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**UPDATED
2nd EDITION**



An Usherwood Adventure® for 4-7 characters, of levels 8-10

Includes Game Master's Adventure Log, detailed character sheet template, and new OGC material

The Awakening

Alphonso Warden

An Usherwood Adventure for 4–7 characters, of levels 8–10

Designed for First Edition and OSRIC™ fantasy roleplaying game systems.

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On the cover: *The Stasis Pod Chamber*, by James D. Kramer

Introduction

Conventions

The following abbreviations will be used throughout the text to denote specific kinds of information;

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

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

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

d# or #d#: *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 number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

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

DDG: *Deities & Demigods*; refers to the First Edition rules system, a selection of divine beings and pantheons both fantastic and mythical.

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

DMG: *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: *dungeon/game master*; the individual running a game through which a combination of players are adventuring.

EXP: *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 c.1978-82.

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

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

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

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

OGC: *Open Game Content*; that portion of this work which may be used by publishers of content covered by the OGL (see below).

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

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

PHB: *Players Handbook*; refers to either the First Edition or Third Edition rules systems by the same name, describing the process for players to develop personalities to use in the game.

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

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

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

Reader Aids

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

GM narratives provide you with text to read verbatim to the players in order to set-up specific situations throughout the module.

Creature stats blocks 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:

Villoi Soldiers (5): AC 2; MV 120 ft./180 ft.; HD 2; HP 24; #AT 4; DAM 1d4/1d4/1d4/1d4 or by weapon type; **POS:** 2 short swords (each), insect spear (each), 5,000 g.p.

where: **AC** = Armor Class; **MV** = Movement Rate; **HD** = Hit Die (or relative strength); **HP** = Hit Points; **#AT** = number of attacks; **DAM** = damage inflicted on a successful To Hit attempt; **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. The method assumed by this text is as follows; the player rolls 3d6 vs. the indicated attribute (STR, INT, WIS, DEX, CON, or 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 penalty described in the encounter text. The required save may be adjusted to address a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute.

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Notes:

Understanding the Module

GM's are advised to 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.

Publications and Resources

The following publications and resources are used in the preparation of this module;

- AD&D™ Players' Handbook (Second Printing, 1978)
- AD&D™ Monster Manual (Third Edition, 1978)
- AD&D™ Dungeon Masters Guide (First Edition, 1979)
- Usherwood Adventures Sourceweb;
<http://www.usherwoodadventures.com>

Alternatively, the module is also completely compatible with the OSRIC SRD.

Notes on Revisions

This revised edition of Alphonso Warden's **THE AWAKENING** primarily came about in order to maintain compliance with WotC's abandonment of the d20 rules system. But we also took advantage of the effort to update and improve the interior, clarify several points in the editorial approach, and make improvements on several of the maps. In addition, we realized that the previous release utilize the xill creature (first appearing in the AD&D Fiend Folio™), which under copyright belongs to Wizards of the Coast, Inc. and its parent company. To get around this issue, we have created a new OSRIC creature called the zzyll, which you can find described in **APPENDIX A**.

The publisher also learned a valuable lesson; don't leave your laptop in plain view in your car. The result being, it will likely be stolen, along with all your archived projects. Thankfully, this effort also allowed me to rebuild this particular archive.

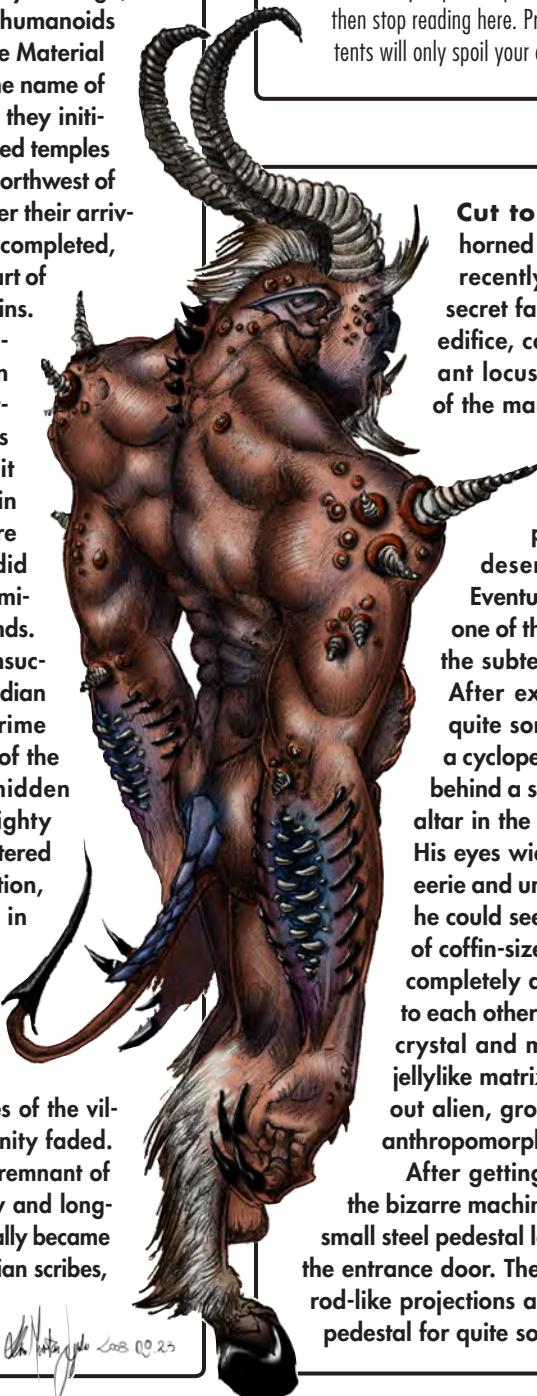
The Awakening

Adventure background: 1,000 years ago, a race of locust-like inter-dimensional humanoids known as the *villoi* came to the Prime Material Plane on a colonization mission. In the name of their deity, *Shunai, the Hive Queen*, they initiated the construction of several fortified temples in the dense forested regions to the northwest of Cannabaudes. A mere fifty years after their arrival, all of the mighty structures were completed, and remained hidden deep in the heart of the surrounding forests and mountains.

Once their temples were completed, the *villoi* initiated a campaign of terror with the intent of subjugating the good peoples of the regions surrounding Cannabaudes. Their hit and run attacks, focused on the main governmental centers of the city, were largely unsuccessful, though they did score some minor victories; two prominent council members fell at their hands. After many decades and several unsuccessful campaigns against Cannabaudian Lords, the *villoi* abandoned the Prime Material Plane. But a few enclaves of the despicable creatures remained, hidden deep within the bowels of their mighty temples. These communes of *villoi* entered into an artificially induced hibernation, in the hopes of being resuscitated in later centuries by new and hopefully more formidable ambassadors of their race, and continue their plague upon the inhabitants of the Verméan continent.

As the centuries passed, memories of the *villoi* race and their war against humanity faded. Eventually, the only knowledge and remnant of them remained locked away in dusty and long-forgotten books. These records eventually became buried in the vaults of the Cannabaudian scribes, forgotten by all but the most learned scholars.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.



Cut to the present: A powerful horned devil by the name of Fazrael recently stumbled upon one of the secret fanes of the *villoi* race; a steel edifice, constructed to resemble a giant locust, deep in the heart of one of the many forested areas bordering Cannabaudes.

Fazrael entered the upper portion of the temple and found it to have been deserted for several centuries. Eventually, however, he discovered one of the secret entrances leading to the subterranean core of the temple. After exploring its lonely halls for quite some time, he happened upon a cyclopean lozenge-shaped chamber behind a secret door built into the large altar in the Lower Chapel of the temple. His eyes widened as he peered into this eerie and unbelievably cold area. Within he could see what seemed like hundreds of coffin-sized glass containment units of completely alien construction, connected to each other via an intricate series of thin crystal and metal tubes. Suspended in a jellylike matrix in the cases he could make out alien, grotesque creatures, not unlike anthropomorphic locusts.

After getting over his initial curiosity at the bizarre machines, Fazrael walked over to a small steel pedestal located a few feet away from the entrance door. The devil manipulated the alien rod-like projections and buttons on the top of the pedestal for quite some time until he noticed that

Notes:

the chamber was becoming warmer. After a few moments had transpired, the lids of several of the glass coffins began to open with a loud popping sound. To the surprise of the devil, the strange insect-things rose from their coffins with a look of disorientation on their faces. Several of them uttered words to each other in an alien tongue characterized by clicking and hissing sounds.

The devil immediately ran from the chamber to endweomer himself with an assortment of abjurative spells. The devil triumphantly approached the chamber once again and introduced himself to the creatures in their native dialect, having also cast a *tongues* spell, as the one who had just awakened them from their deep slumber.

One of the villoi hopped out of its glass prison, his movements mimicking that of an ungainly locust, to stand before the arrogant devil. The insect-thing inquired as to the present year. Vikraak, as the priest-king was known to his subjects, was only mildly surprised at the devil's answer as more than 800 years had passed since he and his followers had entered into their self-imposed hibernation.

Quickly sizing each other up, both Vikraak and Fazrael saw the other as a means to their evil designs upon the mortal lands. Vikraak desired to utilize Fazrael's ranks of minions to wage war across the face of Vermé. Fazrael sought to enslave the villoi warriors to further his value to Archipterus, and, thereby, challenge even the devil lords themselves for power and prestige.

After much discussion, the two eventually agreed to ally themselves against their mutual enemy, the good peoples of the Prime Material Plane, and forged a pact whereby together they would begin their campaign of subjugation by leading an organized assault on the accursed city that had failed to fall at the hands of the villoi centuries ago.

The villoi priest-king had a more immediate concern, though; of the one-hundred of his people housed in the glass sarcophagi, only thirty-six had been successfully resuscitated by the devil when the reanimation cycle was initiated in the Stasis Chamber. Vikraak carefully checked the apparatus and found that several of the glass coffins had developed leaks over the centuries, most likely the reason that those contained within had

failed to awaken from their deep slumber. Yet, a life-force could still be detected in the un-resuscitated villoi. The devil indicated that he might know of someone in the city with the skills required to revive the sleeping villoi. Accompanied by two villoi escorts, he immediately departed for the city in the guise of a human sage, vowing to return in two months time with a solution to reviving the remaining villoi. Meanwhile, Vikraak would devote his energies into making the decaying temple operational again while the devil was away. Immediately after the devil and his two companions departed, Vikraak descended to the Lower Temple to check on the condition of the Chamber of Portals (area 9). The priest-king became incensed to discover that the gate to his people's home plane was no longer operational.

"The Awakening" is an adventure designed for four to six characters of levels 8 through 10. The party should include at least one thief or assassin (PC or NPC) due to the high number of traps encountered. At least one +2 weapon should be available to the group.

Adventure Synopsis

The PCs, after surviving their encounter with Fazrael's lackeys in Cannabaudes, discover a note on one of the bodies. It lists the name of the sage Tandril, along with directions to his shop in the business quarter of Cannabaudes. The PCs most likely decide to seek out this sage, who imparts to them much information on the villoi. The contact informs the PCs that the race of evil, otherworldly beings, centuries before, had repeatedly attempted to enslave the good citizens of his city before mysteriously disappearing, never to be heard from again—until now. The PCs are told that one of the outposts of the despicable race of insect-like creatures might still be located somewhere deep within one of the nearby forests. He says that the immediate eradication of the fiends is necessary to preserve life as it is known upon the Prime Material Plane (see the **BEGINNING PLAY** section for more details).

Little do the PCs know, but Fazrael is on the verge of discovering how to revive the sleeping villoi. Fazrael is about to learn from an extremely wise sage in the city that the following spells must be cast over the sleeping villoi for this to

happen: **heal**, **restoration**, and **limited wish**, in that order. The first spell repairs the physical damage on the bodies of the dormant villoi, while the second spell restores all of the negative levels that the damaged bodies absorbed during their centuries-long hibernation. (Perhaps the nutritive fluid in the tanks with the largest leaks had somehow merged with the negative energy that has permeated the villoi temple from its inception, thereby affecting the bodies in contact with it.) The last spell extends the area of effect of the first two spells to include all of the villoi in the stasis chamber.

Unless the PCs are able to infiltrate the now almost fully operational temple in two weeks time, the currently sleeping villoi will not only be fully resuscitated, but the now inert gate to their home plane, located in **area 9**, will open once again, with possibly dire consequences (see the **CONCLUSION** section).

Once the temple of the villoi is found, the objectives of the PCs are to;

- permanently disable the gate to the villoi's home plane
- destroy all of the surviving villoi in the temple
- locate the secret Stasis Chamber (**area 12**) and destroy the still-slumbering villoi in their glass coffins.

The climax of the adventure amounts to a showdown in the Lower Temple between the PCs and the priest-king, who is aided by his horned devil associate from Minauros, the Third Plane of Hell, and, possibly, a couple of stone golems.

The immediate goals for the PCs, as well as additional background on the villoi race, are revealed as they explore the various rooms of the temple.

Getting the PCs involved

Employ whatever plot device you deem appropriate to goad the PCs into exploring Cannabaudes. Perhaps one of the PCs has come to the city to view a recently recovered religious or arcane relic of some kind, a legendary artifact long-thought lost to the world forever. Maybe one of the clerics in the party has come to the religious center of the city on a quest of atonement for failing his deity in some way.

Beginning Play

The PCs have been exploring the streets of Cannabaudes for quite some time, taking in its sights. They are passing by a sage's shop in the heart of the city when they hear a loud disturbance coming from inside.

Event 1: Meet the Villoi

If the PCs choose to investigate the commotion, they witness the following:

At the far end of the shop, which specializes in alchemical and magical arts, two black-robed figures are roughing up the timid-looking shopkeeper behind the counter. They grasp the horrified man with clawed hands that are entirely covered in a dull green carapace. Suddenly, they turn to face the PCs, pulling back the cowls of their robes in the process, revealing their ghastly visages. A pair of ebony eyes and large mandibles frames the insect-like faces of the horrid figures. They say to the PCs in barely comprehensible common speech, accentuated by unsettling clicking and hissing noises: "Leave this place at once, lest you share the same fate as this wretched mortal!"

A full description of the villoi appears in **APPENDIX A: NEW CREATURES** on page 20.

The two robed figures are the villoi warriors who accompanied the devil Fazrael into the city. Fazrael currently believes that the spells **heal** and **limited wish** are the ones most likely needed to resuscitate the villoi lying in magical stasis back at the temple. He therefore ordered the two villoi warriors to secure these spells in scroll form at one of the local magic shops in the city, this very shop being one of many already visited. The shopkeeper, a low-level sage by the name of Fastidius, doesn't have the high-level scrolls in his inventory, though.

Unbeknownst to the devil at this time is that he is missing from the equation the most vital spell of all needed to awaken the sleeping villoi: *restoration*. Casting just the two spells over the sleeping villoi will reanimate them, but they will be totally bereft of all of their former class abilities.

When the PCs entered the shop, the two villoi were in the process of shaking down the shopkeeper, convinced that he was lying about not possessing the much-needed scrolls. If the PCs don't immediately leave the premises, the two villoi attack, showing them absolutely no quarter.

The two villoi initiate combat with a bite attack on the fighter types in the party, hopefully weakening them with their caustic venom. They follow with their melee sword attacks on the following rounds. If ever reduced to one-quarter HP, they flee from the shop, reuniting with Fazrael 2 hours later if not pursued by the PCs.

The shopkeeper flees to the back room of the shop at the onset of the battle should it occur, locking the door behind him, leaving the PCs alone to deal with the villoi lackeys of Fazrael. He comes out at the conclusion of the fight should the PCs emerge victorious, and as thanks for saving his life, he offers them any one scroll of their choice from his inventory: **detect magic, protection from evil, comprehend languages, tongues, knock, and mirror image**. He then asks them to leave, as he is very shaken up by his encounter with the vile creatures. If forced, he answers any questions to the best of his ability. Even though he has not recognized the strange creatures for what they are, he is nonetheless well-versed in Cannabaudes' rich history.

Villoi Soldiers (5): AC 2; MV 120 ft./180 ft.; HD 2; HP 24; #AT 4; DAM 1d4/1d4/1d4/1d4 or by weapon type; **POS:** 2 short swords (each), insect spear (each), 5,000 g.p. between them (funds allocated by Fazrael for the purchase of the scrolls mentioned above).

Fastidius, Sage: AC 10; MV 60 ft.; HD 6; HP 24; #AT 1; DAM 1d4; **Major field of study** supernatural and unusual, with specialization in dweomer craft and outer planes; **Minor field of study** humankind; **Attributes:** STR 9, INT 17, WIS 13, DEX 14, CON 9, CHA 12; **AL N**; **Spell-use** as 6th level magic-user: first-level (4): *sleep, second-level* (2): *ray of enfeeblement*, third-level (2): *dispel magic*.

Sages, at any given time, can have no more than one spell of each level for immediate use.

Treasure: If the PCs search the bodies of the villoi fighters at the conclusion of the battle, they discover a cryptic note

penned by Fazrael that says: *Tandril, sage—250 Velvyre Street, business district. Remember, contact this man only as a last resort, for he can't fully be trusted. He may divine our true designs for this poor, unsuspecting world. As it happens, the devil instructed his companions to seek out this extremely competent sage at the above address only if they were unable to secure the necessary scrolls in one of the more unassuming magic shops in town. (As the sage is a relatively famous person in Cannabaudes, contacting him could bring undesired attention on the devil's plans; therefore, he has asked his villoi cohorts to seek out his services only as a last resort).*

Important Note: If the PCs either refuse to investigate the disturbance in the shop in the first place or fail to search the bodies of the villoi after they have been eliminated, they learn through an Intelligence check at a -2 penalty that an unsettling man, accompanied by a pair of cowled figures with an ungainly walk, has been seeking out various sages in the city specializing in restorative magic. (Apparently, Fazrael's recent appearance is the talk of the city). One street peasant offers them this piece of information when they ask about the devil, **"ONE WOULD BE WISE TO SEEK OUT TANDRIL ON 250 VELVYRE STREET IN CANNABAODES' BOOKBINDING DISTRICT. HE IS THE WISEST SECULAR MAN IN ALL THE CITY."**

Event 2: The Nefarious Plot Unfolds

Should the PCs decide to seek out the unassuming shop of the sage Tandril, an aging man with a beard reaching almost to his feet warmly greets them at the door, and ushers them quickly inside to talk. Being as it is highly unlikely that the PCs will engage Tandril in battle, full gaming statistics for him have not been provided.

The PCs find Tandril to be a most gracious host. If the PCs are courteous to the sage and describe to him in detail what the assailants of the magic store owner looked like, he quickly declares that they must be the dreaded villoi. If then asked of his knowledge pertaining to the wicked plane-walkers, he relates the first two paragraphs from the **ADVENTURE BACKGROUND** section. He concludes his dissertation on the villoi with the following:

"Mark well my words, there have always been some sages who believed that perhaps the dreaded villoi never truly left the Prime. Perchance they have been waiting all this time for the perfect opportunity to make their presence known on our world once again."

Upon the conclusion of his speech, he retrieves a book from the shelf, and begins to read the account of a general in the Cannabaudes army:

... and the tribes of the villoi constructed mighty fortresses in the areas surrounding our fair realm. One such fortress is said to lie 30 miles northwest of our noble city, deep in the heart of the Great Lysianasa Forest. Our forces have been unable to locate the fortress as of yet, but the source of this information is none other than an actual villoi captive, who revealed the approximate whereabouts of the fortress under much duress before expiring at the hands of our inquisitor.

The sage then hands the PCs a map, detailing the most probable location of the villoi fortress, before saying, "PLEASE, FOR THE LOVE OF ALL THAT IS GOOD, ERADICATE THESE VILE CREATURES IF THE RUMORS OF THEIR REAPPEARANCE ON OUR PLANE ARE TRUE. TO NOT DO SO WOULD SPELL THE END FOR US ALL."

Tandril: Major field of study: supernatural and unusual, with specialization in the outer, astral, elemental, and ethereal planes. Minor field of study: flora).

Event 3: Slaughter of the Innocents

The journey to the edge of the forest should be uneventful and take half a day to complete. A few hours into their trip into the bright and vibrant forest, the PCs see plumes of smoke rising into the sky, about two miles away. If they choose to investigate, they have the following encounter:

The smokes are coming from a small, smoldering village composed of a series of thatched huts. Many of the huts are still in flames, as are the bodies of a great many elven folk. Those corpses not heavily charred have been savagely hacked apart—an arm and head here, a leg and torso there.

Suddenly, five tall locust-like creatures emerge from behind one the huts, apparently directing a horrific being with a serpentine tail and barbed flesh. They immediately race towards the party at incredible speed.

The burning ruins seen by the PCs are all that remains of a small elven village that recently fell to the villoi. Most of the original forces dispatched to the village have already left for their home temple. The six seen by the PCs serve as the villoi cleanup crew, assigned to loot every last body for any valuables missed by the main villoi force. Every last villager has been slain, except for those brought to the villoi temple for interrogation.

The PCs have stumbled onto five 2nd level villoi fighters and one barbed devil. The six are half an hour into their work detail, and view the PCs as an unwelcome interruption. All five villoi fighters immediately rush the party, and fight on until reduced to one-quarter HP, at which time they race towards their temple. The barbed devil, however, fights on until destroyed, neither showing nor giving quarter, for it greatly relishes unleashing Hell on the denizens of the Prime. It was recently summoned to the Prime from its home plane, Minauros, to help bolster the villoi priest-king's forces.

The barbed devil works itself into battle frenzy, savagely slashing at the PCs with its wicked claws and tail. If ever reduced to one-quarter hits points, it attempts to summon another barbed devil (30% chance of success).

The five villoi fighters first attempt bite attacks on the party before switching to their sword attacks. The fighters focus their attacks on a single PC apiece, breaking off melee if they incur heavy losses (see above).

Even though the villoi raiders attempted to cover their tracks back to the temple, the PCs still have a chance of following their trail. As the temple of the villoi lies 2 miles distant from the ruined elven village, two successful Intelligence checks are required to successfully follow the villoi marauders' trail. Any grievously wounded and captured villoi fighters reveal the location of their temple if threatened with immediate execution.

Villoi Soldiers (5): AC 2; MV 120 ft./180 ft.; HD 2; HP 24; #AT 4; DAM 1d4/1d4/1d4/1d4 or by weapon type; **POS:** 2 short swords (each), insect spear (each), 100 g.p. (each)

Barbed Devil: AC 0; MV 120 ft.; HD 8; HP 49; #AT 3; D 2d4/2d4/3d4; Spells at will—pyrotechnics, produce flame, hold person; **POS** —

Treasure: If the PCs conduct a thorough survey of the charred village, they find the following still-useable items, the rest either claimed by the flames or taken by the villoi back to their temple: +2 short sword, +1 morning star, 2 lances, and 2 morning stars.

Arrival at the Temple

After following the trail from the ruined elven village for a good 2 miles, the PCs finally reach their destination. Before them looms a steel structure resembling nothing less than a gargantuan locust. The entire building stands 15 ft off the ground, its weight supported by a stylized set of insect legs serving as posts as well as by a series of additional steel columns extending down its "torso." Where the mouth would be on a true locust stands a massive pair of gleaming bronze double-doors, with a 30 ft-long ramp leading up to them. Flanking the mighty portals are obsidian-colored hemispheres of glass, seemingly serving as the steel bug-structure's eyes.

Owing to their extreme vigilance, the two lookouts, one posted behind each of the two glass "eyes," surprise any PCs 4 times in 6 and cannot themselves be surprised. (see **area 1** for more details).

The Upper Temple (Areas 1-3)

The Upper Temple of the villoi, the portion visible from the outside, is divided into three rather large chambers. It was designed primarily for defense. All of the steel exterior walls of the Upper Temple have been warded against any kind of extra-dimensional travel. Once inside the structure, however, the PCs are free to use magical means of travel such as **teleport** and **phase door** to move around from room to room.

Note: Whenever the text indicates an attempt by the inhabitants of a particular area to issue a full alert, consult the Temple on Full Alert capsule.

Upper temple Features: The following features are true unless otherwise noted in a specific area description. Corridors and rooms feature dull iron walls. Corridors are cylindrical, with a diameter of 10 ft. Room ceilings are 20 feet high and domed. All normal doors are locked, heavy, and iron. Wall sconces, spaced at regular 5 feet intervals, line all of the corridors and rooms. The sconces are lit with **continual flames**. (See **APPENDIX B** for a description of this new spell.)

1. Guard Post

If the PCs were surprised by the villoi guards as they were making their approach to the temple, then, as indicated

above, the guards get up to four segments of free attacks on the PCs before they can act. Should the PC's breach the heavy and locked iron double-doors, they are greeted by seven hideous, locust-like humanoids standing around a ballista at the far end of a long, brightly lit chamber. Before they have a chance to react, a massive bolt is shot from the siege engine.

The ballista can be fired once every 4 rounds by a crew of two, having a maximum range of 320 ft and dealing 2d6 DAM against small to medium sized targets (the PCs). The PC standing directly in front of the double-doors receives the full impact of the missile should it connect, being treated as having AC 0 regardless of his or her actual AC. The THAC0 for the ballista with respect to this PC, taking into account all appropriate modifiers, is 13.

In total, there are seven villoi currently posted in the room: two 2nd-level fighters manning the ballista, two 2nd-level fighters standing to the left of the siege engine and two to the right of it, and, finally, one 4th-level magic-user commander standing at the far end of the room. Assuming the PCs were surprised, in addition to the ballista attack, they are still subject to the attacks of the remaining five villoi during this round of combat.

Regardless of whether or not the PCs are caught by surprise, the four villoi fighters standing around the ballista operators hurl their insect spears as their first round action. The magic-user stands back and targets any obvious spell casters in the party with his **magic missiles**.

Note: If the PCs were surprised, the villoi magic-user will have raised a shield when encountered.

Owing to their superciliousness, the seven villoi guards are loathe to sound the alarm bell located off to the side of the doors leading to **area 2**. But, if either the magic-user is reduced to half HP or more than half of the fighters are killed off, one of the fighters swallows his pride and sounds the alarm, thereby alerting the inhabitants of **area 3**, who come to investigate 1 round later.

After throwing their spears, all of the fighters, including the ballista operators, rush forward to melee the party with their short swords. On successive rounds, the magic-user casts **ray of enfeeblement** and **magic missile**, as well as casting **detect invisibility** if need be.

After the villoi guards have been dealt with, the PCs can take in the details of the large chamber featuring curved

Notes:

iron walls that have been polished to a high sheen. Towering steel double-doors embossed with the image of a particularly loathsome insect-like humanoid tearing apart an armored man, stand along the far wall, some 60 feet away.

Villoi Soldiers (6): AC 2; MV 120 ft./180 ft.; HD 2; HP 24; #AT 4; DAM 1d4/1d4/1d4/1d4 or by weapon type; POS 2 short swords (each), insect spear (each), 200 g.p. (each)

Villoi Magic-User: AC 2; MV 120 ft./180 ft.; M-U 4; HP 30; #AT 4; DAM 1d4+1/1d4/1d4/1d4; Spells first-level (3): *magic missile, shield, sleep*; 2nd-level (2): *detect invisibility, ray of enfeeblement*; POS +1 dagger, normal dagger, potion of *gaseous form*

2. Armory

This vast room is obviously an armory. Weapon racks extend all along the left and right walls. These racks hold several copies of two kinds of weapons: a short, curved sword of basalt-colored steel and a short spear, the head of which seems abnormally large for a weapon of its size. What most catches the eye, though, are the 15-foot tall basalt statues that stand against the curved back wall of this chamber. Each of the upright-standing locust-like renderings support large steel bowls with their lower set of hands, the other three sets hanging limply at their sides. These bowls contain a viscous green fluid. The two statues frame a set of bronze double-doors embossed with the image of the same humanoid seen on the previous set of doors, but this time surrounded by an assortment of small insects of all varieties.

This armory holds a total of eight insect spears and twelve short swords. The liquid in the bowls can be used to awaken the sleeping insects housed in the tips of each of the strange spears. Should one of the PCs take a spear from the rack and proceed to dip it into one of the liquid-filled bowls, they feel the tip of the spear begin to vibrate. This vibration is accompanied by a low buzzing sound. Once awakened by the above process, the insect can survive in the tip cavity of the spear for 3 hours before having to be nourished by the strange green liquid in the bowls again. While the insect lives, the spear functions as detailed in **APPENDIX B**. Should the insect die, the alien weapon will forever more function as a normal short spear.

Trap: The briny fluid in the bowls is highly poisonous to non- vermin. Incautious PCs that so much as taste the vile concoction are subject to the effects of the type B poison present therein. (Save vs. poison at +3 or suffer 30 HP of damage. PCs making a successful save still suffer 15 HP of damage).

The small, curved chambers beyond the secret doors on the west and east walls contain the treasure.

Treasure: The eastern secret niche contains four *javelins of lightning*. The western secret niche is empty.

3. Upper Chapel

The doors open into an immense, dimly lit chamber. Situated a few feet away from the entrance is a 20-foot diameter steel cylinder that extends from the floor all the way to ceiling 15 feet overhead. A multitude of imprinted rune-like characters plaster the mysterious column. Peeking out from behind the pillar can be seen the ends of row upon row of stone benches. The far end of the room is shrouded in darkness, allowing one to only guess at its length—70 ft, perhaps more.

As soon as the PCs come within 30 feet of the altar at the far end of the room, they can make out dimly lit, circular tunnels leading off from the left and right walls. As they proceed farther into the room, they begin to feel slightly uneasy for some strange reason. Along the far wall stands a 20 ft-long altar of the deepest black basalt. Its top is encrusted in layer upon layer of dried blood. Flanking the altar are braziers that fill the air here with acrid black smoke reeking of sulfur.

Unless the creatures detailed below were called by their fellows in **area 1**—i.e. the alarm bell was sounded—they will be found here when the PCs first arrive.

Note: They choose to ignore the pitched sounds of battle coming from the guard post if the alarm bell is not first sounded, assuming that the villoi stationed there are successfully dealing with the intruders.

This area functions as a sort of lesser chapel, used to indoctrinate non-villoi, such as visiting dignitaries from the infernal realms, in the mysteries of the villoi religion. Only the villoi themselves are usually permitted to enter the greater chapel (**area 11**) below. The chambers marked "a" and "b" on the map lie hidden behind secret doors. Within these small chambers can be found the Treasure, objects of religious significance to the villoi race. The circular tunnels along the left and right walls continue on for 30 feet, terminating in a 10 ft-diameter circular opening in the floor. They open over the areas marked with an "x" on the Lower Temple map. The 30 ft-deep shaft giving access to the second level of the temple has been carved directly out of the surrounding bedrock. As such, it would be treated as a slightly slippery,

somewhat rough surface as far as climbing walls checks are concerned. This means that the wall can be scaled at a rate of 6 feet per round, thereby requiring any thieves to make five successful climbing walls checks in order to safely descend to the opening in the ceiling of level 2, with a 50% reduced chance of success per check due to the walls being slightly slippery. The thief suffers 1d6 points of DAM for each 10 feet of distance fallen. Being 10 feet above the corridor floor of level 2, the PCs are forced to jump down, suffering 1d6 points of falling DAM in the process. A grappling hook cannot be safely anchored onto the lip of the shaft because the surrounding metal floor of level 1 is extremely slippery and rounded.

The column in the center of the room is riddled with religious writings penned in the language of the lower planes. Either a **comprehend languages** spell or a thief's **read languages** ability is required to read the sacred villoi writings for those PCs unversed in the infernal tongue. The same three

phrases are repeated over and over on the column:



Pay homage to the Hive, or pay with your lives.
The individual is nothing, the Hive everything.
Glory to those who sacrifice themselves for the good of the Hive.

Having a conversation in front of the altar are a 4th-level villoi cleric and an erinyes devil. The cleric, who goes by the name Sheralack, is busy entertaining his guest Lorei, a most attractive woman except for her huge, feathery wings and sinister eyes that burn with the intensity of hot coals. By utilizing the active gate in **area 9**, Sheralack just recently summoned her here from Minauros, the third plane of Hell. Sheralack, speaking on behalf of the priest-king of this temple, was just asking for the beautiful devil's help in reviving his slumbering brothers in **area 12**.

The PCs are attacked on sight as soon as the two denizens of this chamber detect them. Lorei immediately takes flight, following by employing her innate **illusion** spell-like power on the second round of combat. She makes it appear as if a gang of four pit fiends is entering the room from the circular tunnels along the west and east walls, two per tunnel. On the succeeding rounds, she alternates between smiting the PCs with **produce flame**, slashing at them with her envenomed dagger, and ensnaring them with her **rope of entanglement**. If reduced to half HP, she reluctantly attempts to summon another erinyes, with a 25% chance of success.

If ever reduced to one-quarter HP, Lorei *teleports* to **area 9** and flees through the gate leading to Minauros, never to be seen again by either the PCs or the villoi.

Sheralack prepares for battle by immediately casting **protection from good** on himself. He then wades into combat on the second round and targets any spell casters in the party with **cause light wounds**. On the following rounds, he casts his remaining offensive spells, switching to his melee attacks once these have been exhausted. If reduced to half HP, he invokes his insect ally supernatural ability. Once the giant praying mantis arrives (the summoning takes a full round), Sheralack instructs it to mercilessly attack the PCs, which it does for the next 4 rounds.

Notes:

If ever reduced to one-quarter HP, Sheralack flees down the west tunnel to summon help from the villoi fighters in *area 4.a*, thereby putting the temple on full alert.

Sheralack, Villoi Cleric: AC 2; MV 120 ft./180 ft.; Cleric 4; HP 28; #AT 4; DAM 1d6+1/1d6/1d4/1d4; Spells first-level (3): *cause light wounds* (2x), *protection from good*: second-level (2): *hold person*, *silence 15' radius*; POS mace +1, mace, scroll of withdraw, gold figurine of a stern-looking, fly-winged woman (Shunai) valued at 700 g.p.

Lorei, Erinyes Devil: AC 2; MV 60 ft./210 ft.; HD 6+6; HP 40; #AT 1; DAM 2d4; POS —

Giant Praying Mantis: AC 3; MV 60 ft./120 ft.; HD 10; HP 70; #AT 1 or 1; DAM 2d6 or 3d4; POS —

Treasure: Housed within the small area marked "a" on the map is a *candle of invocation*, once used for religious ceremonies conducted in this very chapel. The small area marked "b" is empty.

chairs each, and several pegs, upon which hang weapons and other knick-knacks. A shallow, lozenge-shaped depression runs down the middle of each of the beds. These cavities were designed to accommodate the alien anatomies of the villoi fighters and dweomer crafters stationed in the temple, allowing them to sleep in total comfort. At the foot of each bed lies a small, locked chest. Nine of the chests contain 200+1d20 g.p., and five of them contain 150 g.p.; the rest were raided to finance Fazrael's mission.

Each of these two areas house six 2nd-level villoi fighters and an equal number of ogres. They are encountered here armed and alert if they heard combat either upstairs (50% chance) or in one of the rooms adjoining this one (80% chance). Otherwise, the fighting band is encountered sleeping when the PCs first enter the room. Once roused from sleep, it takes them a full round to stand and arm themselves. Five of the fighters and all of the ogres attack the PCs on sight while the remaining fighter runs off to alert the other villoi stationed in the barracks areas, thereby putting the temple forces on full alert.

The ogres immediately rush the spell-casters in the party and focus their attacks on them until they fall. Afterward, they aid their villoi comrades in finishing off the fighter-types in the party. The villoi fighters fight until slain, for they know what will happen to them if they allow the interlopers to escape: a slow, painful death at the hands of the zyll torturer in *area 8*. The ogres, on the other hand, fight until reduced to one-quarter HP, at which time they use their next action to flee from the temple.

If one of the fighters in *area 4a* or *4b* receives Vit's mental communication (see *area 5*), he rallies the remaining fighters and ogres to search the halls of the temple for the intruders, thereby putting the temple on full alert.

Villoi Soldiers (6): AC 2; MV 120 ft./180 ft.; HD 2; HP 24; #AT 4; DAM 1d4/1d4/1d4/1d4 or by weapon type; POS 2 short swords (each), insect spear (each), 200 g.p. (each)

Ogres (6): AC 5; MV 90 ft.; HD 4+1; HP 28; #AT 1; DAM 1d10; POS club and javelin.

The Lower Temple (areas 4-12)

The Lower Temple serves as the subterranean heart of this ceremonial complex. The Stasis Chamber and the Lower Chapel on this level serve as the focal points of the adventure (see **ADVENTURE BACKGROUND**).

Lower Temple Features: The following features are true unless otherwise noted in a specific area description. Corridors and rooms feature black masonry walls. Corridors are 10 feet high and 10 feet wide. Room ceilings are 15 feet high and vaulted. All normal doors are locked, strong, and wooden. Wall sconces, spaced at regular 5 feet intervals, line all of the corridors and rooms. The sconces are lit with *continual flames*.

4. Barracks

The hallway here branches off to the north and south. A series of iron-bound oak doors run the length of the passage.

This area serves as the sleeping quarters for the villoi fighters, magic-users, and clerics stationed in the temple. In total, there are four separate 30-foot by 40-foot bedrooms along this north-south hallway. They were designed to house twenty-five occupants apiece.

4a-b. Fighters' Barracks

These two rooms are very simply appointed, each containing twenty-five beds, an assortment of small tables with two

The Temple on Full Alert: The inhabitants of a few areas of the temple will try to put the temple on full alert if they appear to be overpowered by the PCs. (The individual area descriptions have notes indicating the specific conditions that must be met in order for this to occur). Once the alarm is sounded, the temple remains on full alert for a period of 6 hours, or until the interlopers are dealt with. In the event that the temple ever does goes on full alert, the following conditions apply:

Notes:

- None of the temple inhabitants can be surprised by the PCs. In general, except for those originally stationed in the barracks area, the other temple inhabitants remain in their rooms under a full alert.
- None of the inhabitants of the temple are ever encountered sleeping.
- **Area 7** empty while the temple remains on high alert.

If the inhabitants of areas **4a-b** yet live, they begin to patrol the various rooms of the temple looking for the intruders. For as long as the temple remains on full alert, they are encountered as wandering monsters on a roll of 1-2 on a 1d10 every turn. As soon as they spot the PCs, they fight until slain. If the patrol encounters the PCs in one of the many rooms of the temple, the inhabitant(s) of that room aid the members of the patrol to the best of their ability. Needless to say, the villoi members of the patrol fight to the death, even though the individual inhabitants of a particular room may flee the battle if they suffer heavy losses. (See individual area descriptions.)

Special Notes:

- The ogre members of the patrol still run from battle if reduced to one-quarter HP.
- If the patrol members from **areas 4a-b** are gone from the barracks for more than an hour, the inhabitants of **areas 4c** and **4d** leave to look for them. A roll of 1 on a 1d10 every turn indicates that they have been reunited with their patrol, while a roll of 2 on the same die indicates that they instead encounter the PCs. They offer their aid to the patrol should they find it embroiled in battle with the PCs. If they come across the PCs alone while they are out searching for the patrol, they attack them on sight, fighting to the death.
- The priest-king does not leave the Lower Temple (**area 11**) under any circumstances, even if the temple is under full-scale attack. He is confident that his stone golems in the adjoining room to the north can repel almost any intrusion to the Lower Temple.
- There is 20% chance that Vith, the ice devil from **area 5**, immediately flees the temple to the third plane of Hell via the gate in **area 9** should he learn that the temple is on full alert.

4c. Magic-Users' Barracks

This room is sumptuously appointed, with four tapestries on the walls that depict an alien landscape (the home plane of the

villoi); six workbenches cluttered with inks, quills, and other tools of the magic-user's craft; twelve comfortable chairs with ornate gilt work on their legs; and twenty-five large beds covered with expensive quilts. The four tapestries could be worth up to 2,000 g.p. apiece to an interested collector, while the twenty-five quilts would easily fetch 10 g.p. apiece on the open market. At the foot of each bed lies a chest. Six of the chests are **wizard locked** and trapped (see below). Four of these chests hold 200+3d6 g.p., various spell components, and a scroll with one 2nd-level magic-user spell scribed on it (chest #1: **knock**, chest #2: **scare**, chest #3: **fireball**, and chest #4: **darkness 15' radius**); the other two house 500 g.p. each. The remaining chests lie open, their contents used to finance Fazrael's mission.

Trap: Six of the chests in the room are **wizard locked** and warded with a **fireball** spell. If triggered, the victim is engulfed in a fiery ball of flame, suffering 3d6 HP damage in the process (save vs. spells halves damage).

This area houses two 3rd-level villoi magic-users, one ogre mage, and three normal ogres. The priest-king recently convinced the ogre mage and his small band to join his temple forces by paying them 500 g.p. apiece. Further, the ogre mage was personally promised an equal share of all of the booty collected during their upcoming siege on Cannabaudes. (The ogre mage doesn't realize all that is really necessary for the raid to even take place: the sleeping villoi must be awakened and the temple must be made fully operational, neither objective having been fully met as of yet). The ogre mage has agreed to sleep in this room with his elite bodyguard, the other three ogres present in the room. The remainder of the ogre mage's band is housed in the two fighters' barracks (**areas 4a-b**).

Unless the magic-users and their newfound ogre companions failed to hear the pitched sounds of battle coming from either upstairs (50%) or one of the surrounding rooms (20%), they are encountered here armed and ready for battle. Otherwise, 20% of the time they are encountered sleeping when the door to this room is first opened by the PCs. Once roused from sleep, it takes them 1 round to stand and arm themselves. Two of the villoi magic-users, the ogre mage, and the normal ogres attack the PCs on sight while the other villoi magic-user runs off to **area 4a** or **4b** to bring help, putting the temple on full alert if he is successful.

The ogre mage uses his first round action to become **invisible**. Following that, he enters into melee with the PCs, alternately hacking at them with his great sword and putting them on ice with his **ray of cold**. His ogre followers blindly rush the PCs to beat on them with their bare fists. The ogre mage and his underlings fight until reduced to one-quarter

HP, at which time they attempt to flee the temple, in effect abandoning any of their former ties with their newfound villoi companions out of self-preservation.

The villoi magic-users all cast **armor** on themselves as their first round actions. Following that, they attempt to subject as many PCs as possible to their **uncontrollable hideous laughter** spell on the next 2 rounds. Should their mind-influencing attacks fail, they switch to their **magic missile** attacks on the following rounds. Like the villoi fighters in **areas 4a-b**, they fight until slain, knowing full well what fate will befall them if they fail to deal with the intruders: death!

Villoi Magic-Users (2): AC 2; MV 120 ft./180 ft.; M-U 3; HP 20; #AT 4; DAM 1d4+1/1d4/1d4/1d4; Spells first-level (2): **armor**, **magic missile**; second-level (1): **uncontrollable hideous laughter**; POS both have one **dagger +1** and one normal dagger

Ogre Mage: AC 4; MV 90 ft./150 ft.; HD 5+2; HP 38; #AT 1; DAM 1d12; POS great sword (equivalent of two-handed sword) and long bow.

Ogres (3): AC 5; MV 90 ft.; HD 4+1; HP 28; #AT 1; DAM 1d10; POS club and javelin



4d. Clerics' Barracks

This chamber features walls covered with four lurid tapestries. One tapestry shows a middle-aged, blond-haired woman whose body is framed by a pair of massive fly wings conversing with an extremely tall, corpulent, bat-winged humanoid whose head is capped by a set of short horns. Another tapestry shows a locust-like being savagely tearing apart a group of terrified elves. The GM should detail the other two tapestries as he or she desires, the more disturbing the better. Owing to their quality workmanship, each tapestry is valued at 1,000 g.p.

Situated about the room are five small altars covered in the grisly remains of several small animals, with the occasional human and elf hand, foot, or tongue thrown into the mix. Lastly, twenty-five sumptuous beds with small chests at their feet are arranged about the room in rows. Four of the chests are locked and trapped (see below); the remaining chests lie open, their contents used to finance Fazrael's mission. The contents of the four closed chests are as follows:

- Chest #1: 340 g.p., scrolls of **cause fear** and **silence 15' radius**
- Chest #2: 410 g.p., scroll of **darkness**
- Chest #3: 380 g.p., scrolls of **detect magic** and **speak with dead**
- Chest #4: 325 g.p., scroll of **hold person**

Trap: Each of the four chests is trapped with a glyph of warding. If one of the chests is opened by anyone not first stating the password in the tongue of devil-kind ("the Hive Queen brooks no disrespect"), the area directly in front of it is shot through with searing heat that deals 36 HP of fire damage (save vs. spells for half damage).

This area quarters four 4th-level villoi clerics. Failing the clerics hearing the battle either upstairs (50% chance) or in one of the surrounding rooms (20%), they are encountered here with weapons raised. Otherwise, twenty percent of the time they are found here sleeping when the PCs first arrive. Once awakened, it takes them 1 round to stand and arm themselves. Three of them attack while their fellow runs off to **area 4a** to summon help, hopefully putting the temple on full alert. They fight until slain, for they do not wish to become one of the zyll torturer's (see **area 8**) playthings.

Villoi Clerics (4): (AC 2; MV 120 ft./180 ft.; Cleric 4; HP 28; #AT 4; DAM 1d6+1/1d6/1d4/1d4; Spells first-level (3): *cause light wounds, cure light wounds, protection from good*; second-level (2): *hold person, silence 15' radius*; POS mace +1, mace, *scroll of dust devil, gold figurine of a stern-looking, fly-winged woman* (Shunai) valued at 700 g.p.

5. Library

The walls of this vast hexagonal chamber are lined with filled bookshelves stretching all the way to the domed ceiling 20 feet overhead. A movable ladder is attached to one of the bookshelves, allowing access to tomes located high off the floor. An empty stone lectern stands 5 feet away from the west wall.

What most catches the eye are the four large oaken tables in the center of the room. Seated at one of the tables is a most horrid figure: a blue-skinned insect-like humanoid with wickedly clawed hands and robust mandibles. It is made even more revolting by the long, thick spike-studded tail that is coiled above its head like that of a scorpion. Waves of icy cold radiate out from the infernal beast. It is apparently copying some words onto a thick sheet of vellum while scanning a massive tome with a mauve cover. The thing turns to face the PCs, and suddenly their minds become filled with these words, *"Welcome to the Library of Shunai, the Hive Queen. Please come over and sit down."*

This library houses many books on devilology, spell-casting, and the history of the villoi race. This vast collection of books took the founders of this temple years to assemble. It would take the PCs decades to read all of the books in this grand gallery, but the following information can be obtained with a successful INT check at a -3 penalty. For those unversed in the tongues of the lower planes, the tomes can only be read via a **comprehend languages** spell or a thief's **read languages** ability. This can only be done, of course, after the PCs have dealt with the beast detailed below. Make separate checks for each piece of information that follows this paragraph.

- The PCs find this message scrawled in the margins of a book dealing with royal protocol: *One would be wise to embrace the industriousness that is Shunai when seeking an audience with our liege.* (These command words disable the **glyphs of warding** placed on the doors leading to **area 10** for 2 rounds).
- The priest-king wrote this sheaf of parchment 1½ months ago. It relates the following: *My meeting with the devil Fazrael has been most fortuitous. He has agreed to seek out sages in the city specializing in restorative magic. I am confident that he will succeed in finding a means to awaken my still-slumbering brothers in the stasis chamber.*

The strange creature seated at the table is an ice devil named Vith. He was contracted long ago by the villoi builders of this temple to be their librarian, which he served as until the temple was shut down 8 centuries ago, and was forced to return to his home Minauros. When the temple was reopened, just two months ago, the priest-king immediately dispatched a small unit to Minauros, via the still-active gate in **area 9**, to seek out the ice devil. The unit found him serving as a reluctant commander in the arch devil Mammon's army. When approached with the proposition of resuming his former position as the librarian of the priest-king's temple, Vith was overjoyed. Nothing interests the fiend more than rare books, and this temple houses one of the finest collections of such.

If the PCs decide to sit down and talk with Vith, he introduces himself as the librarian of this temple and proceeds to ask them if they have any magical scrolls or books in their possession that they might be willing to part with, for the right price. If the PCs indicate that they are interested in doing business, he offers them 1½ times the g.p. value noted in the DMG for each item offered up for sale. After the transaction is complete, he thanks them and then ushers them out of the library, indicating that he needs to close up. After the PCs leave, he immediately communicates telepathically to one of the villoi fighters in **area 4a** that intruders are loose in the temple. (refer to **area 4a** for details on the fighter's response to Vith's communiqué).

If the PCs indicate that they don't have any of the requested items for sale, Vith immediately attacks. He figures that they are probably lying, and decides to secure the PCs' likely cache of magical scrolls and tomes by force. He doesn't mentally call the fighter in **area 4a** in this case, because he doesn't want to have to divvy up the spoils after the PCs have been eliminated.

Vith, Ice Devil: AC -5; MV 60 ft.; HD 11; HP 75; #AT 4; DAM 1d4/1d4/2d4/3d4; POS ring of protection +1.

Treasure: Vith has 10,300 g.p. with which to pay the PCs, stashed behind a hidden panel (treat as a secret door) located on one of the bookshelves.

If Vith decides to battle the PCs (see above), he immediately casts **fly**. He then tries to dispose of the party by encasing them in a **wall of ice**. If the fight appears to be going against him, he tries to **summon** additional devils to come to his defense. (Should the summoning fail, he then creates the **illusion** of such). If any PCs are left standing after this magical assault, Vith resorts to his bodily weaponry.

Notes:

If reduced to one-quarter HP, Vith flees from the library to area 4a to summon help, bringing back the villoi fighters and ogres housed there to deal with the intruders. If Vith manages to reach the inhabitants of area 4a, the temple is henceforth put on full alert.

6. Vaults

The door opens onto a 20 ft. long hall. At the end of the passage stands a white marble pedestal with two rod-like projections on its top. Numbers are carved onto the left and right walls, 10 feet into the corridor. The dust-choked air here makes breathing difficult at best, indicating that no one has entered this small area for years.

The two small chambers marked "a" and "b" on the map serve as vaults for all of the major magical items that the builders of this temple amassed over the years.

Stepping onto the square in front of the pedestal triggers **Trap #1**. Should any of the PCs survive this first trap, they are free to manipulate the two rods atop the marble pedestal (see **Trap #2**), hopefully gaining access to one of the two vaults.

Trap #1: As soon any of the PCs step onto the square on the map directly in front of the pedestal, a 10 ft. x 10 ft. x 10 ft. block falls onto the square just beyond the entrance door, completely closing off this chamber from the rest of the temple. The PCs standing on this square suffer 20d6 points of crushing damage unless they make their DEX checks at a -4 penalty. Assume that those PCs who made their checks successfully jumped onto the adjacent square on the map just in time. Those caught under the block are also pinned, and most likely dead. A PC with a STR score of at least 16 can make an ability check at a -6 penalty to lift the block from under the pinned PC(s). For each PC participating in the effort (up to 4), reduce the penalty by 1.

Trap #2: PCs examining the pedestal note that there is a set of numbers going from 0-9 imprinted above each of the two rods (see illustration). When the two rods, which slide to the left and right, are manipulated so that they correspond to the next correct number in one of the numeric sequences carved onto the west and east walls, the corresponding wall (indicated by a dotted line on the map) slowly sinks into the floor, opening onto its respective vault. (See **areas**

6a and **6b** for the exact sequences of numbers carved onto the two walls, as well as for their solutions). When the PCs first examine the pedestal, the two rods are positioned at zero. After both of the vaults have been successfully opened, the block sealing off this area from the rest of the temple slowly rises back into the ceiling; the PCs are then free to exit this area. 1 segment after the PCs exit this area, the two vault walls rise into place again, and the rods atop the pedestal reposition themselves at zero.

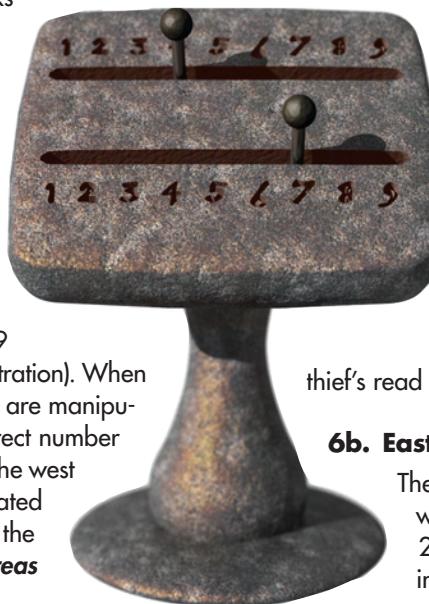
Should the incorrect number be entered in, then the entire square in front of the pedestal drops away. Unless a Dexterity check at a -3 penalty is made, the PCs most likely plummet to their deaths, for beneath their feet is a pit trap of wicked design. Five feet down this 60 ft-deep shaft is inscribed a ring of magical runes. Falling PCs who fail to save vs. spells against the runes' powerful magic are turned to stone, as the spell **flesh to stone**, shattering into a thousand pieces when they reach the pit's bottom.

6a. West Vault

The sequence of numbers carved onto the wall corresponding to this room is 0, 3, 2, 5, 4, and 7. The next correct number in the sequence is 6.

Solution: The number 1 is added to every other term along the interval 1-7; the number 1 is also subtracted from the first term and every other term thereafter after the first along the

same interval. This small room features the following items placed neatly on a shelf along the far wall: a **lens of detection** and a **chime of opening**. A rolled up piece of vellum is placed in front of both items on the shelf. Penned in the tongue of devilkind on each of the two vellums is an explanation on how to operate the respective magic item. The messages can also be deciphered via a **comprehend languages** spell or a thief's read languages ability.



6b. East Vault

The sequence of numbers carved onto the wall corresponding to this room is 1, 1, 2, 3, 5, and 8. The next correct number in the sequence is 13.

¹ Solving the numerical puzzles is the only way to (temporarily) disable this trap.

Solution: Each term after the second is the sum of the preceding two terms. This small room features the following items arranged neatly on a shelf along the far wall: a **horn of evil** and a **horn of fog**. As is the case with the other vault, separate vellums penned in the tongue of the nine planes of hell explain how to operate each of the magic items.

7. Mess Hall

This large lozenge-shaped chamber is quite obviously a dining hall. All along the walls are double-rows of long tables decorated with exquisite gilt work. Wedge-shaped chairs with shallow depressions running down their centers are included as part of the dining sets. An oaken door stands along the opposite wall, with a much wider door standing along the east wall. The latter door is engraved with a picture of an oven, an obvious sign that it leads to the kitchen.

This area serves as a combination dining hall/kitchen. Beyond the door along the east wall is a 10-foot by 50-foot area containing four large ovens. There is an unlocked metal door along the north wall of the kitchen leading to a 5-foot square meat locker. Stored inside are the carcasses of several elves and humans. They are kept fresh via the permanent **cone of cold** spell centered on the small room. A large wine cabinet stands before the south wall of the cooking area, containing twelve bottles of exquisite vintage, each valued at 200 g.p.

Between the hours of 12 p.m. to 1 p.m. and 5 p.m. to 6 p.m. 2d4 villoi fighters from **area 4a** or **4b** can be found eating here when the PCs arrive. Any fighters present attack the party on sight. This assumes, of course, that the temple isn't already under full-alert, in which case this room is empty when the PCs enter.

Villoi Soldiers (2d4): AC 2; MV 120 ft./180 ft.; HD 2; HP 24; #AT 4; DAM 1d4/1d4/1d4/1d4 or by weapon type; POS 2 short swords (each), insect spear (each), 200 g.p. (each)

8. Torture Chamber

As soon as the PCs approach within 20 feet of this area, their ears are assaulted with gut-wrenching screams of agony. Every implement of torture conceivable can be seen in this massive chamber. All along the walls can be seen 10-foot deep niches, within them standing ornate silver sarcophagi. Most of them rest with their spike-lined lids flung wide. Scattered about the room are several stretching racks and a few small tables littered with all the tools of the torturer's craft: bone saws, needles, files, prongs, etc.

What also competes for the party's attention in this horrid place is the throne-like chair situated in the middle of the room.

Strapped to the chair is the now silent source of the screams heard in the hallway: an unconscious, or dead, bearded man. The upper half of his skull has been removed, exposing his brain. Standing over the man is a truly horrifying quasi-reptilian beast with four arms, crimson scales, and large, menacing eyes the color of pitch. The scaled terror doesn't even seem to notice the PCs come in, its energies devoted to prodding the various regions of the man's exposed brain with a slender wand-like instrument. Each time the victim's brain is touched with the implement, one of his limbs begins twitching.

As is quite obvious, this area serves as the temple torture facility. Perhaps even more fearsome than the multitude of torture devices present in this room is the creature assigned by the priest-king to mete out the torture. Most of the hapless souls brought here would faint at the mere sight of it, the dead man (human male, 9th level fighter) in the chair being an obvious exception, quickly realizing that such a beast was surely incapable of showing mercy.

If the PCs search the three closed sarcophagi, actually iron maidens, they find the decomposing remains of three dead forest elves from the village detailed in **Event #3**. After being tortured here for countless hours, their barely-breathing husks were thrown into the deadly devices. The closing of the spike-lined lids took from them what little life they still possessed. Afterwards, their bodies were left to rot, as the PCs have just discovered. In total, twelve sarcophagi stand along the walls of this room.

The torturer is a zyll by the name of X'taant. The priest-king chose him to be his torturer long ago both for his loathsome appearance and his cruel nature. If the PCs immediately sneak out of the room, the zyll probably (80%) won't notice their leaving, for he is preoccupied with his work. Otherwise, the zyll immediately attacks.

X'taant the zyll focuses on paralyzing the PCs, one at a time, with his grapple attacks. Should all of the PCs be eliminated, X'taant becomes ethereal and carries them off to his permanent lair on the Ethereal Plane to inject his eggs into their bodies.

Should the mood suit him (50%), X'taant also enjoys tossing paralyzed PCs into the open iron maidens and then slamming and re-slammimg the spike-lined lids shut (1d10 spikes for 1d4+2 HP damage automatically per slam). He repeats this course of action until all of the paralyzed PCs save one are dead. The surviving PC is saved for future egg implantation.

X'taant, Zyll²: AC 5; MV 150 ft.; HD 5; HP 38; #AT 4; DAM 1d4/1d4/1d4/1d4; POS **brooch of shielding**, gold statuette of Shunai valued at 500 g.p.

² First Edition, see xill

9. Extra-Planar Gateways

Beyond the sturdy oaken door lies a largish room. Along the south wall stand four terrifying statues carved from the deepest black basalt. In order from west to east, they take the following forms: a 10-foot tall horn-blowing creature with a handsome human head and torso, and a serpentine trunk (Geryon); a 12-foot tall bloated and soft-looking humanoid with short horns jutting from his forehead and scaled wings sprouting from his back (Mammon); a 12-foot tall muscular humanoid topped with the head of a horned fly (Baalzebul); and a 9-foot tall pitchfork-wielding humanoid with handsome, if diabolical, features, huge, corded muscles, scales, and small, almost vestigial, bat wings (Mephistopheles). In the center of the room is a green marble altar adorned with six fist-sized depressions on its top; they are arranged in a circle. Directly below the deep depressions words have been carved into the marble block in some strange language. Flanking the altar stand two more of the basalt statues. The one on the left is in the image of a middle-aged, long-haired woman whose body is framed by a pair of massive fly wings (Shunai), while the one on the right takes shape as a 13½-foot tall giant of a man wielding a long rod, his most handsome features accentuated by a curling moustache, goatee, and two small, pointed horns that protrude from his forehead (Asmodeus).

Additional First Edition information regarding the individual planes of Hell can be found in *Dragon Magazine*, issues 75 (July 1983) and 76 (August 1983). The articles, written by Ed Greenwood, provide excellent information on the Dukes and rulers, the geography, and spell usage in the Hells.

What most sets this chamber apart others seen in this temple complex would have to be the six ornately carved archways that stand along its perimeter. Situated top center on each archway is a graven image corresponding to one of the six basalt statues. Words in some esoteric language have been carved below the impressed images.

This room serves as a sort of extra-planar gateway to the infernal realms, in addition to serving as the entrance way to the home plane of the villoi race. Going clockwise from bottom left to bottom right, the six archways open onto the following planes of existence: Minauros, the third plane of Hell (ruler: Mammon, arch devil); Stygia, the fifth plane of Hell (ruler: Geryon, arch devil); Venaterus, home plane of the villoi (patron deity: Shunai, lesser goddess); Maladomini,

the seventh plane of Hell (ruler: Baalzebul, arch devil); Caina, the eighth plane of Hell (ruler: Mephistopheles, arch devil); and Nessus, the ninth and nethermost plane of Hell (ruler: Asmodeus, arch devil and overlord of the Hells).

Trap: All of the gateways, except for the ones opening onto Minauros and Maladomini, are now inoperable. Placing one's fist into the corresponding depression on the altar block in the center of the room activates the still-functioning gateway. (see illustration below that specifies which gateway each of the six depressions is keyed to). In order to ensure that the gateways weren't used frivolously, the villoi builders of this temple made the procedure used to activate them a painful one. Specifically, each gateway requires a blood sacrifice in order to be made active. Those PCs that put their hands into one of the six depressions (even one keyed to an inoperative gate) most likely cry out when their hand is pricked by a series of long, thin needles, resulting in 1d6 points of damage.

1. Portal to Minauros
2. Portal to Stygia
3. Portal to Venaterus
4. Portal to Maladomini
5. Portal to Caina
6. Portal to Nessus



After this is done, the corresponding gateway, should it still be operable, becomes filled with a swirling, copper-colored mist smelling of sulfur and carrion. A successful save vs. poison avoids the sharp needles but also prevents the gateway from activating. For as long as the gateway remains active (3 rounds), the PCs may simply walk through it to emerge on the corresponding plane 1 round later.

Each archway is inscribed with the name of the plane that it opens onto in the Infernal tongue. (Decipher Script or Knowledge (the planes) DC 30 to read for those unversed in Infernal).

Each archway is inscribed with the name of the plane that it opens onto in the tongue of devilkind. A **comprehend languages** spell or a thief's **read languages** skill will decipher the writings. Below the writings are the graven images of the rulers of the planes in question. The message carved onto the altar block is also penned in the language of the lower planes and reads: *A blood sacrifice is required if one is to commune with either the Hive Queen or the Lords of the Nine Hells.*

The passages below provide brief descriptions of the planes of Minauros and Maldomini, the only planes the PCs can currently access from this room.

9a. Gate to Minauros, the Third Plane Of Hell

The PCs' hair stands on end as they penetrate the mist-filled archway. Encroaching on all sides is a dismal marsh of putrid earth, a far cry from the antiseptic chamber they just left. Heavy rains reeking of sulfur and dung beat down on their heads, and offal and carrion laps at their boots. The rotting husks of numerous gargoyle and insect-like creatures are rudely strewn about the ground, some rent with deep gouges, others horribly seared.

Far off in the distance looms a range of volcanic mountains. At the heart of these volcanic badlands stands a most impressive structure: a many-pillared fortress of the deepest black basalt. The pillars reach skyward and actually manage to touch the clouds!

A woman of almost supernatural splendor comes into view, her eyes the palest shade of blue and her milky-white skin free of imperfections. A suit of fine chain mail barely conceals her sinuous breasts and well-formed legs. Her wet, auburn hair cascades down her back, a picture of serenity in this infernal bog.

The fell arch devil Mammon rules over this swamp-like plane teeming with disease and corruption. In fact, there is a 13% chance per trip that the traveler is exposed to one of the following diseases, with an equal chance for either (the chances are doubled should any of the water on the ground be imbibed):

- **Slimy Doom:** This disease has an onset time of 1 day and causes death unless a save vs. poison is made.
- **Blinding Sickness:** This affliction has an onset time of 1–3 days and causes permanent blindness unless a save vs. poison is made.

The fortress seen by the PCs belongs to none other than Mammon. The arch devil's general and his six companies of bone devils stand guard at the gates of the mighty fortress.

The beautiful woman approaching the PCs is a polymorphed erinyes devil, a being similar in many ways to a succubus. The erinyes devil plays the part of a cleric of weal from some large city in the GM's campaign milieu who became separated from her companions while roaming this bleak plane. If asked of her reasons for venturing to this place, she indicates that she came here on a mission to gather information on the fortress of Mammon so that later an organized assault on the colossal edifice could be put into action. She asks to join the PCs, offering what little information she possesses about this strange world should they agree. If invited to join the party, she immediately attempts to **charm** its most handsome member. If successful, she commands the PC under her control to convince his comrades that they should journey towards the palace so that she can complete her "mission." If the party agrees to this, she turns on them when they come within 50 feet of a scouting pair of barbed devils posted a mile away from the fortress gates, ordering the charmed PC to attack his companions. This immediately attracts the attention of the two barbed devils, which immediately join the fray. The erinyes devil immediately **teleports** in front of the two barbed devils should any of her **charm** attempts fail, bringing them back with her to attack the PCs.

If the PCs don't believe the beautiful devil's "cleric of weal story," she attempts to **charm** a member of the party anyway. If successful, she asks the charmed PC to attack his companions, explaining to him that they wish to do her harm. She then aids her new companion in slaying the other members of the party with repeated invocations of **produce flame**. If ever reduced to one-quarter HP, she **teleports** in front of the roving barbed devils discussed above, bringing them back with her to hunt the PCs.

Erinyes Devil: AC 2; MV 60 ft./210 ft.; HD 6+6; HP 40; #AT 1; DAM 2d4; POS —

Barbed Devils (4): AC 0; MV 120 ft.; HD 8; HP 49; #AT 3; DAM 2d4/2d4/3d4; POS —

9b. Gate to Maldomini, the Seventh Plane of Hell

The PCs step through the mist-filled archway onto a truly hellish landscape. The ground before the doughty PCs absolutely trembles with volcanic activity, most likely the result of the numerous fumaroles dotting the plane, with sulfurous smokes issuing from some and spumes of lava from others. What most takes the party's breath away is the palace looming far off in the distance. It seems to stretch on for miles, its innumerable conical towers of basaltic stone connected by a proliferation of ornate bridgework that meanders in all

Notes:

manner of direction. The entire structure is encircled by a wide moat of molten lava fed by a nearby lake of absolutely mammoth proportions. The PCs, by this time, are most likely suffering from acute fits of coughing from having to breathe in the superheated, ash-filled air.

To the PCs' horror, two 7-foot-tall ruddy-skinned reptilian humanoids with heads crowned by massive inwardly curving horns have spotted them and are fast approaching.

The PCs have stepped onto the home plane of none other than Baalzebul himself, the Lord of the Flies. The huge castle off in the distance is the personal residence of the infernal lord. If the PCs decide to explore its many rooms, passages, and dungeons, their adventuring careers will, without a doubt, come to an abrupt terminus, for there horned devils, barbed devils, and other infernal terrors abound. It is also there that Baalzebul's attendant dukes of Hell make their home.

The PCs most immediate problem is the two horned devils coming their way.

These two diabolic creatures are servants of Baalzebul, dispatched to check on some of their fellows working in a nearby rock quarry. They are shocked by the appearance of the PCs on their plane, and intend to take care of the trespassers with brute force.

One of the two devils initiates combat by casting **illusion** from 50 feet away, making it appear as if an army of all manner of devils are heading towards the PCs from over a ridge directly in front of them. Meanwhile, the other devil creates a **wall of fire** and then lets loose with **pyrotechnics** and **produce flame** on the following rounds. All the while, the horned devil that crafted the **illusion** keeps its distance from the party, concentrating on maintaining the charade until one of the PCs makes a successful attempt to disbelieve, at which time it **teleports** into melee range and switches to its pitchfork and tail slap attacks. The devils continue to fight until reduced to one-quarter HP, at which time they **teleport** away to Baalzebul's cyclopean palace to summon help. Hopefully, by this time, the PCs will have realized that they are in way over their heads here on this reeking plane, and step back through the gate to the relative safety of the temple.

In the event that the horned devils were forced to flee, they return 5 rounds later with a group of 2-5 bearded devils. If the PCs are still around at this time and decide to continue the fight, they most likely meet their demise, for together the troupe of devils is far too powerful for even a group of all 10th-level characters. Therefore, this encounter is designed to give mid-level characters a taste of what's to come as they advance in level. It also serves as a player's introduction to planar campaigns.

Horned Devils (2): AC -5; MV 90 ft./180 ft.; HD 5+5; HP 40; #AT 4 or 2; DAM 1d4/1d4/1d4+1/1-3 or 1-3/2d6; POS —

10. Throne Room of the Priest-King

A series of niches arranged in a zigzag pattern span the perimeter of this large chamber. Each of these niches contain a statue of stern-faced, blond-haired woman whose body is framed by a pair of enormous fly wings, except for the two flanking a marvelous throne that reside in a much wider niche situated along the north bend of the room. These two 20-foot tall statutes are composed of dark-colored stone, resembling nothing less than towering armored knights. The throne itself is shaped like a curved wedge, with a shallow channel running down the entire length of it. It is made of gold, and heavily encrusted with gemstones.

This room serves as the throne room of Vikraak, the priest-king, the creature in charge of this temple outpost. He often holds audience here when matters of importance to the entire temple need to be addressed.

The two statues flanking the throne are, in truth, stone golems, magical constructs under the control of the priest-king in **area 11**. They have been instructed to attack anyone or anything that sets off either of the **glyphs of warding** on the east and west doors. They battle the intruders only so long as they remain in either this room or **area 11**. Should the PCs enter **area 11** from this room, the two stone golems pursue them. They try to position themselves in front of the priest-king in **area 11**, shielding him from a frontal attack by the PCs. Of course, being mindless constructs, they fight until slain.

Stone Golems (2): AC 5; MV 60 ft.; HD 13; HP 60; #AT 1; DAM 3d8; POS —

Trap #1: The two doors off the west and east walls leading into this chamber are protected with powerful **glyphs of warding**. If either door is touched by anyone not stating the password in the language of devilkind ("embrace the industriousness that is Shunai"), the entire 30-foot long entrance corridor behind them is filled with an icy blast of cold air that deals 36 points of cold damage. (half damage on successful save).

Trap #2: Removing a ruby from the throne triggers the **disintegrate** dweomer cast into it. The hapless thief's body glows and vanishes, totally obliterated. A successful save vs. spells negates the trap's effects.

Treasure: The solid-gold throne is encrusted with four rubies of large size, each valued at 1,000 g.p.

Notes:

10a. Private Chamber of the Priest-King

This small area is the private chamber of Vikraak, the priest-king of this temple. Imposing tapestries cover the west and east walls. The tapestry on the west wall depicts the priest-king conversing with a tall middle-aged woman with dirty blond hair (the goddess Shunai). She is clothed in an ebony cloak decorated with insectoid designs. Her body is framed by a pair of translucent wings, like those of a fly. The tapestry on the east wall again depicts the priest-king, this time conversing with a corpulent man-thing with short, scaly wings sprouting from its broad back (the arch devil Mammon).

Another of the strange beds, like those seen in the barracks of the temple, juts from the far wall. To either side of it stand bloodied altars of the blackest basalt. Lastly, a huge rune-covered steel chest rests alongside the bed (see **Trapped Chest** below).

Trapped Chest: Anyone touching the locked chest without first uttering the command words (*shuzeera insectorous menikaar zzerous*, which translate into Common from the original tongue of devil-kind as “true power rests in the Hive”), triggers a glyph of warding that manifests as a spray of caustic acid causing 36 HP DAM. (half damage on successful save).

Treasure: The chest contains a platinum statue of Shunai (a spare holy symbol) valued at 1,500 g.p., and nothing else. The priest-king is currently wearing/using the bulk of the treasure usually secured in this chest.

11. Lower Chapel

The doors open into a lozenge-shaped chamber of grand dimensions. All along the west and east walls stand statues that miss the roof, 30 feet overhead, by a mere 5 feet. They are composed of a sickly reddish-brown stone and are in the image of a cruel-looking naked woman whose body is framed by a massive pair of fly wings. The sight is majestic, indeed. A series of granite pews take up most of the remaining floor space. Situated against the far wall is the centerpiece of the room: a cyclopean black basalt altar 4 feet in height and nearly 20 feet in length! Atop it are two large bowls—one of silver and one of gold. Standing about the altar are two impressive figures. One is a 10-foot-tall locust-man with two glowing swords strapped to his belt. The other is a 9-foot-tall vaguely humanoid creature covered with hideous scales the color of brimstone. Its serpentine tail, massive wings, and bull-like horns complete the diabolic package. Both look upon the PCs with baleful eyes.

This chamber serves as the main chapel of this foul fane. Centuries ago, before the villoi founders of this temple entered

into their deep slumber, as many as thirty high clerics and senior magic-users would assemble here to listen to the priest-king speak on past and future conquests of foreign worlds. Currently, this chapel primarily serves as a place for the priest-king to entertain guests, as the PCs have just discovered (see below).

The basalt altar in this room serves as a kind of secret door. Those PCs making a successful search discover the small button on the altar's lower right side. Depressing the button causes the hinged altar to click open; it can then be swung outward into the room. The secret door opens onto **area 12**.

The two figures standing around the altar are a visiting horned devil and the priest-king himself. The foul devil, recently summoned here from Minauros (via the still-active gate in **area 9**), and the priest-king were in the process of cementing an alliance when the PCs interrupted them. It seems that Mammon himself, lord of the third plane of Hell, has taken an interest in the priest-king's plans to get this temple fully operational again so that Cannabaudes can be invaded once again. Of course, the arch devil cannot be expected to make a personal appearance, so he has sent his barbed devil messenger in his stead. Little do the PCs know, but should they kill the messenger of Mammon here, they earn the arch devil's unending wrath (see the **CONCLUSION**).

As with most of the creatures encountered in this temple, the two here attack the party on sight.

The horned devil immediately throws a **pyrotechnics** spell at the PCs in the hopes of blinding them. Afterwards, it casts **produce flame**, hurling the magical fire at any obvious spellcaster in the party. Following that, the fiend switches to its melee attacks, smiting any remaining PCs with its vicious two-tined fork and tail. If reduced to one-quarter HP, the devil **teleports** away to **area 9** and flees through the gate there to Minauros.

If the stone golems yet live, the priest-king mentally commands them to occupy the party while he casts **protection from good 10' radius** and **resist fire** on himself. He then wades into battle alongside his infernal associate, targeting any obvious spell-casters in the party with the following spells: **flame strike**, **cause serious wounds**, **cause blindness**, and **cause disease**, cast in that order. He finishes off any remaining the PCs, one by one, by first casting **hold person** and then by following with a melee sword attack, hopefully delivering a lethal coup de grace on the hapless PC. If reduced to one-quarter HP, the priest-king flees to **areas 4a-d** to summon help. If he is successful with this desperate action, the temple is henceforth put on full alert.

Notes:

In the event that the priest-king is allowed to flee to **areas 4a-d**, he rallies all the remaining villoi stationed in the temple, along with the zyll torturer in **area 8** and the ice devil in **area 5** if they yet live, to hunt down and kill the PCs.

Vik'Raak, Villoi Cleric: AC 0; MV 120 ft./180 ft.; Cleric 10; HP 65; #AT 4; DAM 1d6+1 + ignites combustible items(2x)/1d4/1d4; Spells first-level (4): *bless*, *command* (x2), *sanctuary*; second-level (4): *chant*, *hold person*, *resist fire*, *silence 15' radius*; third-level (3): *cause blindness*, *cause disease*, *dispel magic*; fourth-level (3): *cause serious wounds*, *cure serious wounds*, *protection from good 10' radius*; fifth-level (2): *cure critical wounds*, *flame strike*; POS 2 maces +1, *flame tongue*, scroll of *plane shift*, *potion of heroism*, *ring of protection* +2, platinum holy symbol (figurine of Shunai valued at 1,000 g.p.)

Horned Devil: AC -5; MV 90 ft./180 ft.; HD 5+5; HP 38; #AT 4 or 2; DAM 1d4/1d4/1d4+1/1-3 or 1-3/2d6; POS —

Treasure: The copper and gold vessels atop the altar are a **bowl of commanding water elementals** and a **brazier of commanding fire elementals**, respectively. These items were often used by the priest-king to call forth elemental shock troops to aid him in his attempted conquest of Cannabaudes. Unfortunately for the PCs, both vessels are irreparably damaged. Nothing short of a *wish* spell can restore them. Shunai herself rendered the rare magical items useless one day when the priest-king declared to his followers that his power rivaled that of a god.

12. Stasis Chamber

The secret door opens onto an immense chamber brightly illuminated by many glowing orbs on the ceiling. The chill in the air here can be felt in the marrow of the bones. Crowding almost all of the available floor space are dozens of lozenge-shaped glass sarcophagi, connected to each other by means of an intricate series of thin glass and metal tubes. Contained within the sarcophagi are the inert bodies of the strange locust-things that seem to claim this temple as their home. The bodies seem to float in place, completely encased in a pale pink jelly-like matrix. Directly to the party's left stands a short steel column with five slender levers projecting out from the top of it. Below the levers are five gemstone buttons, each of them glowing a different color: from left to right—blue, red, orange, yellow, purple, and pink.

This area serves as a stasis, or deep sleep, chamber. A separate glass coffin is present for each of the original inhabitants of this temple (see **ADVENTURE BACKGROUND**). Sixty-four villoi are currently housed in the sarcophagi. They can only be revived by the means detailed in the Adventure Synopsis section. The jellylike matrix contained in the coffins was designed to cryogenically freeze the body of the creature

immersed in it. The life-sustaining fluid was created through the casting of several **temporal stasis** spells, and it functions almost as the spell of the same name. By undergoing this process, the creature placed in the coffin would enter a state of suspended animation, needing neither to respire nor to eat.

Thin steel and glass tubes connect the sarcophagi to each other, with a separate 2-foot-diameter steel tube serving as the base or strut for each of the sarcophagi. These latter tubes connect to the massive steel tank located directly beneath this chamber. This tank is filled to the brim with yet more of the cryogenic jelly, and serves as the main source for all of the jelly in the glass coffins. The control panel—the steel pedestal with the levers projecting from it—controls the flow of the cryogenic jelly from the steel tank into the sarcophagi. The correct lever/button combination causes the liquid to flow into one of the sarcophagi via magically-induced hydraulic pressure.

One of the goals of the PCs is to eliminate as many of the villoi stationed in this temple as possible. This, of course, includes those lying within the sarcophagi in this room. The PCs most likely seek to destroy the control panel, shatter the glass cases, or do both. The following effects occur depending on which course of action the party pursues. (The GM should extrapolate from the effects listed below should the party instead choose to merely fiddle with the controls on the steel panel).

Destroying the Control Panel

If the PCs opt to put the panel to sword, they set off the trap.

Trap: The damage inflicted on the panel causes the huge tank beneath the room to violently begin pumping jelly into the sarcophagi, rupturing each of the sphincter doors on the strut tubes of the sarcophagi, resulting in the viscous fluid flooding the entire room to a depth of 20 feet in 5 rounds. Of course, the bodies in all of the sarcophagi are torn apart in the process. The damaged bodies can no longer be revived unless, at the GM's discretion, multiple *wish* spells, one per body destroyed, are carefully worded.

Any PCs standing within 5 feet of any of the sarcophagi suffer 6-36 points of crushing damage as the fast moving column of jelly rockets them towards the ceiling. As the PCs plummet back down, they suffer 2d6 points of falling damage. A successful Dexterity check at a -4 penalty avoids. Of course, the PCs also run the risk of drowning for each round spent in the room after the tank malfunctions. (Remember: PCs can hold their breath underwater for 4d6 segments +1 segment per point of Constitution bonus to HP).

Notes:

Shattering the Glass Cases

There is a 20% chance for each sarcophagi shattered (AC 2 due to powerful protective magics cast into the glass) that the force of the weapon or spell blow causes the sphincter door beneath the sarcophagus to suddenly open as above, with one important exception: the room does not flood and only one jet of jelly erupts forth, thus affecting only those PCs standing within 5 feet of the sarcophagus in question. In this case, the villoi sleeping in the sarcophagus is irrevocably destroyed, save for a carefully worded *wish* spell. Even if the sphincter fails to open, the sudden exposure of the body to the atmosphere as the cryogenic jelly spills out of the sarcophagus following the PC's weapon blow causes the interred to be lost forever, as its soft tissue returns to room temperature and rapidly begins to break down. A *limited wish* spell cast on the body within the next 2 rounds negates the tissue breakdown.

Doing both

Combine the effects of destroying the control panel and shattering the glass cases.

Conclusion

If the PCs manage to completely clean the temple out of its villoi inhabitants, then the threat that the vile race poses is eliminated—for now, at least. When Fazrael (a horned devil) and his new friends—a 7th/12th level male dark elf fighter/magic-user, a 15th level male human magic-user, and a 9th/18th level female dark elf fighter/cleric—return to the temple to find it totally sacked, they furiously storm out, both parties having devoted considerable time and monies towards a fruitless pursuit. They depart for blacker pastures, perhaps teaming up with a set of recurring villains in your campaign.

If Sheralack and his newfound cohorts return to find at least half of the temple inhabitants alive and the Stasis Chamber intact—i.e., the PCs perished before the rest could be eliminated—they “awaken” with the necessary spells (see **ADVENTURE SYNOPSIS**) any “sleeping” villoi and immediately depart with them to their dark elf temple deep in the heart of a suitable mountain range of the GM's choice, concluding that the villoi temple is no longer safe. In two months time, the villoi, with the aid of Fazrael and his spell-caster companions, create a new gate and magically call an army of villoi fighters, clerics, and magic-users. Unless a new band of adventurers can quickly quell this new affront to the good citizens of Cannabaudes, then said city will face a full-scale

attack by the villoi and their cohorts, the extent of which to be determined by you. How this hook is played out is limited only by your imagination.

Lastly, if the PCs eliminated Mammon's messenger in **area 11**, they will have earned the arch devil's undying wrath. Later, the heroes may be caught unawares when visited by a death squadron of barbed devils under orders to destroy them. GM, this is your chance to have a little fun as you integrate your players into a high-level campaign centering on Hell and its minions.

Appendix A: New Creatures

Villoi

Size:	Medium
Move:	120 ft./180 ft.
Armor Class:	2
Hit Dice:	2
Attacks:	4
Damage:	1d4/1d4/1d4/1d4 or by weapon type
Special Attacks:	Grab and hold (see below), insect ally, insect spear, spell use
Special Defenses:	Poison and paralysis immunity, spells
Magic Resistance:	Standard
Rarity:	Very Rare
No. Encountered:	See below
Lair Probability:	60%
Intelligence:	Exceptional
Alignment:	Neutral (Evil)
Level/X.P.:	II and up/Variable

The villoi are an ancient race of locust-like humanoids known for their cold intelligence and love of all things magical.

Approximately 800 years ago, these underground dwelling beings, known to prey on human populations both for food and for sport, suddenly vanished. Some say that they were beings from another plane of existence that simply left the Prime Material Plane to colonize other worlds. Others say, in whispered tones, that they never really left. Yes, it is rumored that centuries ago the despicable race retreated to their under-

Notes:

ground temples and went into a deep, magically-induced sleep. Woe to those who awaken the slumbering otherworldly terrors.

An average villoi stands approximately 7 feet tall and resembles a locust standing upright on its hind legs. Its four slender, insectoid arms end in humanlike clawed hands, albeit ones entirely covered in a hard, dull-green carapace, as is the rest of the creature's body. A pair of translucent, membranous wings that bestows upon it the gift of flight frames the torso of a villoi.

Villoi speak their own language, common, the subterranean trade languages employed by the intelligent races of the underworld.

The villoi are brilliant tacticians, and some have even termed them devils in disguise for the sheer ingenuity of their actions on the battlefield. When they emerge from their temples to hunt out their hated enemy, humans among them, both for captives and for food, they organize themselves into small patrols or rather large squads. These fighter groups are always led by a senior cleric. In some instances, a few magic-users are present to help bolster the cleric's patrol or squad.

In battle, villoi fighters usually hurl their **insect spears** (see **APPENDIX B**) before rushing in to engage their opponents in

melee. If there are any spell-casters amongst the villoi patrol or squad, they usually stand back and aid their fighters with defensive and protective spells, often times doing so from the air.

What makes a villoi particularly dangerous is its ability to fight with all four limbs at no penalty. It is customary for the fighters of their race to hold a short spear in each of their upper set of arms, which are immediately thrown, if conditions permit, at the beginning of a battle. Their lower set of hands usually clutch short swords, used by the creatures to engage their foes in melee. Villoi clerics usually wield light maces in their upper set of hands, freeing up their lower set for the complicated gestures needed for the casting of spells. Should a villoi choose to employ its claws alone in combat, then a hit by at least two means that it has maintained a hold on its victim. On the following round it automatically bites, thereby injecting a poison that renders the victim unconscious (save at -4).

The patron deity of the villoi, Shunai, has blessed her clerics of 3rd-level or higher with the **insect ally** supernatural ability, which enables them to summon a giant praying mantis once per day. Apart from the limitation as to which creature can be summoned, this supernatural ability functions exactly as the spell **giant insect**.

Giant Praying Mantis: (AC 3; MV 60 ft./120 ft.; HD 10; hp 70; #AT 1 or 1; D 2-12 or 3-12; SA surprises 5 times in 6; AL N).

Villoi can be organized into patrols featuring 1-2 standard 2 HD soldiers plus 1-2 4th level fighters, and 1 3rd level cleric; squads with 6-7 standard 2 HD soldiers plus 1-4 4th level fighters, 1 or 2 3rd level clerics, 1-2 4th level magic-users, and 1 8th level fighter; bands with 20-30 standard 2 HD soldiers plus 1-20 4th level fighters, 2 3rd level clerics, 2 8th level magic-users, and 1 10th level fighter; and tribes with 4-60 standard 2 HD soldiers plus 100 noncombatants, 2-40 4th level fighters, 1 3rd level cleric per 20 adults, 1 8th level magic-user, 4 8th level fighters, 1 10th level cleric, and 2 10th level fighters.

Treasure: 1d20x1,000 c.p. (10%), 1d12x1,000 e.p. (15%), 1d10x1,000 g.p. (40%), 1d8x100 p.p. (35%), 1d10x3 gems (20%), 1d10 jewelry (10%), any 3 magic items plus 1 scroll (25%)



Notes:

Zzyll

Size:	Medium
Move:	150 ft.
Armor Class:	0
Hit Dice:	5
Attacks:	4
Damage:	1d4/1d4/1d4/1d4 or by weapon type
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	70%
Rarity:	Very Rare
No. Encountered:	1d6
Lair Probability:	15%
Treasure:	type c
Intelligence:	Very
Alignment:	Lawful Evil
Level/X.P.:	V/325 + 5 per HP

Zzyll are bipedal, flame-red creatures, with four arms; all of which can-wield weapons simultaneously. If unarmed, they fight with four claws which inflict 1d4 HP damage per limb.

Zzyll are highly dexterous (equivalent of 18 DEX), which accounts for the 0 AC (the zzyll's leathery hide provides a natural AC of 4). This inherent nimbleness also gives the creature a TH bonus of +3 when attacking (which increases to +5 when attacking with missile weapons).

The zzyll's singular purpose is to produce offspring. The creatures are asexual, and reproduce by laying eggs in the stomach of a living human, demi-human, or humanoid. As a result, zzyll victims are captured alive whenever possible.

Zzyll have an innate power of ethereality. They may move from the Ethereal Plane to the Prime Material Plane in but a single segment (6 seconds), but the reverse process takes two full melee rounds. A zzyll will usually initiate an attack by emerging from the Ethereal Plane 1d4+10 ft. of chosen victim. Using this attack, the zzyll achieves surprise 90% of the time. While attacking, the zzyll will use two of its arms in an attempt to grapple its victim, while using its other two arms (which may carry weapons) to subdue its target. Subduing attacks are resolved in the same manner as attacks to subdue a dragon. During a subdual attempt, all HP damage scored by attacks on the victim are considered non-fatal, battering or pummeling damage.

Each melee round the following fraction is calculated;

$$s/v = n$$

where;

s = total number of 'subdual' HP damage scored

v = total number of HP of the victim

The result (**n**) is converted to a percentage which becomes the chance of the victim being subdued in that round. Percentile dice are rolled, and if the score is less than or equal to the result described above, the victim is subdued.

Grappling attacks are normal; both grappling arms must score a hit for the attack to be successful. However if the victim has previously been subdued, the grappling attack will always succeed in the next melee round. If the zzyll succeeds in grappling a victim, it will then inject a poison which causes paralysis into his bloodstream in the following melee round (saving throw vs. poison applicable). Grappled victims have 1 round to break free before the poison is injected, and they may attempt to do so with a successful save vs. STR.

In summary, the zzyll attempts to grapple and paralyze the victim, or to subdue and grapple him. Once either of these results has been achieved, it will attempt to become Ethereal (and its power to do so will extend to its paralysed /subdued victim) and carry the victim to its lair on the Ethereal Plane to inject the eggs. During the 2 rounds when the zzyll and its victim are moving into the ethereal plane, the zzyll cannot move, its magic resistance is reduced to 'Standard', and can be hit by weapons at -3 TH probability. When the transition is complete, however, the creature can only be attacked ethereally and its normal magic resistance is restored.

If attacked in its lair on the Ethereal Plane, the first priority of the zzyll will be to save and protect its young and to remove any egg-bound prisoners to a safe place, only then attacking the invaders.

Zzyll eggs hatch after 1d4 days in the victim's stomach; for the next 2d4 days the larvae collectively inflict, 1d10+10 HP damage on the victim per day as they mature, and they then emerge from the victim, killing him instantly, as 2d8 small zzyll which grow rapidly (1d4 hours) into full-sized creatures. Casting a **protection from evil** spell will always succeed in warding off a zzyll on either plane.

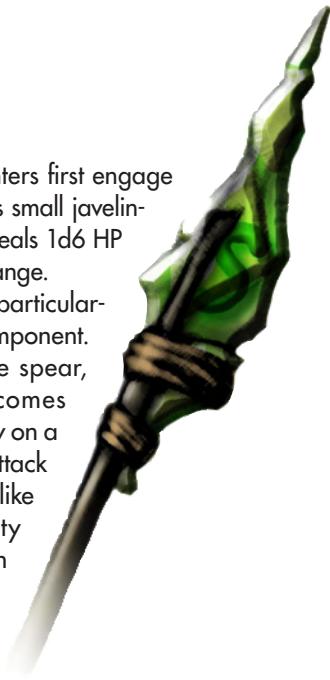
Notes:

Appendix B: New Magic

Insect Spear

If given the chance, villoi fighters first engage their opponents by hurling this small javelin-sized weapon. This weapon deals 1d6 HP of damage and has a 30 ft. range.

What makes this weapon particularly deadly is its biological component. Housed within the tip of the spear, which breaks off and becomes lodged inside the victim's body on a successful melee or ranged attack roll, is a 1 in.-diameter spider-like parasite. This tiny monstrosity immediately begins to feast on the victim's internal organs, causing 1-2 HP of damage per round. At the end of the third round, it becomes engorged with food and dies. A *cure disease* spell cast on the victim before this time instantly kills the parasite. The creature can also be forcibly removed with a sharp instrument, such as a dagger. Going this route, however, deals 1d4 HP of damage to the host.



Continual Flame (Alteration)

Level:	3	Components:	V, S
Range:	120 ft.	Casting Time:	6 segments
Duration:	Permanent	Saving Throw:	None
Area of Effect:			20 ft. radius globe

Explanation/Description: This spell is similar to a *light* spell, except that it lasts until canceled (by a *continual darkness* or *dispel magic* spell). It must be cast into air or onto an object such as a brazier or torch sconce, and illuminates an area in a means similar to a guttering flambeau.

The spell manifests as cold flames of a sickly green color, reaching a height of 1½ to 2 feet.



Appendix C: Open Game Content

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Save vs. Attribute (page vi)

The Save vs. Attribute rules located on page vi are considered Open Game Content.

Zzyll

(*New Creatures, page 21*)

New creature. See description for details.

Insect Spear

(*New Magic, page 22*)

New weapon. See description for details.

Continual Flame

(*New Magic, page 23*)

New spell. See description for details.

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Appendix D: Region Overview

If you're playing outside the Usherwood Adventures campaign setting; 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 following narrative is **not** required to the playing of the module.

Cannabaudes

This frontier town enjoys an individualism unknown to other South and Central continental establishments. Its position at the western end of the Blood Pass trail affords it the economic benefits of taxing that trade, but its isolation from other towns and villages as well as its lack of any profitable natural resource keeps it outside the attentions of the Mage Council of the Imperium Vallis. It is very much comparable to the towns of the American old west.

Beyond the benefits of taxed trade, the town enjoys a prosperous mining community. Though some precious metals are turned out, the main minerals extracted from the hills around the town are coal and copper. The coal is sold for heating, and the copper is melted down and made into ingots which are then sold to other towns and cities.

Cannabaudes has probably one of the most unusual geographic surroundings than any other place on the continent. It has been built on a plain which is cutoff on all sides from the surrounding prairies by a chasm some hundreds of feet deep. Legends state that this was created during a terrific battle between the gods when one was cast to the terra firma by the others, and banished forever to the realm of men. This god was then stripped of his divine powers until he made atonement for his sins against the pantheons. This god would forever be known by the scars he received during that battle. Most prominently would be the scar of a severe burn in the shape of the continent on his face. To this day, no man meeting such a description has ever been identified.

Several thief's guilds call this city home.

Governance

The city is governed by the Trade Council. The Council sets trade pacts with other cities, as well as establishes regulations for the consumer trade within the city. There are twelve bodies within the Trade Council. The Council itself is presided over by an elected Lord Constable. Each body within the Trade

Council hosts its own sub-committee. These committees are made up of members of their trade, and each determines its representative on the Council uniquely. The membership of the Trade Council (in order of political strength) is;

- **Teamsters;** the most powerful faction of the Council, and always seeking what's in its own best interests.
- **Copper Miners;** also a powerful group on the Council, but they are lessened in power through their need of the Teamsters to transport their goods. They debate heatedly with the Teamsters on most issues, but rarely vote against them, because of the economic impact a rift between the two groups would create.
- **Coal Miners;** an independent group that seeks only to maximize its trade within the city. As it exports few, if any, goods, the Teamsters hold little sway over them. They will support the Copper Miners in most any action against the Teamsters.
- **Market Union;** also an independent lot is the Market Union. This group seeks to ensure fruitful lands to produce fruits and vegetables, and a safe market in which to sell them.
- **Union of Free-carpentry;** in some ways holds sway over even the Teamsters. Approval by the Union of Free-carpentry is required for all new construction within the city.
- **Free-smithies;** An ally to the Teamsters are the Free-smithies. This blacksmith's union once was a reputable organization, but has fallen into corruption and bribery from the Teamsters. The group is in a constant state of flux from internal strife. If ever they were to re-organize into an ethical union once again, their power would threaten the Teamsters themselves.
- **Free-rangers;** the Free-rangers are a small group, which is rarely represented by more than a handful of men (women are never allowed to represent the Rangers) who are of the ranger PC class. They serve the community by traveling and scouting the country side, reporting any evil happenings to the Council. The Teamsters and Free-rangers are bitter rivals. (See also **THE PLAINSMEN** hereafter.)
- **Herdsmen;** cattlemen, and rivals of the Market Union. They seek to expand land for cattle-grazing, which is constantly pushing the boundaries of farms to smaller and smaller areas.

Notes:

- **Masons;** brick layers and stone masons. Maintains a close affiliation with the *Union of Barnsmen*, whom the Masons also represent on the Trade Council.
- **Textile Union;** union of weavers, seamstresses, tailors, and shoe-makers. Close affiliation with the Market Union in order to ensure safe markets in which to sell their goods.
- **Spell Casters' Guild;** includes any person who might make use of necromantic powers, as well as divine powers of enchantment. However, the magic-users hold the most sway over this small group. The Spell Casters are always viewed through suspicion, and are frequently accused of plot-making, and control through subversion. The Lord Constable frequently takes on the Council Representative of the Spell Casters' Guild as an advisor.
- **Clergy;** the weakest of the Council is the Clergy. It remains on the Trade Council only by a tenuous position of respect for Old Cannabaudes, from the time before the rift collapsed, creating the chasm which surrounds the city. Often, especially in heated political debates, the Clergy are blamed for that cataclysmic event. They are closely aligned with the Free-rangers, though some in the Clergy find the rangers to be too loose in their moralistic view on life to be completely trust-worthy.

The Plainsmen

Due to the remoteness of the area, the wild lands which surround it, and the need for "frontier justice," the area is home to large population of those men known as the Plainsmen. These rough and rugged individuals are closely allied with the political body of the Free-Rangers, doing much of that group's work in the wildlands, and doing what it can to patrol and protect the travellers over Blood Pass.

Though they are rangers, they tend to be more in the chaotic spectrum of their goodness, and so feel less bound to the strict requirements of the lawfulness of the Free-Rangers when encountered outside the city. Plainsmen are likely to deal out frontier justice swiftly, and with little in the way of formal protocol when they deem the situation required.

Floclaid

This port city is situated in an ideal location where sailors bring in goods from all over the coast of the Sea dar de Imperium, and also is at a crossroads of the major coastal and inland highways. Only Floclaid's proximity to Blood Pass prevents it from attaining the strength it needs to break its

bonds with the Imperium Vallis permanently. The Imperium maintains a constant military presence in Floclaid, preventing its governor from asserting their independence.

The threat from the Blood Pass requires the assistance of the Imperium militia to prevent Floclaid from being overrun by the denizens of that region. Lurking in the pass are tribes of orc, goblin, giants, and other creatures great and small to harry travellers.

Floclaid's southern border is continually challenged by the dar Conuonuc rok'Gurcenou at the boundary of the Marshes of Gehenna. Here, black and red dragons have been seen among Imperium forces.

Additional information regarding the dar Conuonuc rok'Gurcenou kingdom can be found on the Usherwood Adventures at <http://www.usherwoodadventures.com>

Governance

Floclaid is governed by a locally elected Governor. Elections take place once every five years. However, the Governor's power is always kept in check by an advisor appointed by the Imperium Vallis.

Blood Pass

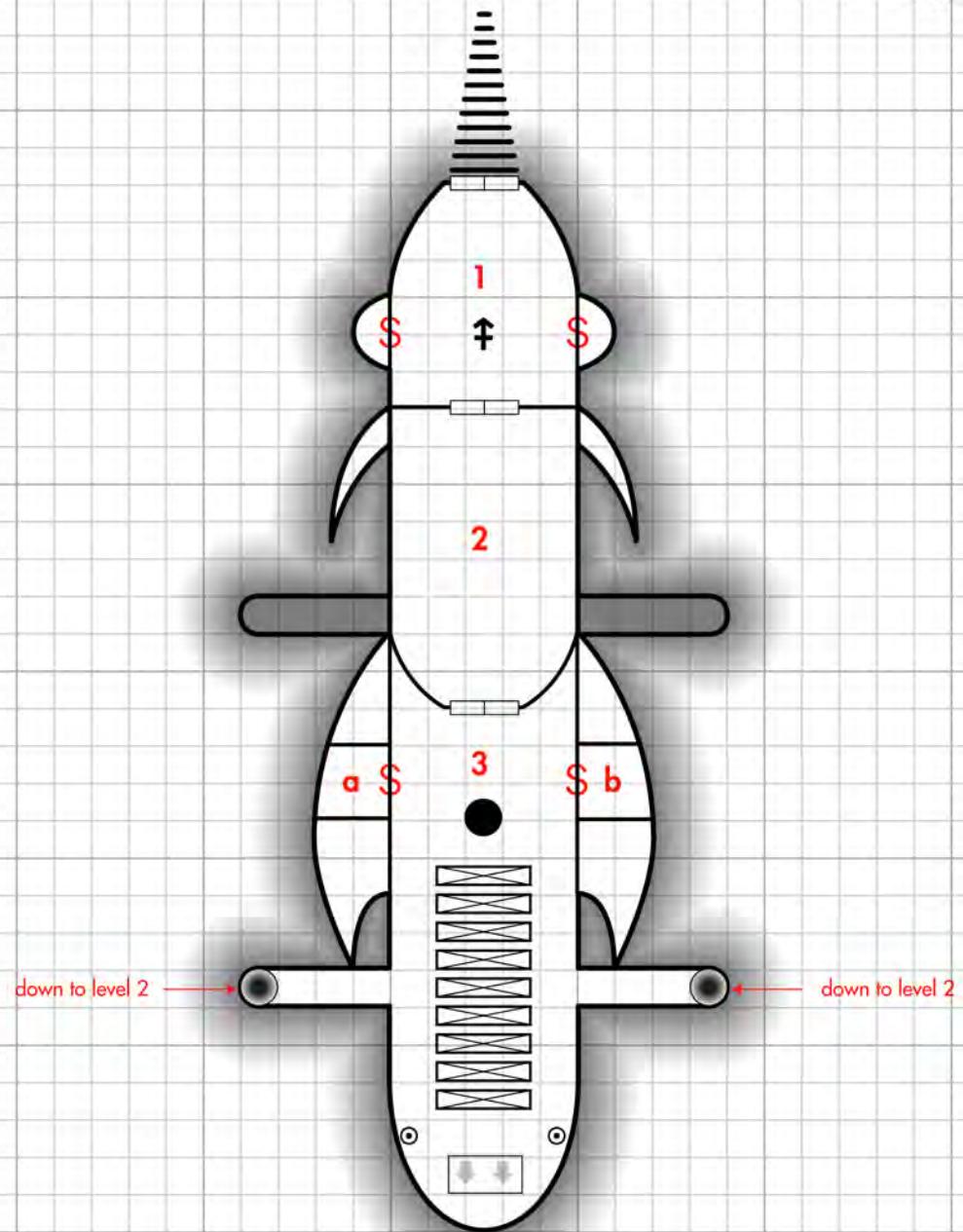
This is the primary route between the eastern and western continental regions, and is generally passable only from Spring through early Fall due to the heavy snows which choke the pass through the rest of the year. The region is plagued by orcs, goblins, ogres, and other creatures of malevolent intent. Highway robbers also are cause for alarm while traveling the Pass. The Teamsters Union (see the following section) provides protection services for travellers crossing the Pass between Cannabaudes and Floclaid.

Fractured Plateau

As mentioned previously, the legend of this region has its origins in the battle of two ancient deities. The lands to the west of Cannabaudes is flat, but scarred with many deep chasms. The Plainsmen report that these crevasses contain "many dark creatures of evil intent." Though, travellers who stick to the established trails that lead to the western coast, typically remain unmolested by anything more dangerous than the mountain cats that wander treeless land.

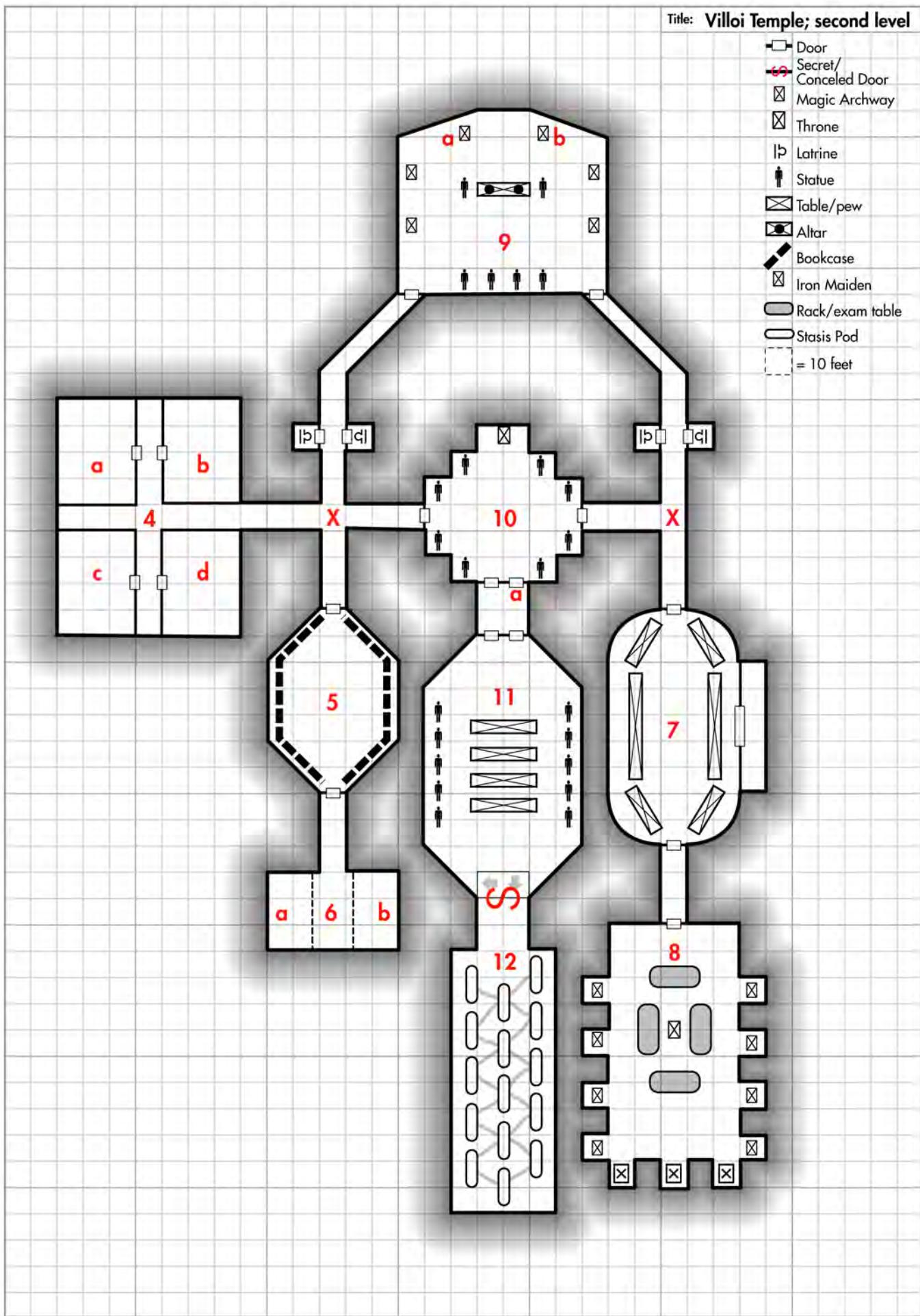
Title: **Villoi Temple; first level**

- Door
- Secret/Concealed Door
- ↑ Ballista
- Sconce
- Bench
- = 10 feet



Title: Villoi Temple; second level

- Door
- Secret/Concealed Door
- Magic Archway
- Throne
- Latrine
- Statue
- Table/pew
- Altar
- Bookcase
- Iron Maiden
- Rack/exam table
- Stasis Pod
- = 10 feet



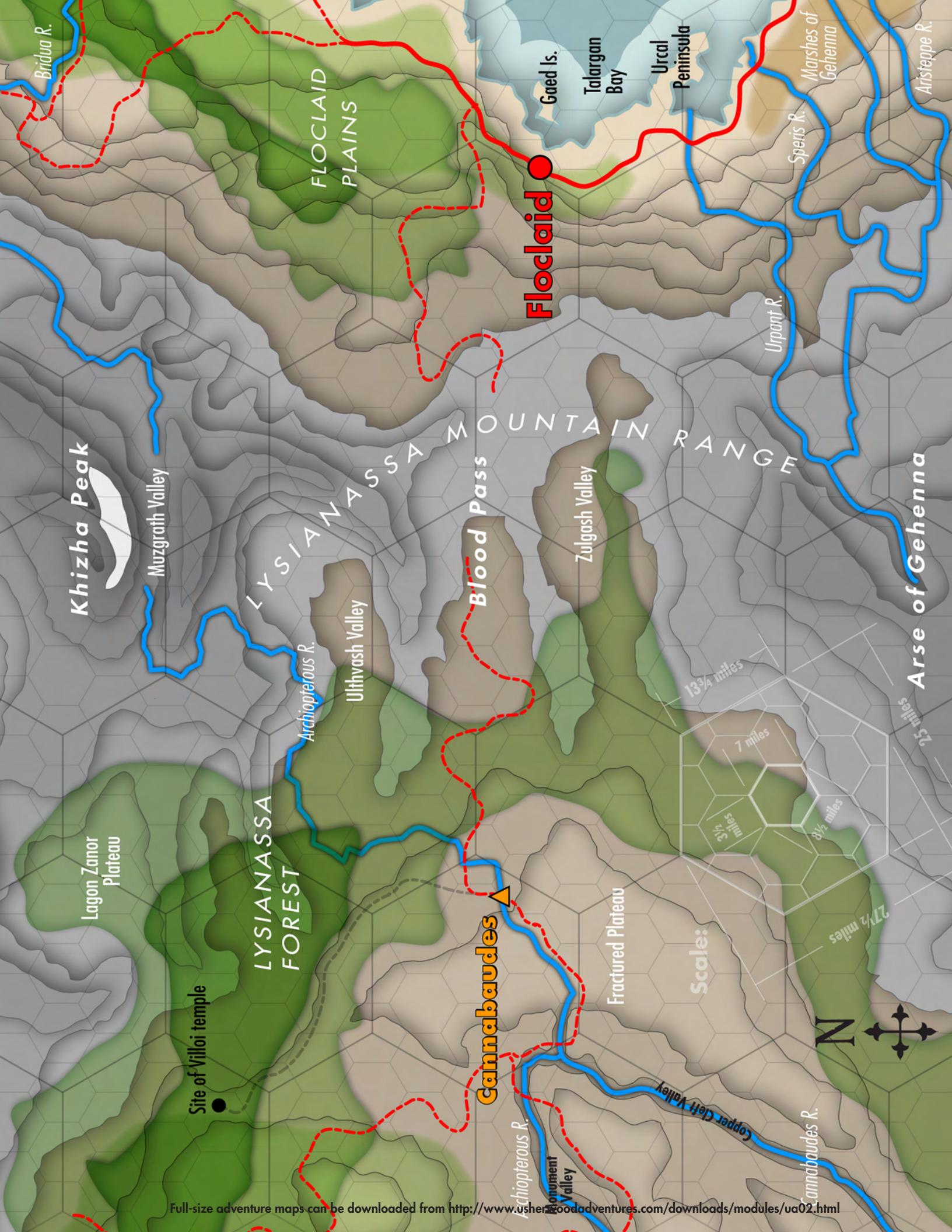


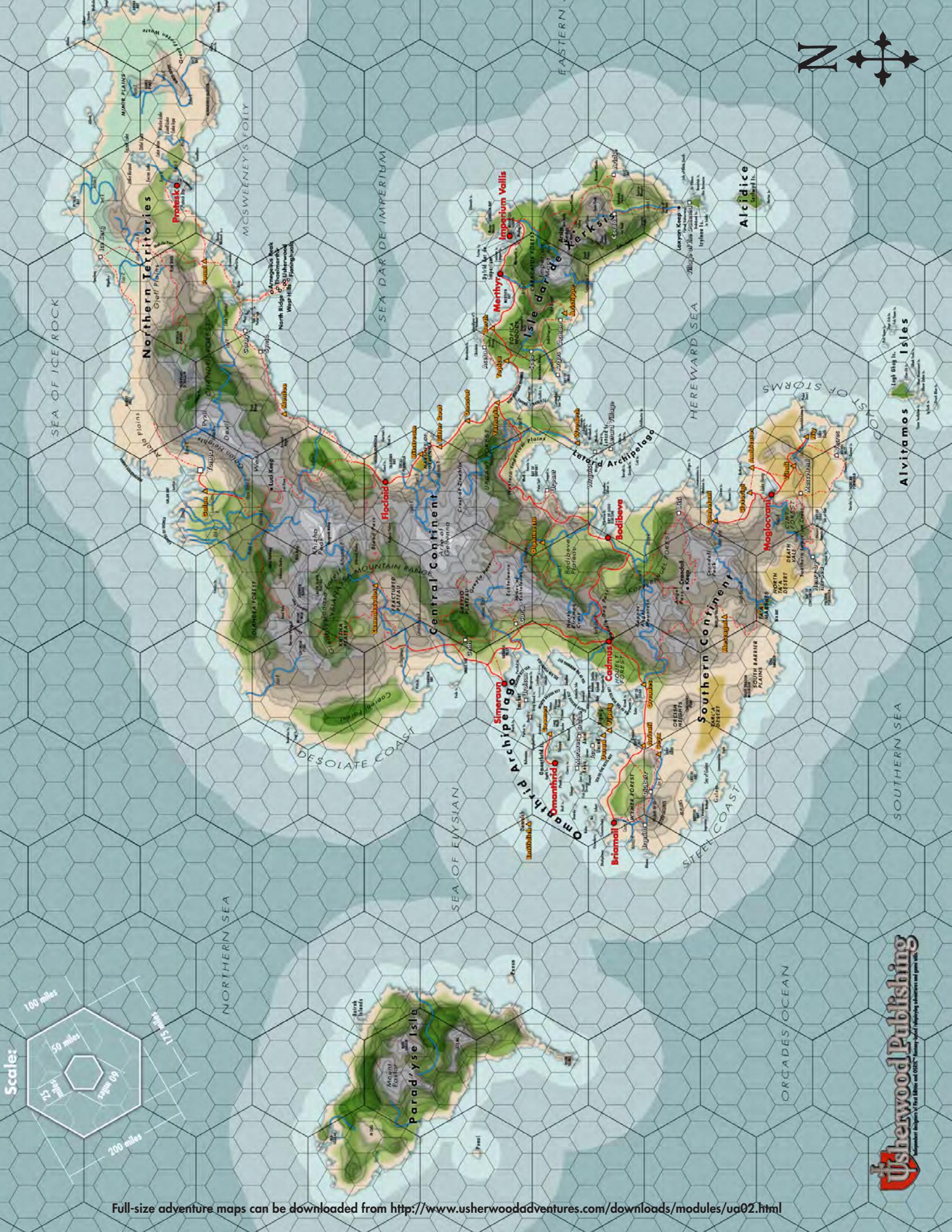


Cannabaudes

Cannabaudes has probably one of the more unusual geologic surroundings than any other place on the continent. It has been built on a plain which is cutoff on all sides from the surrounding prairies by a chasm some hundreds of feet deep. Legends state that this was created during a terrific battle between the gods when one was cast to the terra firma by the others, and banished forever to the realm of men. This god was then stripped of his divine powers until he made atonement for his sins against the pantheons. This god would forever be known by the scars he received during that battle. Most prominently would be the scar of a severe burn in the shape of the continent on his face. To this day, no man meeting such a description has ever been identified.

1. Road to Blood Pass
2. North bridge and Blood Pass Gate
3. Westward Road
4. South Bridge and the South Gate
5. Burial cliffs
6. Union Guild mausoleums
7. Earlingier Citadel
8. Cazolgian Citadel
9. Tavern district
10. Warehouse district
11. Farmers' district
12. Mining district
13. Citadel of the High Keeper
14. Textile district
15. Temple Row
16. Apothecary/spell-caster/sage district
17. Bookbinder district
18. Blacksmith/armorer district
19. 'High-rent' district
20. Mercantile district
21. 'Low-rent' district
22. Cannabaudes Keep and governmental district
23. Chugash Falls
24. Kolmsted Reservoir





Full-size adventure maps can be downloaded from <http://www.usherwoodadventures.com/downloads/modules/ua02.html>

Appendix F: Pre-generated PCs

The templates presented here provide only basic character information. Use the character sheet hereafter to flesh out the remaining details of each PC. Given the characters' advanced levels, the GM may wish to provide them (the PC's) with magic weapons and items at his/her discretion. Players may customize as desired.

Karshem

Human, **cleric**, 4th level, **HP**; 28, **STR** 10, **INT** 11, **WIS** 14, **DEX** 12, **CON** 13, **CHA** 9. **AC**; 4.

Spells; (1st) *bless, command, cure light wounds, remove fear, protection from evil;* (2nd) *hold person, resist fire.* **Armor;** chain mail, small shield. **Weapon;** mace. **Wealth;** 450 g.p.



Darl'ean

Human, **druid**, 4th level, **HP**; 26, **STR** 12, **INT** 9, **WIS** 14, **DEX** 10, **CON** 9, **CHA** 15. **AC**; 8.

Spells; (1st) *animal friendship, entangle, pass without trace, predict weather, speak with animals;* (2nd) *barkskin, warp wood.* **Armor;** leather. **Weapon;** club. **Wealth;** 175 g.p.



Stu'rt

Dwarf, **fighter**, 4th level, **HP**; 32, **STR** 14, **INT** 9, **WIS** 10, **DEX** 12, **CON** 12, **CHA** 9. **AC**; 4.

Spells; nil. **Armor;** chain mail. **Weapon;** hand-axe and throwing axe. **Wealth;** 345 g.p.



Richard

Human, **paladin**, 4th level, **HP**; 35, **STR** 16, **INT** 9, **WIS** 13, **DEX** 9, **CON** 9, **CHA** 17. **AC**; 3.

Spells; nil. **Armor;** plate mail. **Weapon;** bastard sword. **Wealth;** 65 g.p.



Gondars

Human, **ranger**, 4th level, **HP**; 33, **STR** 13, **INT** 13, **WIS** 14, **DEX** 12, **CON** 14, **CHA** 10. **AC**; 8.

Spells; nil. **Armor;** leather. **Weapon;** long sword. **Wealth;** 60 g.p.



Notes:

Aaonae

Elf, **magic-user**, 4th level, HP; 13, STR 9, INT 14, WIS 10, DEX 10, CON 9, CHA 12. AC; 10. Spells; (1st) *magic missile, push, read magic, shocking grasp, write*; (2nd) *ESP, knock*. Armor; nil. **Weapon**; quarter staff. **Wealth**; 55 g.p.



Zan (Zan'ars árneley)

Human, **thief**, 4th level, HP; 20, STR 12, INT 10, WIS 10, DEX 16, CON 12, CHA 9. AC; 8. Spells; nil. **Armor**; padded. **Weapon**; short sword and dagger. **Wealth**; 430 g.p.



Graeydon

Gnome, **illusionist**, 4th level, HP; 15, STR 8, INT 15, WIS 10, DEX 16, CON 8, CHA 9. AC; 8. Spells; (1st) *color spray, dancing lights, gaze reflection, read magic, write*; (2nd) *blur, misdirection*. Armor; nil. **Weapon**; dagger. **Wealth**; 20 g.p.



Snargu

Half-orc (orgre), **assassin**, 4th level, HP; 28, STR 14, INT 11, WIS 8, DEX 14, CON 14, CHA 8. AC; 4. Spells; nil. **Armor**; none. **Weapon**; broad sword. **Wealth**; 85 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the orgre half-orc PC race.



Gordo

Halfling, **fighter**, 4th level, HP; 5, STR 9, INT 10, WIS 12, DEX 14, CON 9, CHA 10. AC; 8. Spells; nil. **Armor**; padded. **Weapon**; short sword. **Wealth**; 30 g.p.



Joahan

Half-hordling (blue), **monk**, 4th level, HP; 18, STR 15, INT 9, WIS 15, DEX 15, CON 11, CHA 9. AC; 5. Spells; nil. **Armor**; none. **Weapon**; bo sticks. **Wealth**; 70 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the half-hordling PC race.



Notes:

Whilem

Human, **racaraid bard**, 4th level, HP; 19, STR 12, INT 12, WIS 12, DEX 13, CON 12, CHA 15. AC; 7. Spells; nil.

Abilities; charm 18%, friendship 23%, decipher legend 13%, know item 6%, decipher writings 8%. **Armor;** studded leather. **Weapon;** long sword.

Instrument; lyre. **Wealth;** 50 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the racaraid bard PC class.



Junee

Human, **lorist priest**, 4th level, HP; 26, STR 9, INT 12, WIS 15, DEX 9, CON 9, CHA 13. AC; 7.

Spells; (1st) *bless, cure light wounds, light*; (2nd) *protection from evil*. **Abilities;** charm 8%, friendship 9%, decipher legend 13%, know item 6%, decipher writings 5%. **Armor;** studded leather. **Weapon;** long sword. **Instrument;** harp.

Wealth; 55 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the lorist priest PC class.



Greenleaf

Human, **lorist ovate**, 4th level, HP; 24, STR 9, INT 12, WIS 15, DEX 9, CON 9, CHA 15. AC; 7.

Spells; (1st) *locate animals, invisibility to animals*; (2nd) *create water, heat metal*. **Abilities;** charm 8%, friendship 9%, decipher legend 13%, know item 6%, decipher writings 5%.

Armor; nil. **Weapon;** club.

Instrument; mandolin.

Wealth; 45 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the lorist ovate PC class.



Edelbrock

Human, **lyrist veteran**, 4th level, HP; 34, STR 15, INT 12, WIS 12, DEX 10, CON 9, CHA 12. AC; 5. Spells; nil.

Abilities; charm 8%, friendship 9%, decipher legend 7%, know item 4%, decipher writings 5%.

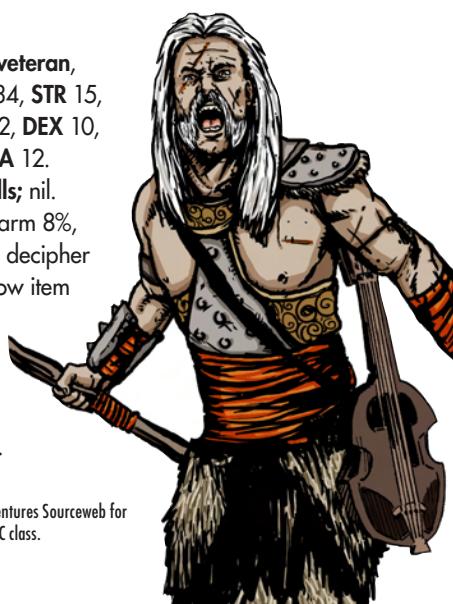
Armor; nil.

Weapon; mace.

Instrument; cittern.

Wealth; 65 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the lyrist veteran PC class.



Notes:



Smithee

Human, **sonneteer magician**, 4th level, HP; 15, STR 9, INT 15, WIS 12, DEX 9, CON 9, CHA 12. AC; 8. Spells; (1st) *affect normal fires, magic missile*; (2nd) *detect invisibility, ray of enfeeblement*. Abilities; charm 18%, friendship 23%, decipher legend 7%, know items 4%, decipher writings 18%. Armor; leather. Weapon; scimitar. Instrument; harp. Wealth; 65 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the sonneteer magician PC class.



Vinzini

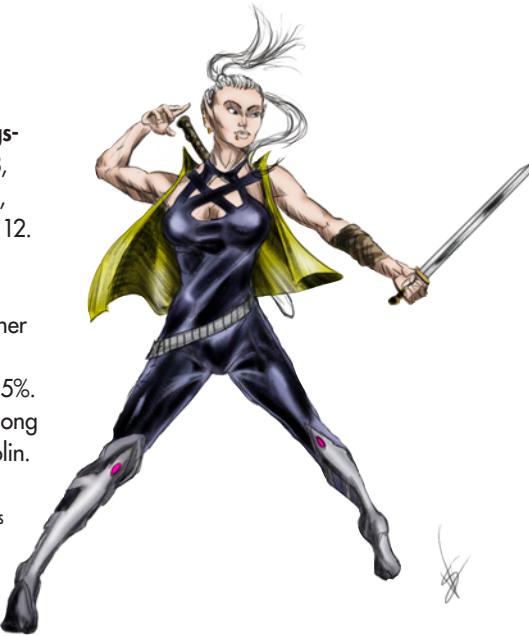
Human, **sonneteer trickster**, 4th level, HP; 16, STR 9, INT 15, WIS 15, DEX 15, CON 9, CHA 9. AC; 7. Spells; (1st) *audible glamer, hypnotism*; (2nd) *fog cloud, mirror image*. Abilities; charm 18%, friendship 23%, decipher legend 7%, know items 4%, decipher writings 18%. Armor; padded. Weapon; short sword. Instrument; lute. Wealth; 55 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the sonneteer trickster PC class.

Buckley

Human, **jongleur magsman**, 4th level, HP; 28, STR 9, INT 12, WIS 12, DEX 15, CON 9, CHA 12. AC; 7. Spells; nil. Abilities; charm 18%, friendship 23%, decipher legend 7%, know items 4%, decipher writings 5%. Armor; nil. Weapon; long sword. Instrument; violin. Wealth; 80 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the jongleur magsman PC class.



Clint

Human, **jack-of-all-trades**, 4th level, HP; 32, STR 10, INT 11, WIS 14, DEX 12, CON 13, CHA 9. AC; 8. Portfolio; fighter, ranger, thief. Feats; combat; fighter, weapon; thief, armor; thief, magic item; thief; saving throw; thief. Class feats; master of weapons, multiple-weapon specialist, greater multiple-weapon specialist, multiple-attack specialist, giant-class combat specialist, surprise opponents, move silently (3x), hide in shadows (2x), find/remove traps (2x). Armor; leather. Weapon; bastard sword, short sword. Wealth; 90 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the jack-of-all-trades PC class.

Module title: Mission objective(s):	Comments:
Mission achievements:	
Mission notes:	

Summary Matrix

ID	Character	Class	Race/Sex	Lvl	EXP	Attributes		H.P.	A.C.	
						S/I/W/D/Co/Ch				
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

ID	Enemy				ID	Enemy				Combat notes:
	Creature	A.C.	vs. A.C.	Dam.		Creature	A.C.	vs. A.C.	Dam.	
10					13					
11					14					
12					15					

ID	Paralyzation/ Poison	Polymorph/ Petrification	Rod/Staff/Wand	Death Magic	Breath Weapon	Spell
01						
02						
03						
04						
05						
ID	Paralyzation/ Poison	Polymorph/ Petrification	Rod/Staff/Wand	Death Magic	Breath Weapon	Spell
06						
07						
08						
09						
10						
ID	Paralyzation/ Poison	Polymorph/ Petrification	Rod/Staff/Wand	Death Magic	Breath Weapon	Spell
11						
12						
13						
14						
15						

Turn Undead Matrix

—	Skeleton
—	Zombie
—	Ghoul
—	Shadow
—	Wight
—	Ghost
—	Wraith
—	Mummy
—	Spectre
—	Vampire
—	Ghost
—	Lich
—	Special

Thieving Matrix

Spell Matrix (memorized)

Name:	Exp*:	Age:	Weapon in Hand:
Class(es):	HP:	Height:	Secondary Weapon:
Alignment:	AC:	Weight:	Missile Weapon:
Race:	Lvl*:	Sex:	Additional:
*Multi-classes:			

ATTRIBUTES	MODIFIERS
STR:	To Hit: Damage: Weight Allow.: Open Doors: Bend Bars:
INT:	Add'l Lang.: Know Spell: Min. Spells/Lvl.: Max. Spells/Lvl.:
WIS:	Magical Attack: Spell Bonus: Spell Failure:
DEX:	Attack: Defence:
CON:	HP: System Shock: Resurrection:
CHA:	Max. Henchmen: Loyalty: Reaction:
Notes:	

SAVING THROWS																					
Paralyzation:	Polymorph:	Death Magic:	Staff:	Breath Weapon:								Notes:									
Poison:	Rod:	Petrification:	Wand:	Spell:																	
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:																					

WEAPONS & ARMOR																		AC
Armor:		Shield:										Other:						
Notes:										Damage		Range			Weight (in g.p.)	Firerate/ Length	Speed	Space Required
		S-M	L	S	M	L												
Weapon in Hand:																		
To Hit adjustment vs. armor-wearing	Opponent AC:	10	9	8	7	6	5	4	3	2	Notes:							
	Adjustment:																	
Secondary Weapon:																		
To Hit adjustment vs. armor-wearing	Opponent AC:	10	9	8	7	6	5	4	3	2	Notes:							
	Adjustment:																	
Missile Weapon:																		
To Hit adjustment vs. armor-wearing	Opponent AC:	10	9	8	7	6	5	4	3	2	Notes:							
	Adjustment:																	
Other:																		
To Hit adjustment vs. armor-wearing	Opponent AC:	10	9	8	7	6	5	4	3	2	Notes:							
	Adjustment:																	
Misc. proficiencies:																		
Notes:																		

WEALTH & TREASURE		Monies carried on person:
C.P.:	S.P.:	Other non-magical/non-unique (gems, jewelry, etc.):
E.P.:	G.P.:	
P.P.:		
Other magical or unique:		

Other (henchmen, holdings, etc.)

CAMPAIN SETTING NOTES

Deity:

Region of origin:

Racial notes:

CLASS ABILITIES NOTES**OTHER**

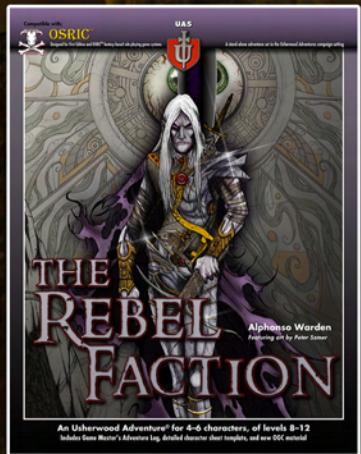
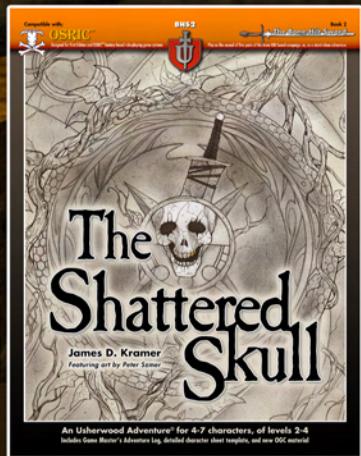
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THE AWAKENING

Alphonso Warden



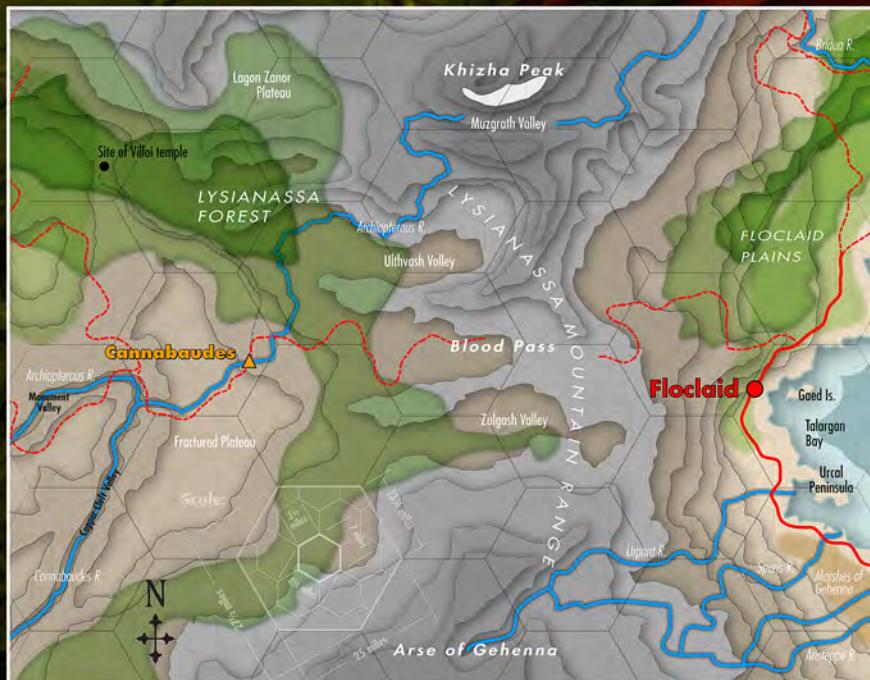
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1,000 years ago, a race of locust-like inter-dimensional humanoids known as the villoi came to the Prime Material Plane on a colonization mission. In the name of their deity – the Hive Queen – they initiated the construction of fortified temples in the fooreded regions to the northwest of the frontier city of Cannabaudes.

Using the temples as bases of operations to conduct raids upon the continent, the villoi spread fear and death for many decades. And then, the villoi departed the Prime Material Plane for reasons unknown. One such enclave remained behind though. The inhabitants of the temple entered into an artificially induced hibernation. But now, centuries later, the villoi have been awoken by a far greater evil...

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