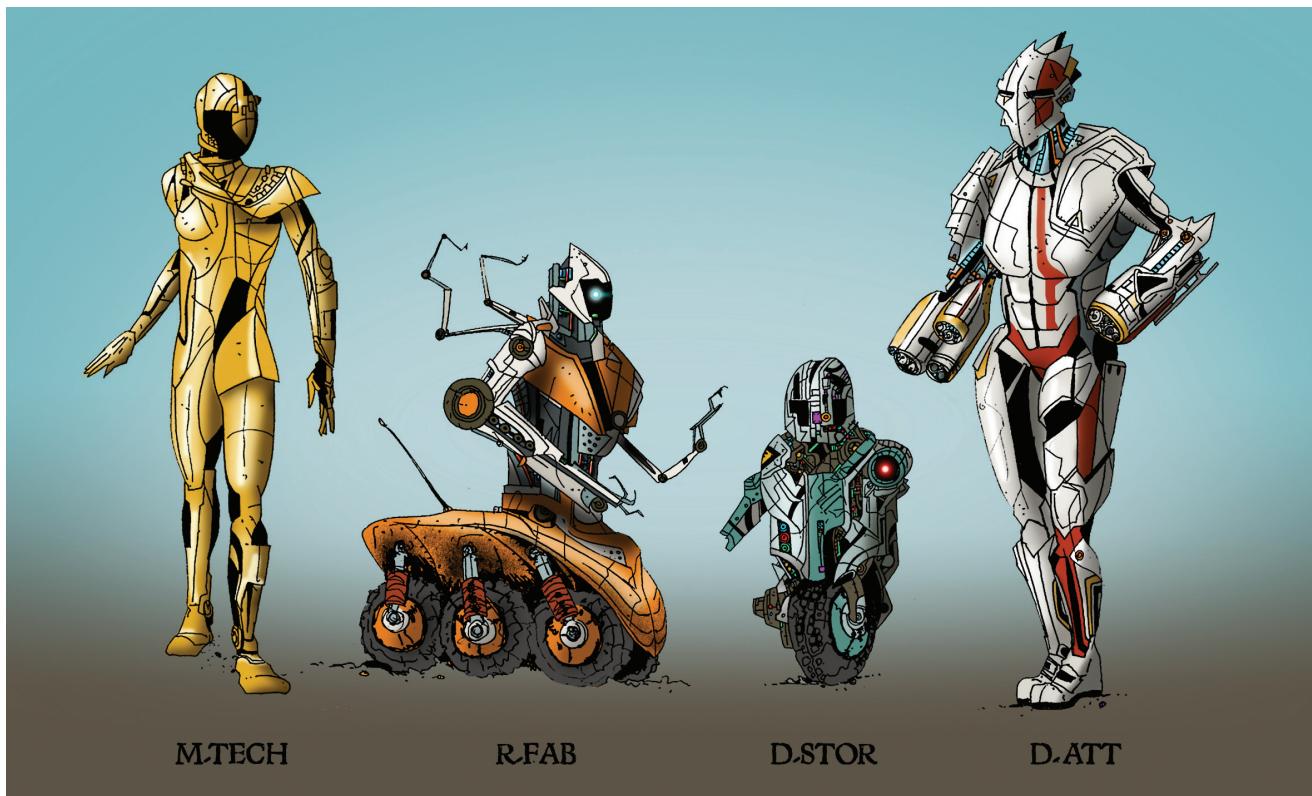
Victims of a giant mosquito will be 25% likely to contract a blood borne disease within 48 hours of the attack.

Treasure: Nil

themselves. The autos can often be bribed through promises of information regarding this legendary planet.

Sentient automats always have 6 hit points per hit die. Each type possesses specific abilities to attack, while only very few models are capable of wielding melee or missile weapons.

The automats come in a surprising array of forms, from box-like, wheeled or treaded contraptions to man-sized and nearly man-like creations. The variety of function and form limited only by the GM's imagination. For that reason, this article will concentrate only on the four most common types encountered, although even these four can be encountered in various designs to address specific functions and needs of their creators.



Autos communicate with other sentient creatures through the use of a digital voice. Each unit having developed a unique vocal pattern. When this ability to speak is damaged, the auto may opt to provide a hardcopy print of the information it needs to convey, via a ticker tape attachment.

Autos are immune to the effects of all types of illusory magic. Similarly, they cannot be affected by spells that effect the mind or physiology of the body. Similarly, they are not affected by normal fires, nor the extremes of heat or cold. However, electrical attacks inflict double the amount of damage indicated on the die.

Though it is very rare, autos have been known to develop familial relationships.

M-Tech Auto: The medical technician automaton can attend minor and major health needs of most any sentient mortal race (humans, demi-humans and humanoids, including the cinero advena themselves). The auto may fabricate medicines for the curing of illness or disease, and it may also perform complex surgeries, even to the point of replacing organs where a donor organ is readily available. Surviving such a surgery is determined by rolling versus a system shock (minor constitution check).

The M-Tech is not equipped for fighting, however, its array of surgical tools provides it with deadly possibilities nonetheless. It may attack with either an extraordinarily sharp scalpel which inflicts 1d4 hit points of damage. Due to the auto's advanced knowledge of human, demi-human and humanoid anatomy, any unadjusted "to hit" roll of 2 or more than what is required (or an unadjusted "to hit" roll of 20), the damage inflicted is automatically doubled. The auto also employs a wicked bone-cutting saw which inflicts 1d6 hit points of damage.

R-Fab Auto: The repair and fabrication auto is a utilitarian piece of machinery being capable of making extensive repairs to objects familiar and unfamiliar to it. It can also completely fabricate electronic and mechanical devices as long as the raw materials and power sources are readily available. The auto merely requires a complete description of the item to be created. Like making a *wish* however, this can become a veritable double-edged sword as the auto interprets the meaning of the requestor's instruction and description of what they want. A description of, "Create a hand-held weapon that fires twin laser blasts," does not inform the auto of where the blasts should be aimed. These bolts could very fire to the side, or even back upon the wielder given the wording of the request. Or conversely, it may function as desired, but may be sized to be wielded by a storm giant.

While it is not equipped for combat, the R-Fab has a pair of tools it uses as weapons. Its right arm wield an array of tools, such as wrenches, hammers, crowbars and the like to batter its opponents for 1d6 hit points of damage. It also can use a cutting/welding torch to burn opponents within a 5 ft radius for 1d4+1 hit points of damage.

D-Stor Auto: The data storage automaton can be best compared to a sage whose accuracy of information is beyond any contestation. In its role as a sage, the D-Stor will have 2 minor fields of study, 3 major fields of study and 1 special field of study (to be determined by the GM). The intelligence of any given D-Stor is determined by rolling 1d4+14; the D-Stor's wisdom attribute by rolling 1d8+10.

Employing the skills of a D-Stor auto will cost the same as those fees of a human sage. The D-Stor is able to increase its

areas of study and engage in information discovery in one half the time it would take a human sage to perform the same tasks.

The D-Stor's appendages have been designed for its tasks as researcher and documentarian. So while it does not have weapons per se, the sentient D-Stor may use these 'arms' to jab and batter opponents, inflicting 1-3 hit points of damage with a successful hit.

D-Att Auto: The defence and attack automaton is a machine having military applications, built for the purposes of guarding a specific location or launching attacks against enemies of the cinero advena. Although equipped with its own weapons and defence mechanisms, the auto is capable of learning how to wield weapons, shields and other tools of battle through simple observation of the weapons in use. This period of learning takes just 1 hour (6 turns) of observation.

The D-Att's built-in attack systems include several types of melee and missile weapons. The first melee weapon is a club-like appendage which is a transformed construction of its right arm. This club inflicts 2d4 hit points of damage with a successful "to hit" roll. The second melee weapon is a pair of short swords that extend from both arms. The auto may attack the same target twice or two separate targets in the same round without incurring a "to hit" penalty. Each sword inflicts 1d6 hit points of damage. If both weapons manage a successful hit against the same opponent in the same round, an electric current is completed that will shock the victim for an automatic 1d4 hit points of damage. The third melee weapon is a plasma bull whip of pure energy. Originating from the auto's left arm, the plasma whip can extend to 15 ft in length, and inflicts 1d8 hit points of electrical damage.

The D-Att is also capable of shooting bolts of energy from its right arm. These energy bolts may be fired twice per round, at the same target or two separate targets. The bolts inflict 1d4+1 hit points of damage.

The auto is also capable of creating a shield of pure energy around itself, giving it an effective armor class of -2 for a duration of 5 rounds. At the end of the 5 rounds, the shield must be dropped so that the auto can recharge the shield batteries for 3 rounds, after which the shield can be raised once again.

WALRUS, GIANT

Frequency:	Rare
No. Encountered:	2d4
Size:	Huge (22 ft long)
Move:	30 ft / 120 ft swimming
Armor Class:	4
Hit Dice:	9
Attacks:	3
Damage:	1d8/1d8/3d10
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard

Lair Probability:	20%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	5/350 + 10/hp

Like their smaller, terrestrial cousins, giant walruses are large, flippered animals with long ivory tusks. They are carnivorous and very aggressively territorial, and are made even more dangerous than the smaller species due to their enormous size. The largest males can weight as much as 7,000 lbs, growing to an incredible 26 ft in length.

In combat a giant walrus attacks with its clawed front flippers and its tusks. Female giant walruses have never been encountered, and it is believed that specimens are simply hugely overgrown males of the non-fantastic variety.

Treasure: The ivory tusks of the giant walrus can grow up to 6-ft in length, and may be sold for 3d4×500 gp on the market.

WERERAPTOR

Frequency:	Rare
No. Encountered:	3d4
Size:	Large (18 ft wingspan)
Move:	30 ft (raptor form) / 240 ft flying (AA:IV)
Armor Class:	5
Hit Dice:	4+3
Attacks:	3
Damage:	1-3/1-3/1d6+1
Special Attacks:	None
Special Defences:	Hit only by silver or magic weapons
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	3/200 + 5/hp



A wereraptor is human who can take the form of a large eagle. It can be found in any locale where other large birds of prey can be located.

The attack of the wereraptor takes the form of two clawing attacks and a bite from the creature's powerful beak.

When in human form, small feathers can generally be found on or about the creature's person, usually in the scalp. Due to the creature's need to remain light and agile to support flight, the human form of the creature is thin and wiry, but generally strong for their size (typical individuals are less than 5-ft 8-in tall and weigh 150 pounds or less). The bones of the human form can also be quite fragile, having the large air chambers in them associated with avian creatures.

Treasure: 1d8×1,000 cp (50%), 1d6×1,000 sp (25%), 1d4×1,000 ep (25%), 1d3×1,000 gp (25%), 1d8 gems (30%), 1d4 jewelry (20%), sword, armor, or misc. weapon plus 2d4 potions (40%)

WIND GOBLIN

Frequency:	Rare
No. Encountered:	4d6
Size:	Small (5 ft tall)
Move:	90 ft / 240 ft flying (AA:IV)
Armor Class:	5 (0)
Hit Dice:	2+1
Attacks:	1
Damage:	By weapon type
Special Attacks:	Breath weapon
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	0%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	3/165 + 2/hp

While not a true goblin, the wind goblin is a creature originating from the elemental plane of air. Here, they serve various powerful beings—genies and the like—as messengers and servants. When found on the Prime Material Plane they will be in service to others, or else performing some task for their master on the Elemental Plane of Air. The wind goblin serves its master faithfully, unless this being betrays the greater good of the Elemental Plane of Air.

Wind goblins attack through the use of their unique short swords. The swords are very light, being comprised only of air and the hand-guard. The weapon has no blade per se, rather where a blade would be can be seen a whirling shape not unlike a 2-ft long whirlwind projected from the sword's handle. On a successful 'to hit' roll the wind goblin can instruct the "blade" to either strike for 1d4+1 hit points of damage (as from a blunt weapon), or else *push* the victim away similar to the magic user spell of the same name. In this second attack form, on a successful 'to hit' the

victim is pushed away from the wind goblin 1d6+4 feet (small creatures) or 1d4+1 feet (medium or man-sized creatures). Any creature successfully hit in this attack must make a saving throw versus spell or loose their next attack round. A successful save avoids loosing the attack, but will make any attack in the following round at -2. Creatures larger medium, or man-sized, are not subjected to being pushed away from the wind-goblin, but must make a successful saving throw versus spell, or make their next attack at -1. Creatures having more than 6 hit die are not affected by the weapon's *push* attack at all.

The wind goblin also possesses a pair of breath weapons that manifest as blasts of wind. The first form of this attack has the effects of a *gust of wind* spell as if cast by a 7th level magic user. The second form of this breath weapon acts as a *push* spell with the power as if it was cast by a 5th level magic user. A saving throw versus breath weapon is allowed against both attack forms.

Wind goblins are unaffected by spells that control the winds, or spells that control the mind, such as *charm* and *sleep*. A *fireball* (or similar) spell will cause the wind goblin to temporarily dissipate, reforming in 1d4 turns.



Wind goblins can speak all the languages of the Elemental Plane of Air, and sometimes (35%) can converse in a broken form of the common tongue of humankind.

Description: Wind goblins appear much like tall, thin halflings with pale blue complexion and snowy white hair when on the Prime Material Plane. When on their home Plane of existence, or when flying, their form is that of a small swirling, blue-gray whirlwind. In this form, the wind goblin has an AC of 0.

Treasure: Wind goblins do not collect treasure, save their *whirlwind short sword* (see previous).

SPELLS

MAGIC USER

Transmute Metal to Liquid (Reversible)

Arcane Transmutation / Alteration

Level: Magic user 5

Range: 1 foot

Duration: Permanent

Area of Effect: 1 cubic foot/level

Components: V,S,M

Casting Time: 6 segments

Saving Throw: See below

This spell transforms solid metals into a molten liquid state, or vice versa if the caster has elected to memorise the reversed version—*solidify metal*. The transformation to either a molten liquid to a solid state takes 1 round from the moment the spell is cast. Molten metals that have been solidified require 12 turns (2 hours) per cubic foot to cool before they can be handled, unless acted upon by an additional outside force (immersion in water, *cone of cold* spell, etc.).

MAGIC ITEMS

Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used; Item (Classes), where "A"=assassin, "C"=cleric, "D"=druid, "F"=fighter, "I"=illusionist, "M"=magic-user, "P"=paladin, "R"=ranger, "T"=thief, "J"=jack-of-all-trades, "Jm"=jongleur magsman, "Lp"=lorist priest, "Lo"=lorist ovate, "Lv"=lyrist veteran, "Rb"=racaraid bard, "Sm"=sonneteer magician, "St"=sonneteer trickster, and "Vm"=verméan monk, "Ds"=desperado, "Do"=doctor and "Gs"=gunslinger.

Cleric's Vestment (C,Lp): When worn during prayer, this holy robe will shorten the length of time required by a cleric to have his spent spells restored through prayer and meditation by one half.

Experience / g.p. value: 4,000 / 8,000 gp

Dragonhide Armor (any, except D,R,Lo,Vm): This suit of scale mail armor is made from the scales of metallic or chromatic dragon species. Such suits of armor may only be assembled from the scales of a living huge ancient dragon. A dragon encountering a creature wearing such armor of similar species is likely to attack on sight, with great prejudice, unless the wearer successfully saves vs. charisma.

Each type of suit is unique based on the species of dragon the scales are harvested from, although all dragonhide suits provide a +2 save versus the effects of dragon fear (note that save versus dragon breath is allowed against all attacks imitating dragon breath listed below);

- **Black dragon scale armor:** Armor made from the scales of a black dragon provide the wearer with AC 4, and allows normal movement as though the character were wearing normal leather armor. While wearing the armor, the character is immune to the damage and corrosive effects of acid (even through complete immersion). Further, the character cast *magic missile* at the fourth level of ability three times per day.
- **Blue dragon scale armor:** Blue dragon scale armor provides the wearer with AC 3, and allows normal movement as though the character were wearing padded armor. Also, the armor provides immunity to both normal and magical lightning attacks (other forms of electrical energy attacks will inflict 50% damage on a failed save attempt, and 10% damage on a successful save). Further, the character is able to cast either *lightning bolt* (once per day) or *shocking grasp* (3x per day) as a fifth level magic user.
- **Brass dragon scale armor:** Brass dragon armor provides the wearer with AC 5, and allows normal movement as though the character were wearing normal scale armor. However, the armor of the brass dragon is more prized for its utilitarian magical benefits. The armor provides the wearer immunity to magical *sleep* and *fear* attacks. Further, while wearing the armor, the character requires no rest whatsoever. Although, once the armor is removed, the character will fall into deep sleep lasting 3d4+12 hours from which they cannot be awakened. However, if the armor is worn continuously for more than 168 hours (7 days), the character will be unable to memorize any spells, and, they will lose 1 hit point per turn (6 HP per hour) until they are able to rest for a minimum of 24 hours.
- **Bronze dragon scale armor:** The suit of bronze dragon scales provides the wearer with AC 3, and allows normal movement as though the character were wearing naught but normal clothing. Additionally, the wearer gains a +2 to all savings through versus electrical attacks. The unique characteristic about this suit of armor is that the wearer cast *repulsion* on himself as though he were a 12th level magic user once per day.
- **Copper dragon scale armor:** Copper dragon scales provide the wearer with AC 2, and allows normal movement as though the character were wearing leather armor. Also, the wearer may cast a *slow* spell as a 5th level magic user 3x per day. Finally, the wearer gains a +2 save versus all acid-based attacks, and spells with degenerative or corrosive effects (i.e., *disintegrate* spell, etc.).
- **Gold dragon scale armor:** By far the most rare type of dragon hide armor, gold dragon scales provide the wearer with AC 0, and allows normal movement as though the character were wearing no armor whatsoever. The scales also provide the wearer a +2 to all saving throws vs. fire (normal or magical) as well as immunity to all types of poison. Additionally, the wearer can cast up to five magic-user spells of first or second level per day (this does not require spell

memorization or material components, but does require verbal and somatic components when necessary).

- **Green dragon scale armor:** Green dragon scales provide the wearer with AC 3, and allows normal movement as though the character were wearing normal padded armor. Further, the wearer is unaffected by all forms of poison while donning the green scales. Also, the wearer can cast *poison* or *neutralize poison* spells each once per day as a 5th level cleric.
- **Red dragon scale armor:** Red dragon scale armor provides the wearer with AC 1, and allows normal movement as though the character were wearing normal leather armor. Additionally, the wearer becomes impervious to all forms of normal fire, and gains a +2 when saving vs. magical flames. Further, the wearer can cast *burning hands* thrice per day, as a magic user user 2 levels below his/her actual experience level.
- **Silver dragon scale armor:** Perhaps not as rare as the gold dragon armor, the silver dragon scales are more highly prized among royalty and nobility. These shimmering scales provide the wearer with AC 0, and allows normal movement as though the character were wearing no armor whatsoever. Wearers of the silver scales gain a +2 to all saves against cold-based attacks. Also, they can paralyze opponents for 2d4 rounds 3x per day. Finally, wearers of the silver dragon scales gain 2 points to their charisma score while donning the armor.
- **White scale armor:** White dragon scale armor provides the wearer with AC 4, and allows normal movement as though the character were wearing ring mail armor. Also, the wearer is immune to all cold-based attacks. Finally, the wearer can cast *wall of ice* once per day, and *cone of cold* once per week, both as a 9th level magic user.

Experience / gp value: 6,500 / 12,000 gp

Festering Blade (A,F,R,T,J,Jm,Lv,Sm,St,Rb,Vm,Ds,Do): This weapon functions as +2 "to hit", however, it receives no bonus to damage. Its deadly nature though is revealed in the rounds following the first successful hit, as in every subsequent round following this first strike, an additional 1 hit point of damage is inflicted for every successful hit scored against the opponent with the festering blade each round.

Casting of any of the clerical *cure wounds*, *healing*, or similar spells (potions and scrolls included) will restore the indicated hit points per the spell, but this relief is only temporary. The victim will begin to loose the appropriate number of hit points after 24 hours following the casting of the curing/healing spell(s). Only the casting of a *remove curse* spell will permanently halt the progressive damage as the victim's flesh and other soft tissues continue to decay.

The weapon can take the form of any bladed melee weapon, though scimitars and daggers make up the most typical specimens.

Experience / gp value: 5,000 / 10,000 gp

Golem Disrupter (any with the proper weapon proficiency): Against most creatures, this sword performs as +1 weapon ("to hit" and damage). When attacking golems however, the sword seeks to destroy the magics that imbue the creation with life. The sword performs at +2 to +5 (1d4+1) "to hit" and damage against all types of golems. The sword will disrupt the life-giving magics of the golem when any one of three conditions are met;

- The sword inflicts 20 hits points of damage or more in any single round.
- The sword inflicts at least half of the golem's total hit points.
- The player rolls an unadjusted "to hit" roll of 20.

When this occurs, the golem will suffer one of the following fates;

- Clay golems will melt into a puddle of quickly drying clay which will harden into a concrete-like substance within 1d4 rounds, trapping anything contained therein within a 10-ft radius.
- Flesh golems will decay into a mummified husk within 1d4 rounds. During this time, the corpse will attract and swarm of vermin appropriate to the surroundings equal to 10 hit dice worth of creatures.
- Iron golems will fall to pieces, raining cogs, gears and metal plates in a 10-ft radius, inflicting 1d6 hit points upon any creature standing within the area of effect. A successful save versus dexterity will halve the damage suffered.
- Stone golems will explode in a cloud of rocky fragments, inflicting 2d4 hit points of damage to all creatures within a 20-ft radius which fails a saving throw versus paralyzation.

Note that weapon requirements to successfully inflict damage upon the golem still apply (i.e.; to inflict damage upon an iron golem, the sword must be of at least +3 enchantment).

Experience / gp value: 2,500 / 4,000 gp

Humanity Slayer Dagger (A,F,R,T,J,Jm,Lv,Sm,St,Rb,Vm): This weapon functions as +1 dagger against all enemies. However, an unadjusted "to hit" roll greater than 4 of that which is required (and always on a natural '20') vs. human opponents slays the victim on the spot. Even when this is unsuccessful, the damage inflicted against human opponents is 2d6.

Experience / gp value: 3,500 / 7,000 gp

Illumination Staff (any): This 6-ft long wooden quarter staff is made of hard wood (such as oak, though others may be used), contains a clear crystal in the head of the staff and is capped by a metal foot at the base. The staff functions as a +1 weapon. However, when the command word is spoken, the crystal glows with light. The user can control the amount of light to be as low as a normal candle to that of torch light for a period of 6 hours (36 turns), or as strong as lantern light for 2 hours (12 turns).

Rapping the staff on the ground twice produces a brilliant flash of light, temporarily blinding creatures within a 100-ft diameter for 3d4 rounds. This ability consumes the same energy as it would to produce 3 hours of torch light, or 1 hour of lantern light.

Following the period of illumination, the crystal must be remain unlighted for 6 turns in order to recharge.

Experience / gp value: 750 / 1,500 gp

O'Sullivan's Bodhran (any): This magical Irish drum includes both the instrument and the "tipper" which is a double-headed wooden mallet used to beat out a tune on the stretched animal hide drum head. The magical effects may only be used with the enchanted pair; the bodhran and tipper used with any other instrument will have no effect.

In the hands of the non-bardic PC, the effects are benign. Non-bards may cast a *friendship* or *charm* spell once per day as a first level magic user by beating out a tune on the instrument. The target must be able to both see and hear the individual playing the instrument in order for the magic to work.

The *charm* ability requires the character to sing while playing, but the *friendship* ability does not.

However, when used by a bard of at least the third level of experience, the power of the bodhran becomes much more substantial.

- **Charm:** The bard may choose to *charm* a specific individual with a 90% chance of success once per day.

Optionally, the bard may choose to *charm* a number of creatures equal to her own hit die (i.e., a 5th level bard may charm five hit die worth of creatures), with a +10% chance of success once per day.

Singing is required to cast *charm*.

- **Friendship:** The bard uses *friendship* with a +10% chance of success.

The bard is not required to sing while casting *friendship*.

- **Know Item:** While the *know item* skill does not ordinarily require singing or playing by the bard in order to function, if the bard does play the bodhran while coming into contact with the object to be identified, he gains a +25% chance of success thrice per day.

- **Inspire Greatness:** Once the bard gains this ability, she is awarded a +20% chance of success when playing the bodhran thrice per day.

Creatures from the outer planes of existence or those having more than 12 hit die and those having below Low intelligence are immune to the effects of the bodhran.

Experience / gp value: 5,000 / 7,500 gp

Red Ryder's Cowboy Boots (any): This pair of stylized western cowboy boots are elaborately stitched with patterns of horses, six-shooters, and cacti. They are very often made of leather that

has been dyed in vibrant and ostentatious colors; red, pink, and purple being common, although they can occur in any color.

The boots will magically size themselves to fit any adult human, demi-human or humanoid foot.

The boots allow the wearer immediate knowledge of the proper use and care of any firearm the possessor can touch. The wearer also gains a +1 "to hit" using any firearm, bullwhip, or knife (any bladed weapon 18-in long or shorter).

Experience / gp value: 2,000 / 5,000 gp

Skin Mail Ring (any): This steel ring causes the wearer's skin to take on the appearance and texture of chain mail, from head to toe. The result provides the wearer with an armor class of 5, but also lowers the wearer's charisma attribute by 1 point (while the ring is worn).

Experience / gp value: 1,250 / 2,500 gp

ITEMS FOUND IN THE CHAMBER OF KEYS

Barnes' Knuckles of Pummeling (any): Appearing like a standard set of contemporary brass knuckles. The weapon is +1 "to hit" and inflicts 1-3+2 hit points of damage, twice per round. A successful hit also has a probability of knocking the victim unconscious. The base chance is 9 on 1d20, adjusted up for each hit die of the victim (i.e., a 1 hit die creature/character will be rendered unconscious on a roll of 10 on 1d20, a 2 hit die creature/character on an 11 on 1d20, etc.).

Experience / gp value: 1,500 / 2,500 gp

Spear of Tearing (any; weapon proficiency with a spear is required): The barbed head of the spear has nine small hook-like barbs on one edge of the leaf-shaped blade. The enchantment borne by this weapon is not on the attack of the wielder (which has a normal "to hit" chance and inflicts normal damage), but rather on the withdrawing stroke following a successful hit. As the head is pulled free from the victim, the barbs are drawn out from the blade, cutting through muscle and tendon, and even bone with ease. This automatically causes an additional 2d4 hit points of damage, at such a time as the player declares that they are withdrawing the weapon.

Experience / gp value: 750 / 1,500 gp

Tome of Mysteries (any): Covered in the violet hide of an ogre, this book is large (18-in tall × 12-in wide × 5-in thick). The leathered hide of the cover is tooled into images of faces twisted into grimaces of torturous pain. If viewed over a long period of time, the images will be seen to slowly move and writhe over the surface of the cover. The equivalent of a *read languages* spell, or some similar means is required to decipher the writings within the ancient text. However, no matter the translation method used, the reader must proceed in page order, else the manuscript will not make sense to them. Only a single page per day may be translated, or else the runic writings defy the

reader's ability to make sense of them. However, more than one reader each day may work on the manuscript. It will take 2 full hours of concentrated reading to decipher each page, no matter the skill or magical ability of the person doing the translation.

The book details the history of the *Tower of Mysteries* (see the appendix, **THE TOWER OF MYSTERIES** for information the GM may communicate to the party).

Experience / gp value: 5,000 / 10,000 gp

Teeth of Ill-Fortune (any): This 18-in necklace is adorned with stained, yellowed, and cracked teeth of some unknown humanoid being. The center-most tooth is that of a large fang. They are strung on a wire of braided platinum.

The powers of the necklace are activated when the wearer touches each tooth in turn, speaking a word of activation upon each one (which may be done silently), while mentally focusing on the intended target of the enchantments held within. Successfully speaking the words of activation will cause the target to have an incredible string of bad luck for a period of 24 hours. The effects of the magic will lower the dexterity attribute of the victim by -4 points, lower the charisma attribute by -2 points, cause the recipient to make all saving throws at -2, and reduce all "to hit" rolls by -2.

The victim is entitled to a saving throw versus spell. The necklace can be used once per day. The PC's intelligence and experience level determine the success of executing the command words properly. The words are so complex and alien, that even knowing the words does not guarantee success. The base chance of correctly speaking the words is 75%. This is adjusted by -2% for each point of intelligence below 18, and -2% for each point of wisdom below 16. This is further adjusted +5% per level of the PC. If the PC is successfully attacked while uttering the command words, much like casting a spell, the magic will be ruined, and the PC must wait until the next day to attempt another use.

To discover the command words, a sage must be hired to study the teeth. Use the **OSRIC SRD** to determine length of time and cost required. Otherwise, a bard may be consulted (at even greater expense).

The intended victim must be visible to the attacker during the entire process of reciting the words of activation, or else, the attacker must have touched the intended victim within the past 48-hours prior to reciting the words of activation.

The necklace can contain a maximum of 12 charges, and cannot be recharged once used.

Experience / gp value: 5,000 / 8,000 gp

Darts of Swarming (any): The wooden box is approximately the size of a large cigar box. The wood is old, but not ancient; deeply stained by skillful hands, and inlaid with a mother-of-pearl design in the image of a spreading oak tree. The wood itself seems to be oak, and the joints where the wood is laminated together are slightly cracked through ages of swelling and contracting. The box has a small catch, but no lock. The catch is brass, and

fashioned into the form of a wasp. Inside the box are six darts. Each dart is the size of a standard dart, and is painted in black and yellow stripes and fletched with what would seem to be the wings from some large insect. When thrown, the each dart magically transforms into six individual darts, each with an appropriate opportunity to hit its target (no magical bonuses at striking), and doing normal dart damage with each successful hit. The darts will vanish once used, magically reappearing in the box 24 hours later if the lid is closed and latched (the darts will not reappear if the box lid is not latched closed).

Experience / gp value: 2,000 / 4,000 gp

Cudgel of Booming (any): A gnarled staff, 5-ft long. Smooth and shiny from years of use, the wood is dark with age. It is adorned with a platinum cap on the base, and the broad head is carved into the likeness of a drum.

When struck forcefully on the floor, and the proper word of command shouted aloud by the user, a great thunderous boom, as of a huge drum or thunder crack reverberates through the immediate vicinity. The staff must be struck against a solid surface; stone, hard-packed earth, ice, wooden planks, etc. Striking the staff against soft materials (loose soil, turf, thick carpeting as examples), will not release the staff's magic.

The boom can be heard one mile distant. Creatures within a 240-ft diameter will be deafened for 5d4 turns unless they make a successful saving throw versus spell. Creatures within a 120-ft diameter will be deafened and knocked to the ground unless they make a successful saving throw versus spell. Creatures within a 60-ft diameter will be deafened, knocked to the ground, and rendered unconscious for 4d6 turns unless they make a successful saving throw versus spell. This power may be used 50 times, and the staff is not rechargeable.

If used within a structure, there is a 15% chance of collapsing a large building, 40% of collapsing a medium sized building, and an 80% chance of collapsing a small building. Caverns are 20% likely to cave-in.

In combat, the cudgel strikes and does damage as a **+2 quarter staff**. However, uttering the word of command while attacking an individual will create a smaller boom on a successful hit. This will render the victim unconscious for 3d4 turns unless they make a successful saving throw versus spell. An unsuccessful hit while uttering the command word will not activate the booming power, but nonetheless will expend one charge of the cudgel's power. This power of the cudgel may be used no more than three times per day.

The cudgel's booming attacks will not affect creatures over 10 hit dice.

To discover the command words, a sage must be hired to study the staff. Use the **OSRIC SRD** to determine length of time and cost required. Otherwise, a bard may be consulted (at even greater expense).

Experience / gp value: 1,500 / 5,000 gp

Shard of Illumination (any): This object appears to be a large but otherwise ordinary, naturally occurring piece of translucent crystal resembling quartz. When the command word is spoken the shard will illuminate an area equal to lantern light, and will remain so until commanded to dim itself.

Use of the crystal for extended periods of time will cause the shard to heat up. Starting at room temperature, the surface temperature of the crystal will rise by 10° for every 6 turns it remains 'turned on'. The crystal needs to be dimmed for an equivalent period of time that it is 'on' in order to fully cool. If the surface temperature of the crystal should reach 200°, it will crack, and the enchantments within it destroyed.

To discover the command words, a sage must be hired to study the crystal. Use the [OSRIC SRD](#) to determine length of time and cost required. Otherwise, a bard may be consulted (at even greater expense).

Experience / gp value: 750 / 1,500 gp

Box of Mortal Restoration (any): This small box is held closed by a simple spring-lock mechanism. The lid is decorated with a carving of a human-like skull. Within the box is located a small amount of fine, gray powder. Mixed into the powder are a few sharp fragments which appear to be bone and teeth. The box itself is the source of the enchantment. Placing the cremated

ashes of a deceased individual within the box will restore the individual to life. There must be at least $\frac{1}{2}$ cup of ashes to recover of the body. The body must be fully cremated, and the ashes placed into the box within 48 hours of death. One day later, the resurrected individual will be drawn to the site where the box is located like a moth to a flame—naked and bearing none of their former possessions, and having little or no memory of their past life (though these memories will return with time; 3d6 days on average).

The *resurrection* enchantments will work on any mortal race, including elves, however, there is a potential that the character will suffer ill effects based on their constitution attribute. A failed *survive resurrection* attempt will have one of the following effects;

Box of Mortal Restoration results

D00	RESULT						
01–40	different race* ; character returns as different race;						
01–09	orc	28–36	goblin	55–63	dwarf	81–88	halfling
10–18	half-orc	37–45	elf	64–71	gnome	89–94	dragon hordling [‡]
19–27	gnoll	46–54	half-elf	72–80	human	95–00	sarngoch [§]
41–46	hairless ; completely hairless, and a permanent inability to grow hair						
47–56	missing limb ; character returns missing portion of body due to the ashes not having been gathered correctly;						
01–15	right arm (d12; 1–4 whole arm, 5–8 below elbow, 9–12 hand only)						
16–30	left arm (d12; 1–4 whole arm, 5–8 below elbow, 9–12 hand only)						
31–45	right leg (d12; 1–4 whole leg, 5–8 below knee, 9–12 foot only)						
46–60	left leg (d12; 1–4 whole leg, 5–8 below knee, 9–12 foot only)						
61–75	genitals						
76–90	nose						
91–00	eye (d8; 1–3 right, 4–6 left, 7 both, 8 growth of eye stalks [¶])						
57–62	albino ; loss of skin and hair pigmentation, also, irises of eyes colored red						
63–69	weakling ; permanent loss of 1d4 points of strength						
70–75	sickly ; permanent loss of 1d4 points of constitution						
76–81	poor coordination ; permanent loss of 1d4 points of dexterity						
82–87	hulking ; character develops an inability to control temper in stressful situations (GM's discretion); gains equivalent of hill giant strength, and berserks against all enemies (real and imagined).						
88–93	blindness ; character suffers a loss in sight (all effects may be reversed with a <i>cure blindness</i> spell);						
01–40	light sensitivity, 50% reduction in brightly lighted conditions						
41–80	night blindness, 50% reduction in torch light or less conditions (or, complete loss of infravision)						
81–00	total blindness						

D00	RESULT
94–99	hearing; character suffers hearing loss (all effects may be reversed with a <i>remove curse</i> spell)
01–40	sound sensitivity, all ambient noise amplified by 50%
41–80	diminished hearing, 50% reduction in hearing and related skills
81–00	total deafness
00	aging; character ages 1d20 years

* GM's may use additional races to better suit their campaign environment

† GM's should determine sub-races, attribute adjustments, and class restrictions at their discretion

‡ Result occurs only in campaigns where dragon hordling PC races are allowed, otherwise, roll again ignoring this result hereafter.

§ Result occurs only in campaigns where sargnoch PC races are allowed, otherwise, roll again ignoring this result hereafter.

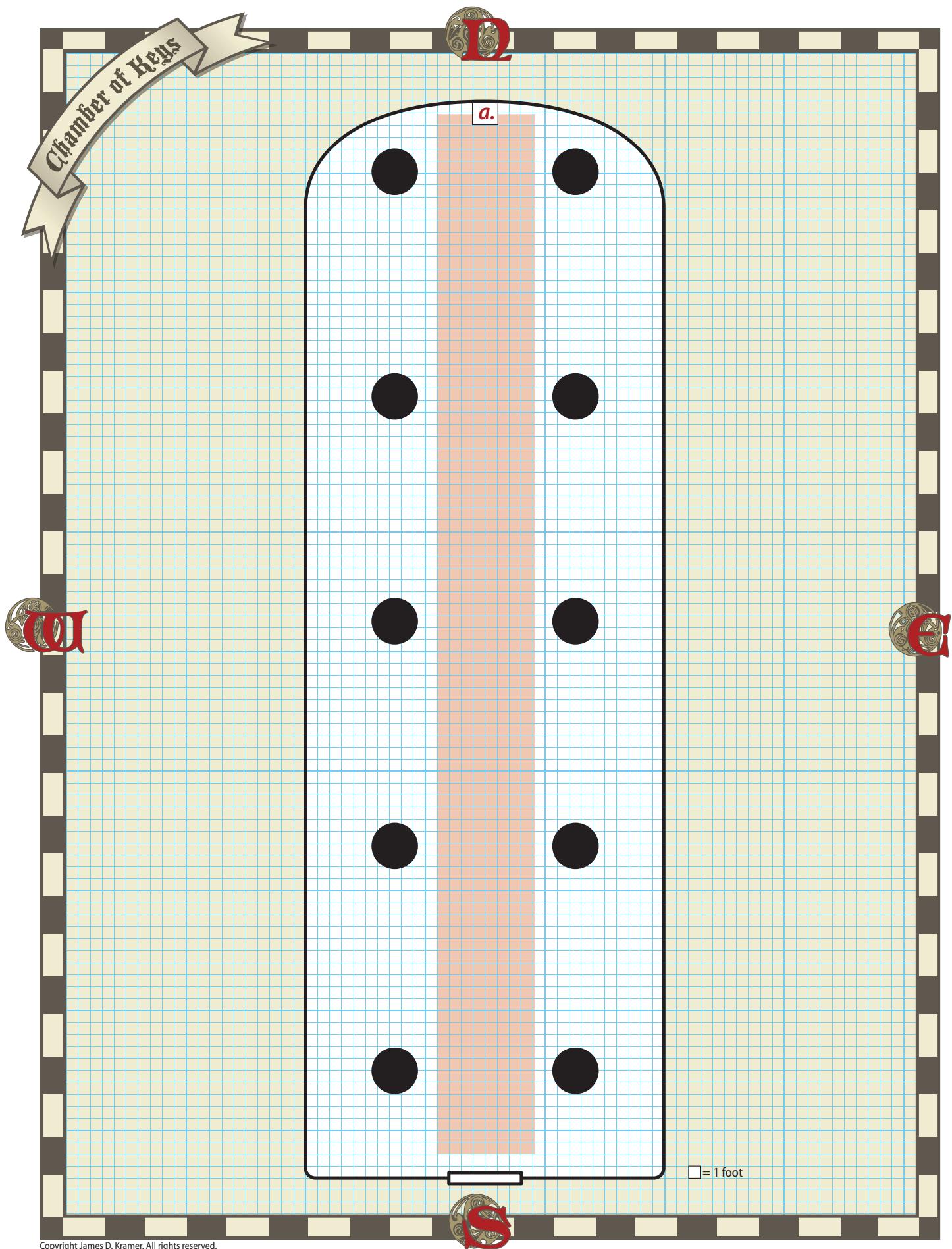
The box can contain a maximum of 10 charges, and cannot be recharged once used.

Experience / gp value: 3,000 / 7,500 gp

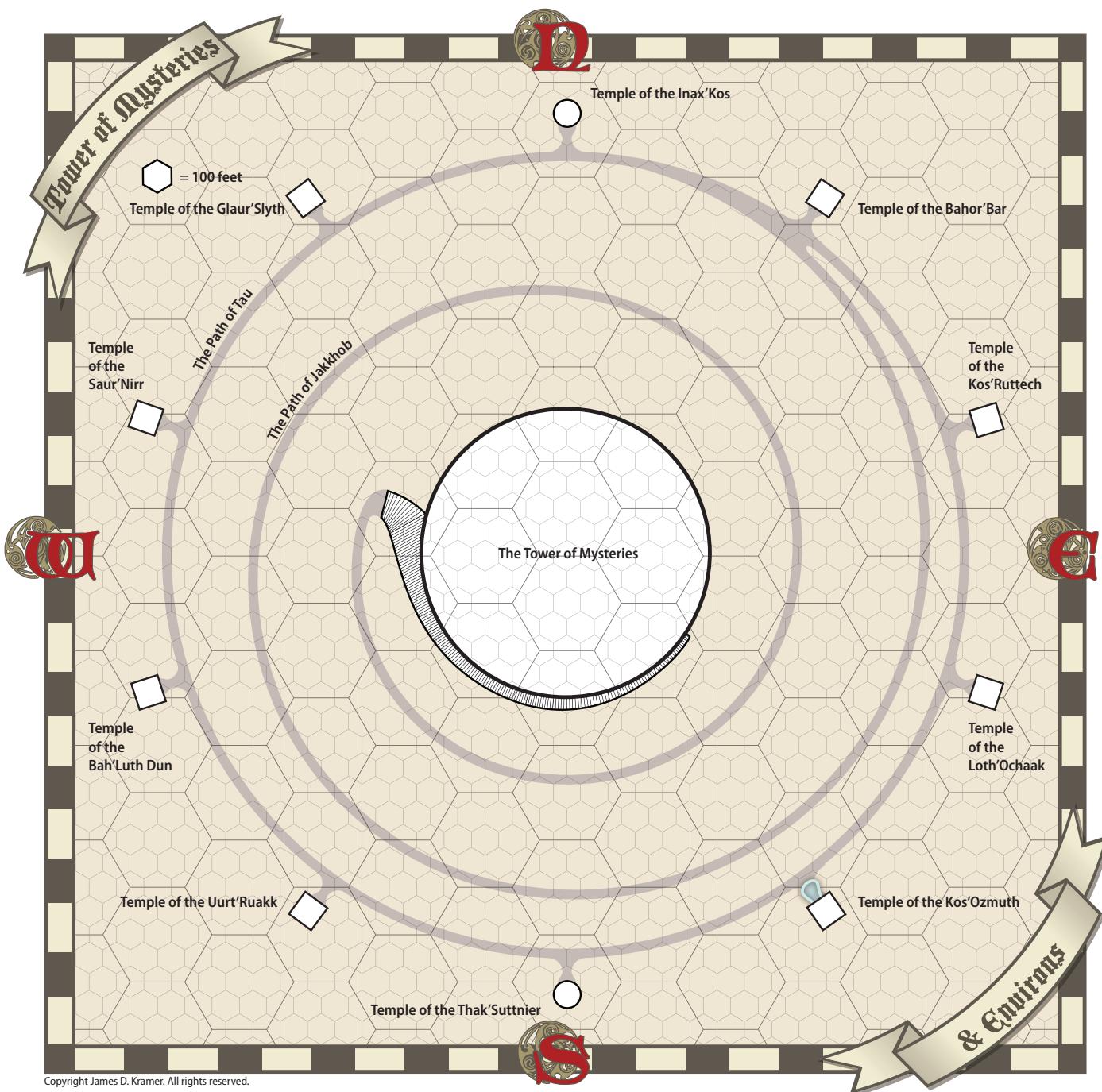
Knives of Shocking (any except C,D,Lp,Lo,Vm): This pair of daggers is sheathed in separate, but identical scabbards. Each scabbard is tooled with the design of a lightning bolt. The scabbard belts are intended to be worn on the leg (presumably on opposite legs). The daggers are narrow, being more like long stilettos, with wire-wrapped grips.

Used individually, the daggers function as ordinary weapons. Used together in a two-weapon attack where each successfully strikes the victim (on a normal “to hit” opportunity), the magic within the weapons is released. The weapons will inflict normal damage plus 2d8 additional points of damage as a surge of electrical energy flows between the weapons. This damage will not affect those creatures which can resist electrically-based attack forms.

Experience / gp value: 1,500 / 3,500 gp



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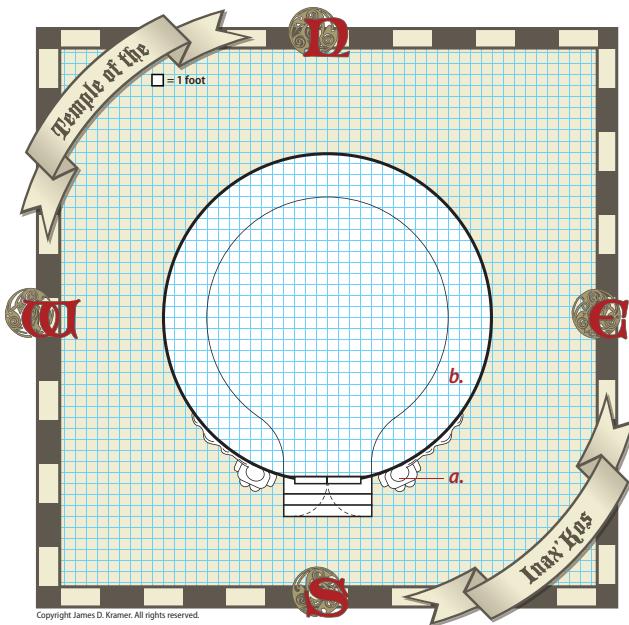
THE PATHS OF TAU AND OF JAKKHOB

The outermost path that encircles the Tower and connects all the temples is known as the Path of Tau. Beginning at the northernmost point of the path (before the Temple of the Inax'Kos), if a character walks the Path of Tau in a counterclockwise direction without straying from the path, stopping or reversing their direction, they will perform all class skills as though they are 1 level higher than their actual level. This blessing lasts until the character re-enters the **CHAMBER OF KEYS**.

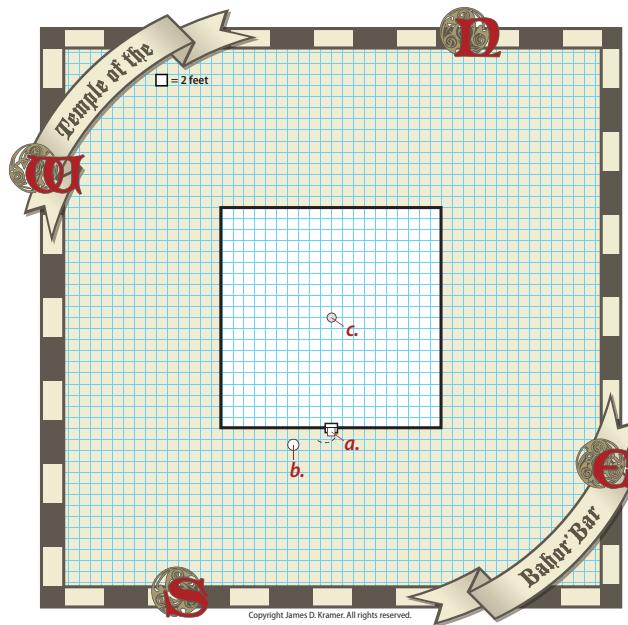
The inner spiral path is known as the Path of Jakkob. Beginning before the Temple of the Bahor'Bar, if a character walks the entire path onto the steps of the Tower of Mysteries, they will be invincible versus all creatures originating from within the ten temples and all their attack forms, so long as the character remains on the Path of Jakkob.

MAPS

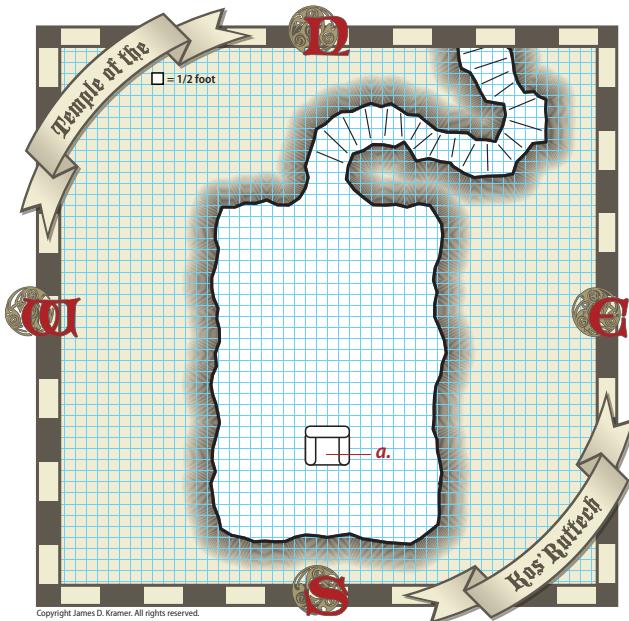
APPENDIX: MAPS



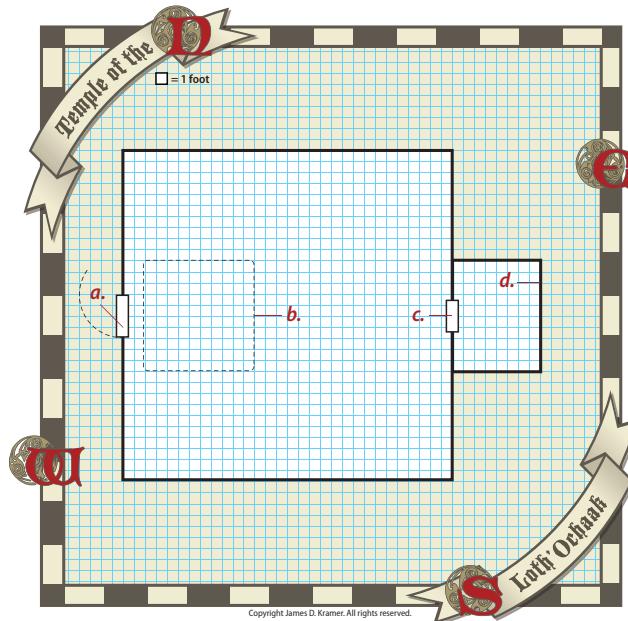
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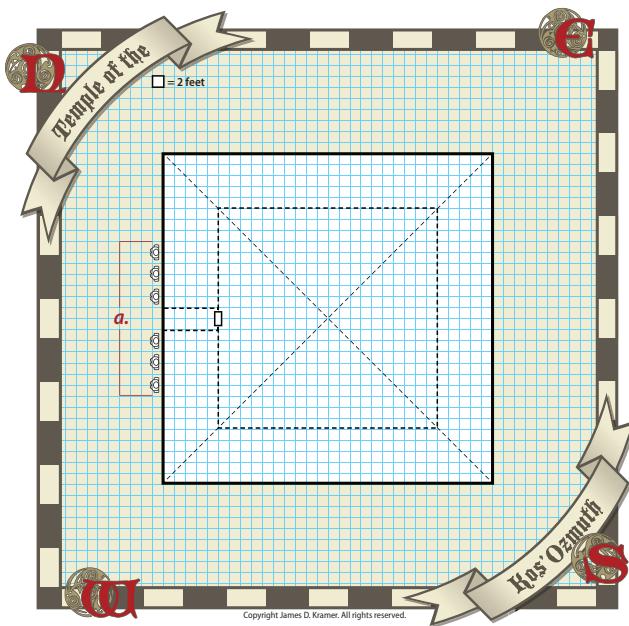
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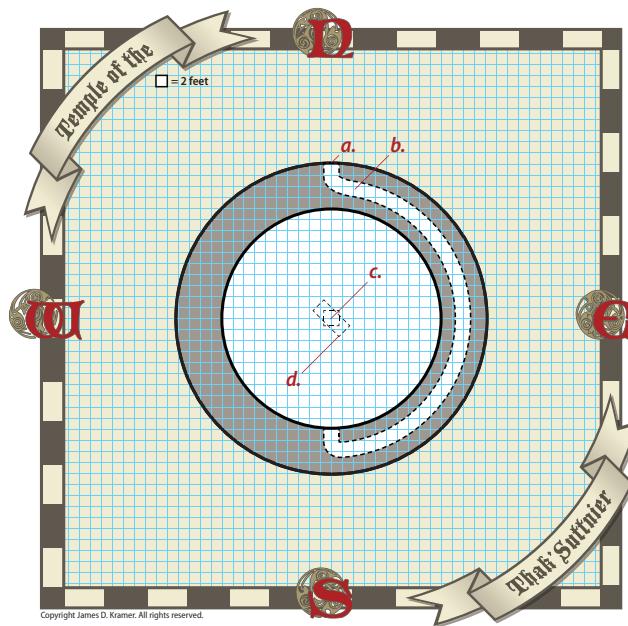
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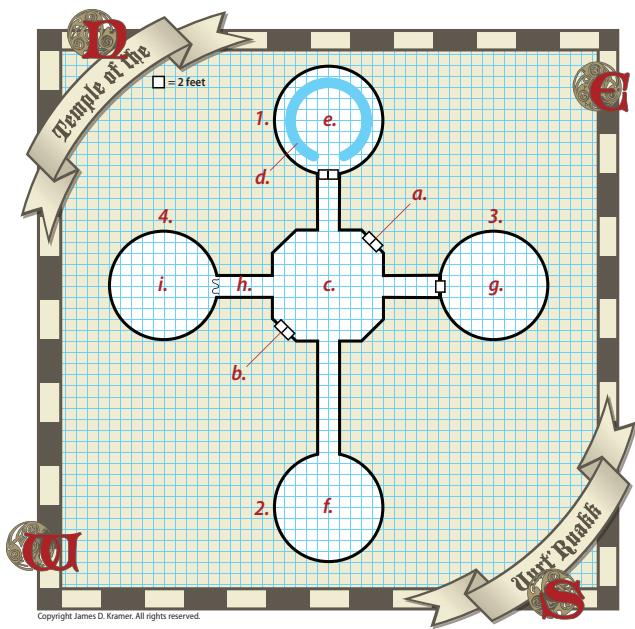
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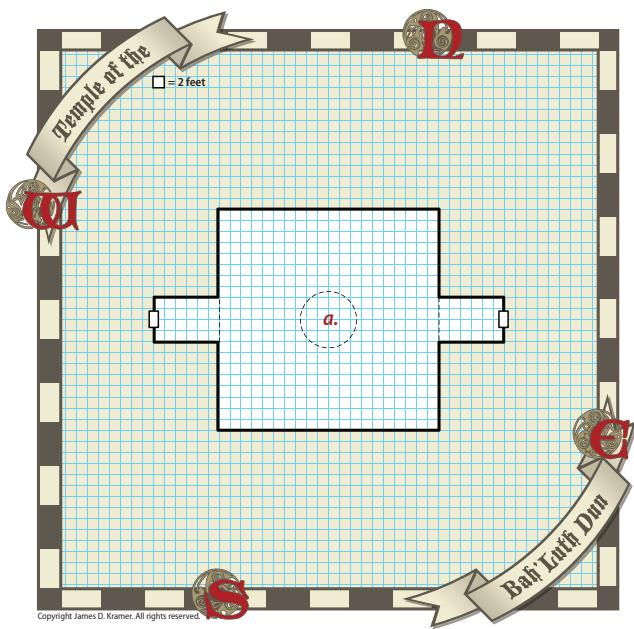
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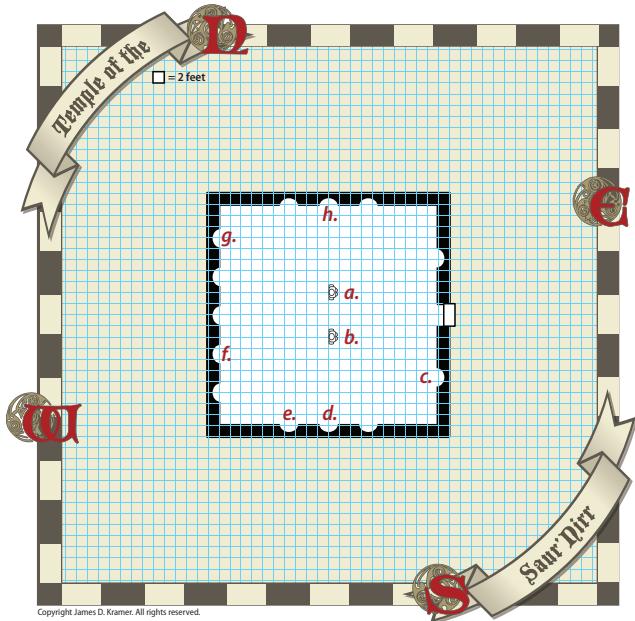
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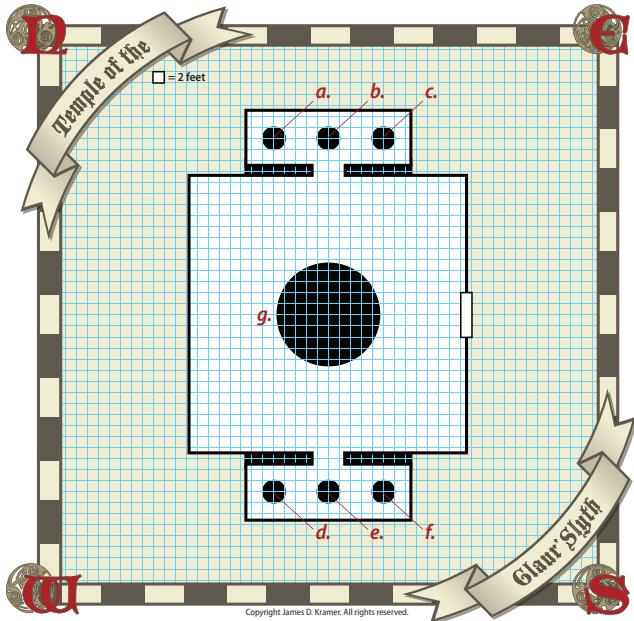
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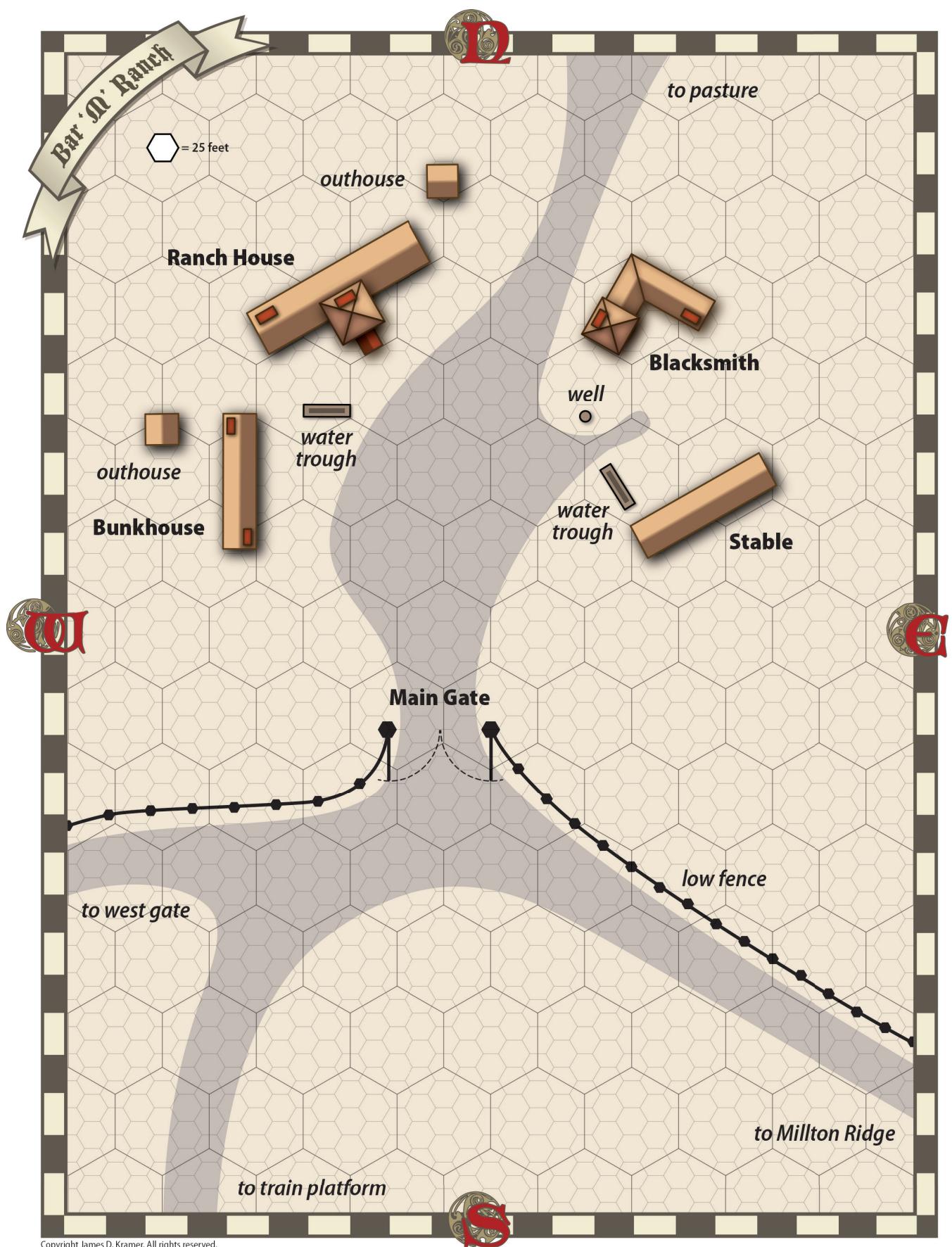
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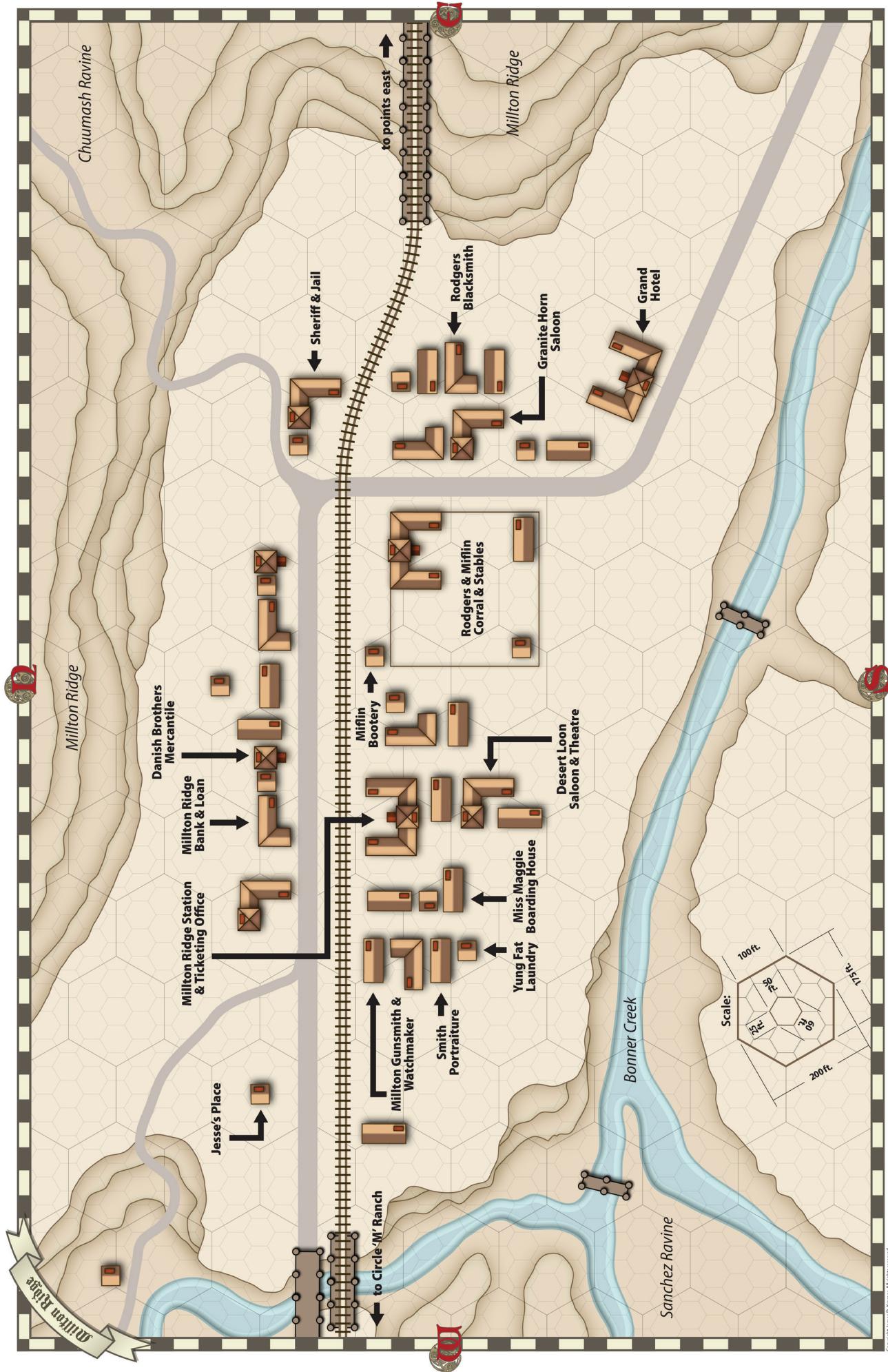
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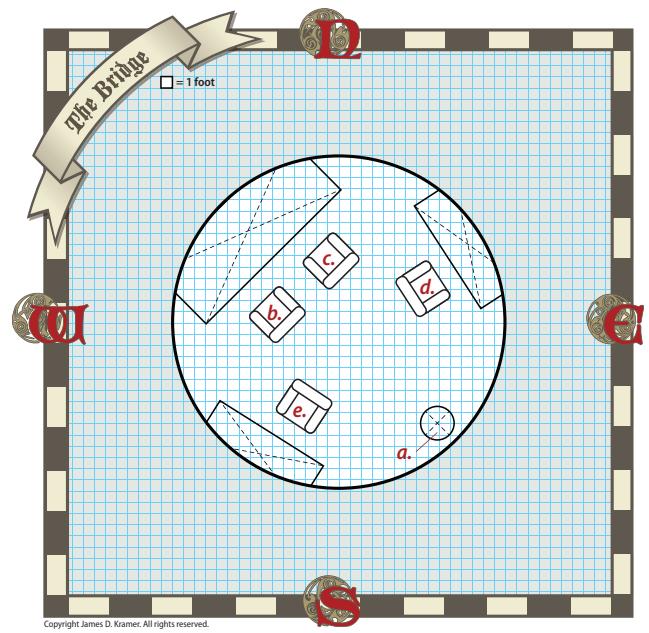
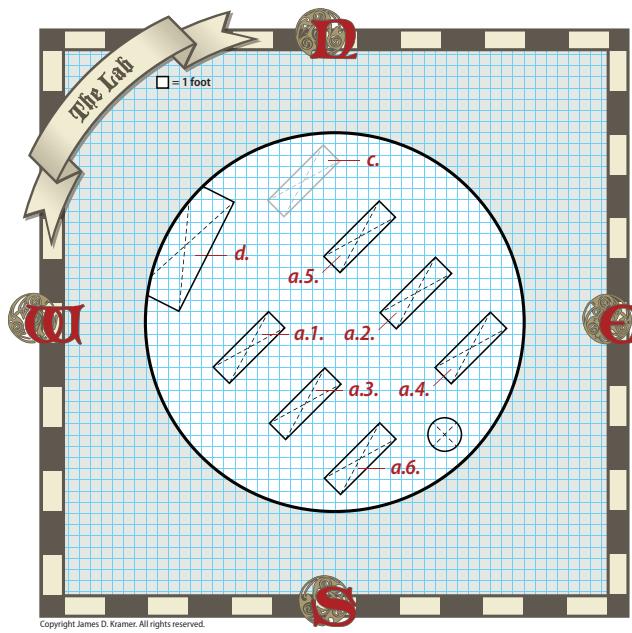
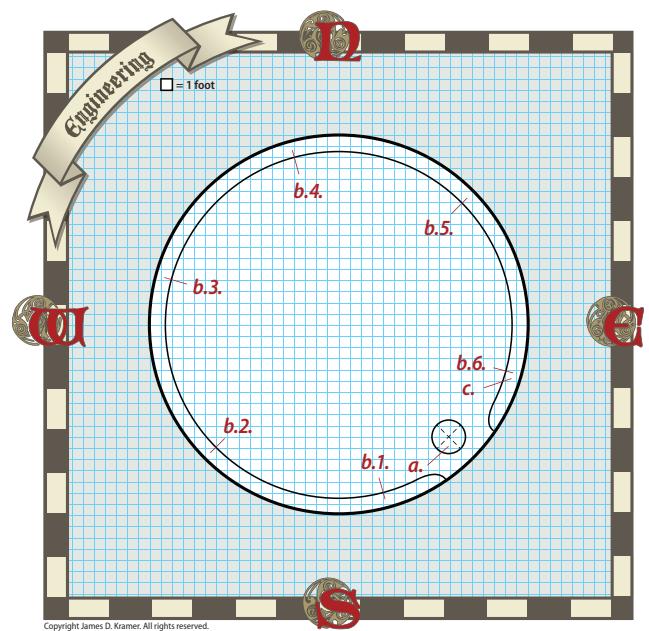
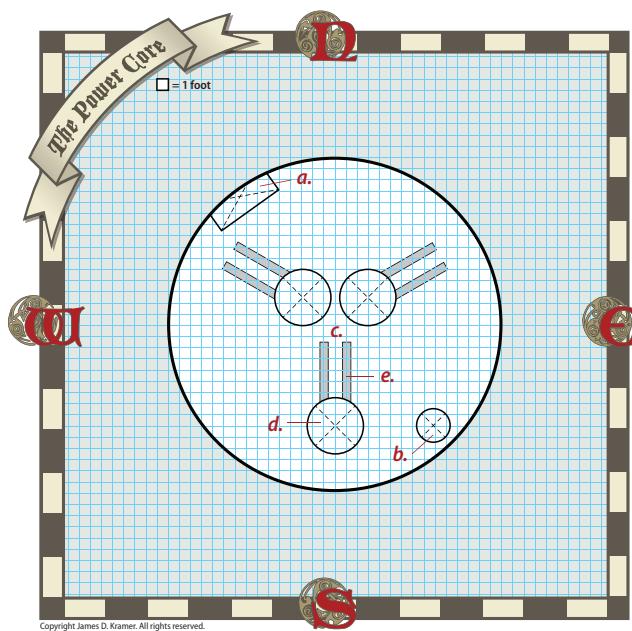


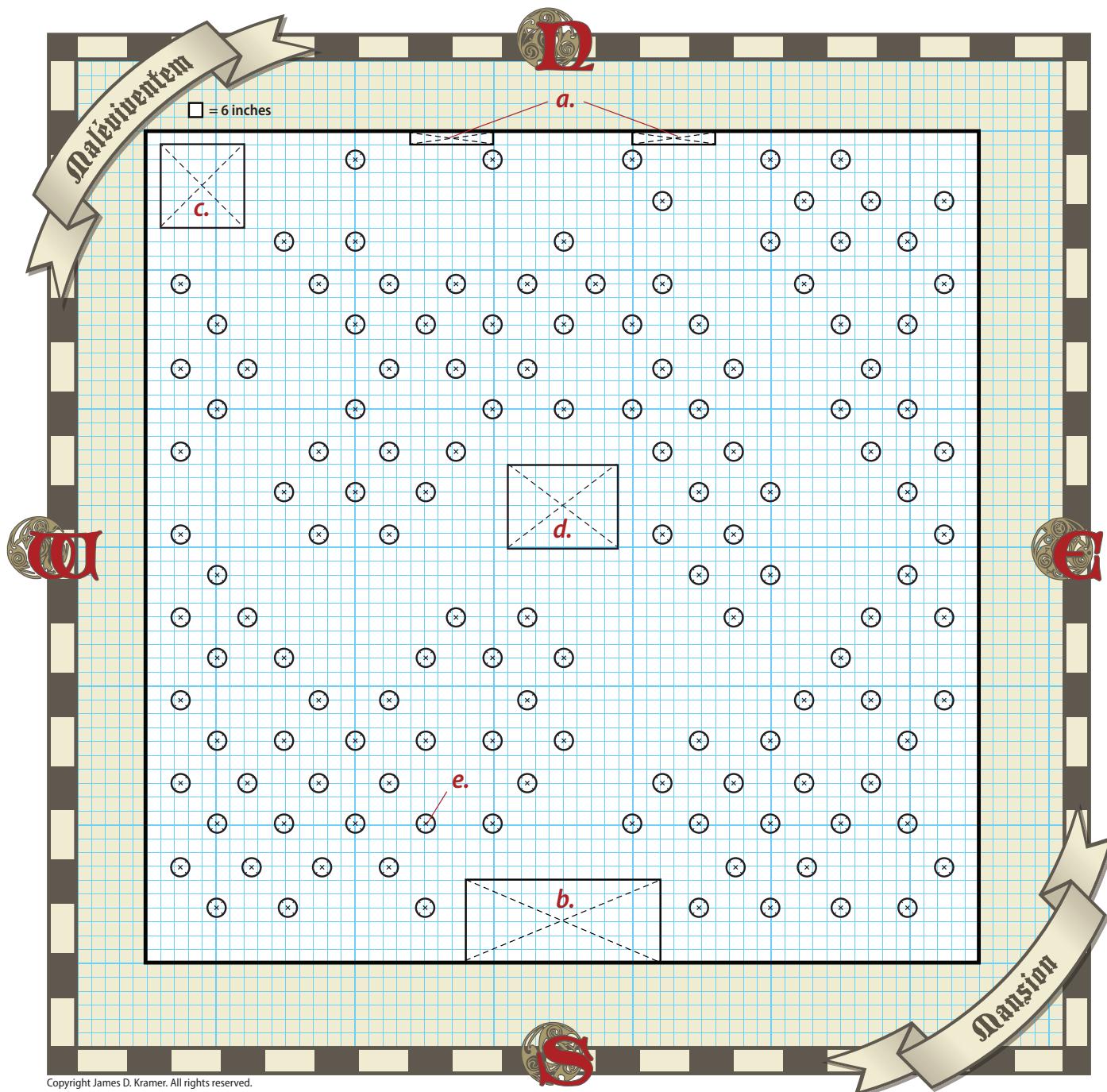
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- Mosquito, Giant** complete creature description; [page 81](#)
- Sentient Automaton** complete creature description; [page 82](#)
- Walrus, Giant** complete creature description; [page 84](#)
- Wereraptor** complete creature description; [page 84](#)

SPELLS

- Transmute Metal to Liquid** complete spell description; [page 86](#)

MAGIC ITEMS

- Cleric's Vestment** complete item description; [page 86](#)
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- Golem Disrupter** complete item description; [page 87](#)
- Humanity Slayer** complete item description; [page 87](#)
- Barnes' Knuckles of Pummeling** complete item description; [page 88](#)
- Skin Mail Ring** complete item description; [page 88](#)
- Spear of Tearing** complete item description; [page 88](#)
- Cudgel of Booming** complete item description; [page 89](#)
- Teeth of Ill-Fortune** complete item description; [page 89](#)
- Box of Human Restoration** complete item description; [page 90](#)
- Shard of Illumination** complete item description; [page 90](#)

If you're playing outside the Bone-Hilt Sword campaign; this section may help to provide additional color, or act as creative suggestions as to how it might fit into your existing campaign setting. In either case, the narrative which follows is not required to the playing of the module.

Additional information on the background of the Usherwood Adventures setting can be found the website at <http://www.usherwoodadventures.com/support/html/dol.html>.

ORIGINS

In order to fully understand the origins of the sarngoch, it may be necessary to start at the very beginning...

In the beginning, there existed nothing but the Yss; a black void in which existed the spirit of that which was called Tau. From whence Tau came into the Yss, none has offered conjecture. It is only stated that the Yss has always been, and for all time, Tau resided therein.

For the first millennia of Its existence, Tau wandered the vastness of the Yss, and thinking often to Itself, "What is my purpose?"

A long time this question occupied Its mind, until a new thought came unto Tau; a thought that hadn't occurred before. In that thought, Tau saw the Yss not as an empty void, but as a space teeming with great vessels. And as this thought reached Tau's consciousness, suddenly the Yss became filled with all manner of celestial bodies, great and small; some burning with brilliance that lighted the Yss, and Tau at last was able to see the vastness of It's creation. And It was filled with great joy.

It came to pass that Tau wandered the Yss, which It now named *Koh*, and reveled in the complexity of It's creation. Many of the glowing orbs had about them smaller bodies which did not shed light of their own, but rather consumed the light and warmth provided by the larger shining bodies that Tau had named 'stars', and the smaller bodies, Tau had taken to calling 'planets'. To each star and planet, Tau gave a name, and It ordered the stars and planets into patterns that pleased It's curiosity, and this kept Tau busy and happy for a millennia of millennia more.

However, the time came when Tau again pondered, "Is this all there is?"

And Tau considered this thought for time beyond counting as It wandered through the heavens, ordering It's planets and stars, until at last It came to rest in a distant corner of the Koh. Here, in this corner, there existed a small young star that Tau had named Nluu. Around Nluu there circled seven planets of modest size, and these were named; Myyrh, Luth, Sai, Gul, Sund, Besh, and Kalthig. The five inner bodies were hot, barren spheres of rock and dense metals. The outermost planet, Kalthig, was a frozen, ice-covered ball. But the sixth planet, Besh, was a warm planet that contained large oceans of liquid water, and several large land-masses about the planet's equator. And witnessing the first sunrise of the first day upon Besh, Tau was again filled with great gladness.

THE TIME OF CREATION AND THE BEGINNING OF THE FIRST AGE

Note in the text which follows, the terms 'Man' and 'Men' describes all the original sentient races that appeared during the First Age of Besh. Such races would include those who came to be known as; human, elven, dwarven, and orcish. It should be further noted this also includes the sarngoch race; predecessor to all the other races.

Tau watched the planet Besh for a thousand and one years, and considered what might be special about this planet, that it alone among all of Its creation should have such a hospitable appearance. Desiring to uncover the secrets of the planet Besh, Tau created something more in Its own image of Itself. This creation It called Jakkhob. Tau breathed life into Jakkhob, and gave unto Him the *Gift of Making* which Tau had used in Its creation of the Koh. Thus did Tau send Jakkhob down to the firmament of Besh to examine and order those things of It's creation.

Jakkhob arrived upon the face of Besh to greet the first dawning of His life, as the face of Nluu rose in the eastern sky, and Jakkhob marveled at its beauty. For many long years Jakkhob wandered the seven land masses of Besh, which He named; Oast'tam, Kargliv, Kraa, Gendarth, Vermé, Myyrdrax, and Pav Yron (or, as a group, as He called *The Seven Brothers*). Jakkhob noted the growth of flowering plants, towering trees, and fragrant grasses during his long travels. But He was also saddened that nothing save himself could bear witness to the wonder and beauty that Tau had achieved. And so it came to pass, that Jakkhob, using some of the magic instilled in him by Tau, created many animals that wandered the meadow, birds that sailed the skies, and fishes that swam in the waters. But Jakkhob also found that two of the continents—Oast'tam and Pav Yron—being in the far reaches of the northern and southern hemispheres respectively, would not sustain creations as Jakkhob envisioned them. And thus it was that these lands remained devoid of life for many long centuries, until the *Later Years* when other beings of divine origin turned their attentions to these regions.

Tau, however, was angered that the creations of Jakkhob should become parasites, feeding off the living world of It's own imagining. And in It's anger, Tau created Man to domesticate and command the animals of Jakkhob. After long years, the many tribes of Man had slain the creations of Jakkhob for sport, and lived not in harmony with the creations of *The Second* (as Jakkhob would also later come to be called by the races of Man). Thus it was that Jakkhob shared the *Gift of Making* with those tribes of Man who venerated the animals, birds, and fishes of His creation. But some tribes of Man, using the gifts of Jakkhob, sought to mould the environment and the animals that he shared it with to their own needs and desires.

THE SARNGOCH PERIOD

In time the Numbers of Man came to worship either Tau or Jakkob, who had formed a delicate truce. And from both, Man received gifts both great and small. Those who followed Tau used of the Gift of Making, and sought to understand more fully the nature of Besh through careful study and science. And with their learnings, they found a part of the Gift of Making untaught and unknown even by Jakkob. These learnings the Men of Tau scribed into great texts, so that they could gain powers greater than those of the Gift of Making. And these learned Men came to be called the sarngoch; the Wizards.

The Men who followed Jakkob became lovers of nature, and regarded the animals that they shared the land with as equals. In these Men, the Gift of Making ran deeply and truly as they learned how to use their skills, and in so learning, worked to improve the beauty and well-being of the land about them. In time, these Men would come to be known as the il'cris, or elves as it is read in the common speech. And the il'cris worshipped and paid homage to Jakkob for many long centuries. And during this time also, the number of Man grew and multiplied. Many tribes spread across the five continents. And the il'cris created many villages, great and small. The greatest of these was called Kahl'vaed, or *First Home*. Kahl'vaed was said to exist on a large peninsula of Vermé called Parad'yse. And it was that Parad'yse would undergo a tumultuous transformation during the Second Dragon War which very nearly would destroy the entire race of the il'cris.

That tale, however, is not recounted here.

One among the early sarngoch studied the Gift of Making long years in secret. This Man was called Yyyd'emske, and was the king of a great nation of tribes. During this era, the life of a single Man was long, and it was not unusual that one Man would live to see the birthing of five generations from his seed. But King Yyyd'emske fathered no offspring, so absorbed in his studies was he. Through the long centuries of his life, Yyyd'emske finally accumulated sufficient power to cause Tau and Jakkob to fear the sarngoch king's intentions. And although King Yyyd'emske and his people remained loyal to Tau, it nonetheless placed a curse of blindness on the King, robbing from him his sight, so that no longer would Yyyd'emske be able to study his texts and tomes of the Gift of Making. And thus it was that Yyyd'emske pleaded with Jakkob to remove the curse. And though filled with pity for the blind king, He refused the king's pleas. Angered, Yyyd'emske promised revenge against both Tau and Jakkob. And then did the Blind King retreat deep into the dark passages and caverns within the mountains. And it was many long years before Yyyd'emske would return to vent his wrath against Tau and Jakkob.

And then it happened that the mortal worshippers of both Tau and Jakkob grew suspicious of the sarngoch tribes once ruled by Yyyd'emske. And for many long years the sarngoch tribes of Tau, and the il'cris followers of Jakkob conducted persecutions against Yyyd'emske's former subjects. And these

tribes lived in pitiful conditions, where disease and pestilence often ran rampant. And no deity did these peoples celebrate, for neither Tau nor Jakkob would pay heed to their prayers. Century upon century these former sarngoch became bereft all but the most rudimentary connections they once had with the Gift of Making. And very many became little more than wild beasts. And these beings were called yyrch. And all tribes of the yyrch then became fragmented, and they were dispersed by both the sarngoch and the il'cris. Those of smaller stature who yet held some of the Gift of Making were pitied by the il'cris. And from among these came many of the sylvan races; brownies, gnomes, sylphs, faeries, and nymphs among others. The others of the yyrch had less or none of the Gift of Making, and these became the dwarves, the gnolls, and the goblins among others.

But the 'true' yyrch became dark and of vile temperament because of the crimes committed against them. Many of these retreated into the passes beneath the mountains, in a vain effort to find once again the Blind King. These beings would disappear from the memory of the sarngoch and il'cris as they remained beneath the ground for century beyond century. But they would return to exact their revenge against the surface world.

That tale, however, is not recounted here.

Of the remaining sarngoch of Yyyd'emske, they forever turned their back on the gods. And forever after, these tribes would be called Human. Which in the old tongue of the sarngoch — *hhu'mahni* — means 'the Forsaken of Man'. At this time, humans became shorter lived, lessened somewhat in stature, and held less connection with the Gift of Making than did the sarngoch and the il'cris.

THE TEN TRIBES

The peoples of the original sarngoch were organized into ten distinct tribal families, and each of these tribes worshipped in their own unique ways.

The Bahor'Bar were devoted to the element of fire. As such, most of their magics had their foundation in summoning and control this elemental force. Conventional wisdom even states that all fire-based forms of magic have their origin from this tribe.

The Kos'Ruttech absorbed themselves in the phantasmal magics of illusion. All illusionists of any race regard this tribe as the origin of their profession.

The Inax'Kos were one of only three tribes that specifically worshipped a single deity. For the Inax'Kos, that being was Avitori; god of lawful good beings and patron of paladins.

The Loth'Ochaak lived their in the darkness of their belief, for these peoples worshipped the darkness, and the clouded days, and moonless nights most especially. Their residences were frequently located underground, and they pay monthly homage to the new moon. Days of a full eclipse were usually welcomed in with great ceremony, and ritual sacrifice.

The Kos’Ozmuth are the second of the tribes to worship a specific deity. In this case Caelis — goddess of lawful neutral beings and patron of scribes — is the deity they revere. The Kos’Ozmuth are reputed to have amassed the greatest libraries ever known. The whereabouts of these libraries, however, remains lost to history. Legend states that finding a Kos’Ozmuthian library and reading through its entire contents (a feat which would reputedly take a thousand thousand years in itself), will gift the reader with the knowledge and wisdom of all the myriad gods.

The Uurt’Ruakk venerated the four winds and avians (non-fantastic). Their communities were often located on the sides of cliffs where there structures were carved in such means as to create musical whistles as the wind drove through the city streets. They are said to have tamed great rocs as flying mounts.

The Thak’Sutnier is the third tribe to pay homage to a specific deity, and the focus of their evil prayers is Archipterus — goddess of lawful evil beings and patroness of assassins. These peoples are said to have been masters at covert killing, being able to skillfully combine their magics, their talents for assassination, and their insatiable blood lust.

The Bah’Luth Dun revered water and all sea-dwelling creatures. Their cities were always intricately designed and artistic structures built on the craggy shores of remote coastlines. Often, their cities were half submerged in the surf, where great sea caves were shaped from the living coral hosted the nobility among them.

The Saur’Nirr worshipped light and the sun. All light-based spell-craft was said to have been created by these peoples. Their villages were decorated in vast hanging canopies of small glass balls, each imbued with a *continual light* spell, to drive away the night.

The Glaur’Slyth revered earth and stone. These peoples bore great friendship with dwarves and gnomes, and are said to have been the only race to rival the dwarves’ ability to work stone. The cities of the Glaur’Slyth were contained within expansive caves, where the stone of the Underdark was shaped and worked into awe-inspiring stone gardens, and statuary. The cities were typically lighted with phosphorescent mosses and fungi cultivated for just that purpose. Legend reports that the Glaur’Slyth for the

actual construction of the *Divine Orary*; machine designed so that mortal may understand the designs of the gods.

ELISTARN, THE ELDER

Elistarn is the thought to have been the greatest of the sarngoch peoples. Tale and rumor of his powers spread far and wide throughout the known world.

One of the many tales about Elistarn has to do his creation of the *Door of Infinite Portals*. It is known with certainty that he did in fact create the Door and the *Chamber of Keys*. But his true purpose for the Door is ever a debate. Also not known is how the powers the Door possesses came to be corrupted.

One tale suggests that Elistarn created the Door and the Chamber as a means of travelling quickly and reliably across great distances in order to facilitate communication between the forces of Law during the First Dragon War. The legend goes on to say that the magic of the Door became corrupted when a spy of the red dragon forces entered the Door. The corruption caused by the creature’s Chaotic nature allowed the Door to be released from Elistarn’s controlling magic; becoming chaotic and unpredictable. In his attempt to restore the Door, Elistarn vanished through the portal, and was never heard from again. It is thought that whenever the Door appears today, it is in reality Elistarn attempting to return from whatever plane the Door had teleported him to.

THE TOWER OF MYSTERIES

Little is known about the *Tower of Mysteries*. Its actual physical location is said to be on a dimension apart from the Prime Material Plane.

Its purpose is equally mysterious. However, most tales do agree that the Tower of Mysteries is the resting place of a sacred object called the *Heaven Stone*.

THE HEAVEN STONE

If this mystical artifact truly exists, it is locked away in a small chamber within the Tower of Mysteries, the Heaven Stone is a rock approximately the size of a soccer ball. The Stone is said to have fallen from the gods, and has powers that would reorder all of creation if it were to ever be removed from the Tower.

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	Karshem
Race / Sex:	Sarngoch / Male
Class:	Cleric
EXP / Level:	55,000 / 7
Hit Points:	56
Attributes:	STR 10, dexterity 12, constitution 13, intelligence 11, wisdom 16, charisma 11
Armor Class:	4
Armor:	Chain mail, small shield
Weapon:	Heavy mace
Wealth:	235 gp
Caste:	Magic-user (<i>magic missile, detect magic</i>)
Spells:	cleric first level; <i>command, cure light wounds, light, protection from evil, sanctuary</i> second level; <i>augury, chant, detect charm, resist fire, slow poison</i> third level; <i>feign death, prayer</i> fourth level; <i>cure serious wounds</i>

Name:	Dar'lean
Race / Sex:	Half-elf (nubian) / Male
Class:	Druid
EXP / Level:	55,000 / 7
Hit Points:	56
Attributes:	STR 12, dexterity 16, constitution 9, intelligence 9, wisdom 16, charisma 15
Armor Class:	8
Armor:	None
Weapon:	Club, sling (score stones)
Wealth:	175 gp
Spells:	druuid first level; <i>animal friendship, faerie fire, pass without trace, purify water, speak with animals</i> second level; <i>barkskin, cure light wounds, fire trap, trip, warp wood</i> third level; <i>neutralize poison, summon insects</i> fourth level; <i>control temperature 100 ft radius</i>

Name:	Richard
Race / Sex:	Human / Male
Cleric:	Paladin
EXP / Level:	55,000 / 6
Hit Points:	60
Attributes:	STR 16, dexterity 9, constitution 9, intelligence 9, wisdom 13, charisma 17
Armor Class:	3
Armor:	Plate mail
Weapon:	Bastard sword, heavy mace
Wealth:	210 gp

Name:	Gordo
Race / Sex:	Halfling / Male
Class:	Thief
EXP / Level:	55,000 / 7
Hit Points:	42
Attributes:	STR 9, dexterity 17, constitution 9, intelligence 10, wisdom 12, charisma 10
Armor Class:	5
Armor:	Padded
Weapon:	Short sword, sling (score bullets)
Wealth:	210 gp



Karshem

Richard

Dar'lean

Gordo

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	Stu'yrt
Race / Sex:	Dwarf / Male
Class:	Fighter
EXP / Level:	55,000 / 6
Hit Points:	60
Attributes:	STR 16, dexterity 12, constitution 12, intelligence 9, wisdom 10, charisma 9
Armor Class:	5
Armor:	Mail hauberk
Weapon:	Hand-axe, heavy mace, light crossbow
Wealth:	350 gp

Name:	Gondars
Race / Sex:	Human / Male
Class:	Ranger
EXP / Level:	55,000 / 6
Hit Points:	56
Attributes:	STR 12, dexterity 16, constitution 14, intelligence 13, wisdom 14, charisma 14
Armor Class:	6
Armor:	Leather
Weapon:	Long sword, dagger, long bow
Wealth:	140 gp

Name:	Aaonæ
Race / Sex:	Elf / Female
Class:	Magic-User
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	STR 9, dexterity 10, constitution 9, intelligence 16, wisdom 10, charisma 14
Armor Class:	10
Armor:	None
Weapon:	Quarter staff, dagger
Wealth:	105 gp
Spells:	magic-user first level; <i>charm person, magic aura, push, read magic, shocking grasp, write</i> second level; <i>continual light, invisibility, wizard lock</i> third level; <i>haste, protection from evil 10 ft radius</i>

Name:	Junée
Race / Sex:	Human / Female
Class:	Lorist Priest
EXP / Level:	55,000 / 6
Hit Points:	48
Attributes:	STR 9, dexterity 9, constitution 9, intelligence 12, wisdom 15, charisma 13
Armor Class:	7
Armor:	Studded Leather
Weapon:	Quarter staff, flail
Instrument:	Harp
Wealth:	140 gp
Spells:	cleric first level; <i>bless, cure light wounds, detect evil, resist fire, slow poison</i> second level; <i>dispel magic</i> third level



Stu'yrt

Gondars

Aaonæ

Junée

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	Græydon
Race / Sex:	Gnome / Male
Class:	Illusionist
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	STR 8, dexterity 16, constitution 8, intelligence 15, wisdom 10, charisma 9
Armor Class:	8
Armor:	None
Weapon:	Dagger, darts (10)
Wealth:	140 gp
Spells:	illusionist first level; <i>change self, dancing lights, gaze, reflection, read magic, wall of fog, write</i> second level; <i>deafness, improved phantasmal force, misdirection</i> third level; <i>dispel illusion, non-detection, spectral force</i>

Name:	Joahan
Race / Sex:	Half-Hordling (blue) / Male
Class:	Verméan Monk
EXP / Level:	55,000 / 6
Hit Points:	42
Attributes:	STR 15, dexterity 15, constitution 11, intelligence 9, wisdom 15, charisma 9
Armor Class:	4
Armor:	None
Weapon:	Scimitar, dagger
Wealth:	140 gp

Name:	Snargu
Race / Sex:	Half-Orc / Male
Class:	Assassin
EXP / Level:	55,000 / 7
Hit Points:	48
Attributes:	STR 14, dexterity 16, constitution 14, intelligence 11, wisdom 8, charisma 8
Armor Class:	6
Armor:	Leather
Weapon:	Broad Sword, dagger
Wealth:	165 gp

Name:	Whilem
Race / Sex:	Human / Male
Class:	Racaraide Bard
EXP / Level:	55,000 / 7
Hit Points:	32
Attributes:	STR 12, dexterity 13, constitution 12, intelligence 12, wisdom 12, charisma 15
Armor Class:	7
Spells:	None
Armor:	Studded leather
Weapon:	Long sword, dagger, short bow
Instrument:	Lyre
Wealth:	140 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	Greenleaf
Race / Sex:	Human / Male
Class:	Lorist Ovate
EXP / Level:	55,000 / 6
Hit Points:	48
Attributes:	STR 9, dexterity 9, constitution 9, intelligence 12, wisdom 15, charisma 15
Armor Class:	8
Armor:	Leather
Weapon:	Club, sling (score bullets)
Instrument:	Mandolin
Wealth:	140 gp
Spells:	druid first level; <i>detect pits and snares, invisibility to animals, speak with animals</i> second level; <i>cure light wounds, trip</i> third level; <i>protection from fire</i>

Name:	Smithee
Race / Sex:	Human / Female
Class:	Sonneteer Magician
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	STR 9, dexterity 9, constitution 9, intelligence 15, wisdom 12, charisma 12
Armor Class:	8
Armor:	Leather
Weapon:	Scimitar, dagger
Instrument:	Harp
Wealth:	160 gp
Spells:	magic-user first level; <i>enlarge, jump, magic missile</i> second level; <i>ESP, shatter</i> third level; <i>monster summoning I</i>

Name:	Edelbrock
Race / Sex:	Human / Male
Class:	Lyrist Veteran
EXP / Level:	55,000 / 6
Hit Points:	60
Attributes:	STR 16, dexterity 10, constitution 9, intelligence 12, wisdom 12, charisma 12
Armor Class:	6
Armor:	Scale mail
Weapon:	Mace, short sword, light crossbow
Instrument:	Cittern
Wealth:	140 gp

Name:	Buckley
Race / Sex:	Human / Female
Class:	Jongleur Magsman
EXP / Level:	55,000 / 6
Hit Points:	36
Attributes:	STR 9, dexterity 16, constitution 9, intelligence 12, wisdom 12, charisma 12
Armor Class:	6
Armor:	Leather
Weapon:	Long sword, dagger
Instrument:	Djembe
Wealth:	160 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	Vinzini
Race / Sex:	Human / Male
Class:	Sonneteer Trickster
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	STR 9, dexterity 9, constitution 9, intelligence 15, wisdom 15, charisma 9
Armor Class:	8
Armor:	Padded
Weapon:	Scimitar, dagger
Instrument:	Lute
Wealth:	90 gp
Spells:	illusionist first level; <i>color spray, dancing lights, hypnotism</i> second level; <i>improved phantasmal force, magic mouth</i> third level; <i>invisibility 10 ft radius</i>

Name:	Clint
Race / Sex:	Human / Male
Class:	Jack-of-All-Trades
EXP / Level:	55,000 / 6
Hit Points:	48
Attributes:	STR 13, dexterity 12, constitution 14, intelligence 11, wisdom 14, charisma 9
Armor Class:	8
Armor:	Leather
Weapon:	Bastard sword, morning star, dagger
Wealth:	170 gp
JoAT Abilities:	<i>first level; hide in shadows, move quietly, tracking</i> second level; <i>alert against surprise, turn undead I</i> third level; <i>climb walls, turn undead II</i>



Vinzini

Clint

Module Title	Comments
Mission Objective(s)	
Mission Achievement(s)	
Mission Notes	

Summary Matrix

ID	Character	Class	Race/Sex	Lvl	EXP	Attributes						HP	AC
						STR	DEX	CON	INT	WIS	CHA		
01													
02													
03													
04													
05													
06													
07													
08													
09													
10													
11													
12													
13													
14													
15													

Weapons Matrix

ID	Str Mods		Dex Mods		Race/Class Mods.		Weapon in Hand	Weapon Mods		Damage		
	"To Hit"	Dam.	Attack	A.C.	"To Hit"	Dam		"to Hit"	Dam	S-M	L	
01												
02												
03												
04												
05												
06												
07												
08												
09												
10												
11												
12												
13												
14												
15												

Combat Matrix

ID	Enemy				ID	Enemy				ID	Enemy			
	Creature	A.C.	vs. A.C.	Dam.		Creature	A.C.	vs. A.C.	Dam.		Creature	A.C.	vs. A.C.	Dam.
01					04					07				
02					05					08				
03					06					09				

Summary Matrix

Weapons Matrix

Combat Matrix

Combat Matrix								
ID	Enemy			ID	Enemy			Combat Notes
	Creature	A.C.	vs. A.C.		Creature	A.C.	vs. A.C.	
10				13				
11				14				
12				15				

ID	Aimed Magic Item (rod, staff, Wand)
01	Breath Weapon
02	Death, Paralysis, Poison
03	Petrification, Polymorph
04	Spells (for unlisted categories)
05	
06	Aimed Magic Item (rod, staff, Wand)
07	Breath Weapon
08	Death, Paralysis, Poison
09	Petrification, Polymorph
10	Spells (for unlisted categories)
11	Aimed Magic Item (rod, staff, Wand)
12	Breath Weapon
13	Death, Paralysis, Poison
14	Petrification, Polymorph
15	Spells (for unlisted categories)

ID	Spell	Spell cast	ID	Spell	Spell cast

Name:	EXP*:	Age:	Weapon in Hand:
Class(es):	HP:	Height:	Secondary Weapon:
Alignment:	AC:	Weight:	Missile Weapon:
Race:	LVL*:	Sex:	Other:
*Multi-classes:			

Attributes	Modifiers			
STR:	"to hit":	Damage:	Minor Test:	Major Test:
Dex:	Surprise Bonus:	Missile Bonus:	AC Adjust:	
Con:	HP:	Minor Test:	Major Test:	
Int:	Add. Lang.:	Understand Spell:	Min/Max Spells Understood/LVL:	
Wis:	Mental Save Bonus::	Bonus Spells:	Chance of Spell Failure:	
Cha:	Max. Henchmen:	Loyalty Bonus:	Reaction Bonus:	
*Notes:				

Saving Throws																					
Aimed Magic Item:	Death, Paralysis, Poison:			Spells:			Notes:														
Breath Weapon:	Petrification, Polymorph:																				
"to hit" vs AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Unadjusted d20 Roll:																					
Notes:																					

Armor					
Armor:	Shield:	Other:	AC:		
Notes:					
Weapons		Damage vs S/M:	Damage vs L:	Range:	Encumbrance:
Weapon in Hand:					
Secondary Weapon:					
Missile Weapon:					
Other:					
Notes:					

Wealth & Treasure				
CP:	SP:	Other (gems, jewelry, etc.):		
EP:	GP:			
PP:				
Other magical or unique:				

Equipment

Equipment

Spells

Other (hirelings, henchmen, etc)

Campaign Setting Notes

Deity:

Region of Origin:

Racial Notes:

Class Abilities Notes**Other**



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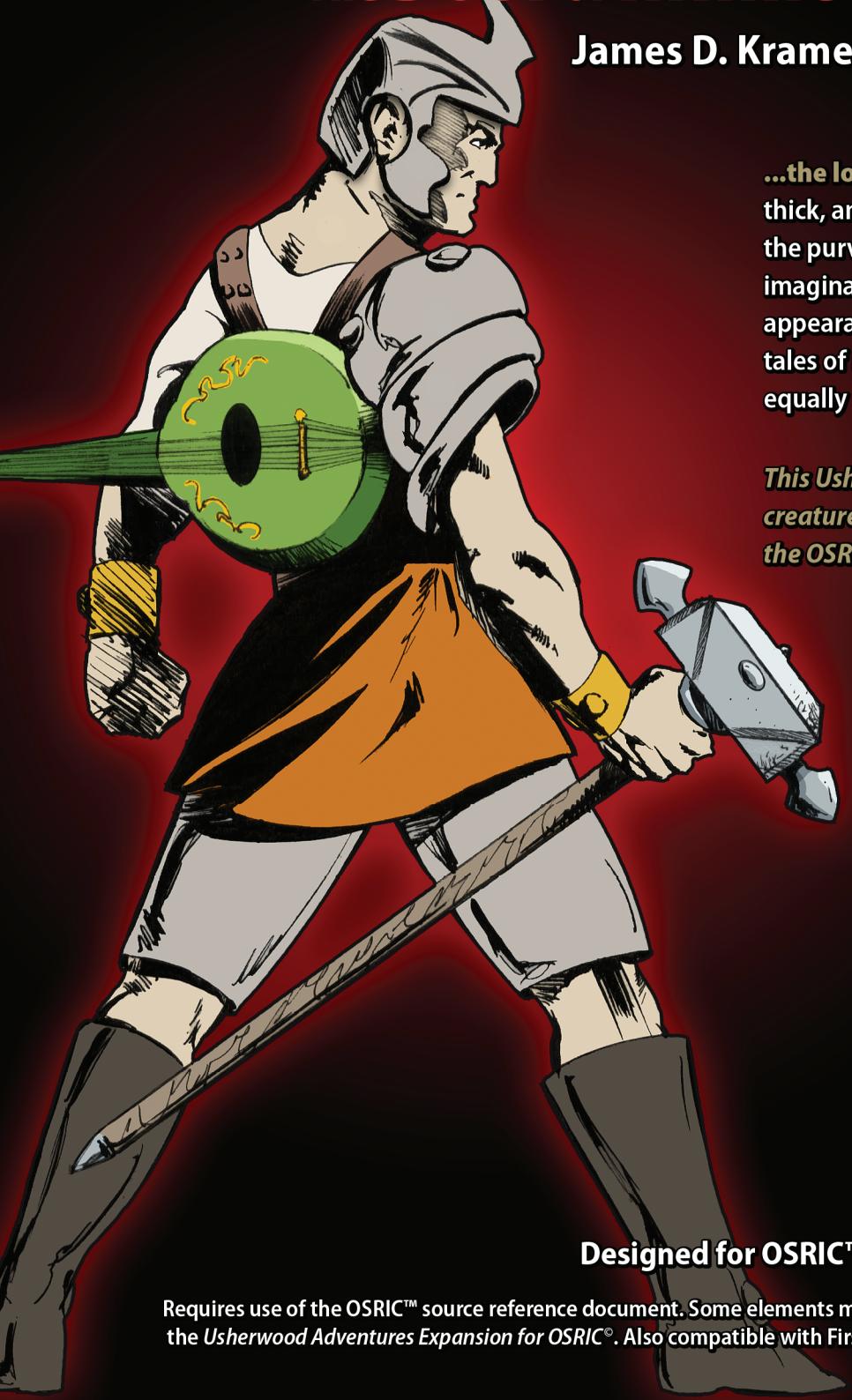
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James D. Kramer



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