

V1

1
FIRST
EDITION

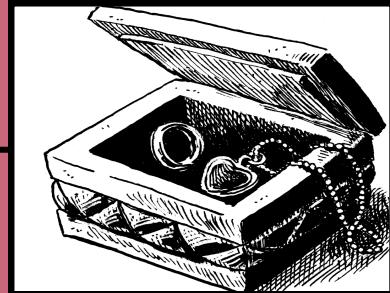
The Vampire's Curse

Written by Bill Barsh
Illustrated by Stephan Poag



It is the third day of the royal wedding celebration of your old friend, Princess Nelvanna. But tragedy has struck and mystery and death are in the air. Who will survive the Vampire's Curse?

The Vampire's Curse is an adventure designed for four to six characters of third to fifth level using the First Edition Advanced Game rule system. This module includes a 28-page adventure book, maps and a separate color, cardstock cover.



Pacesetter Game Systems
2699 Katie Lane
Milford, Michigan 48380

pacesettergames.com

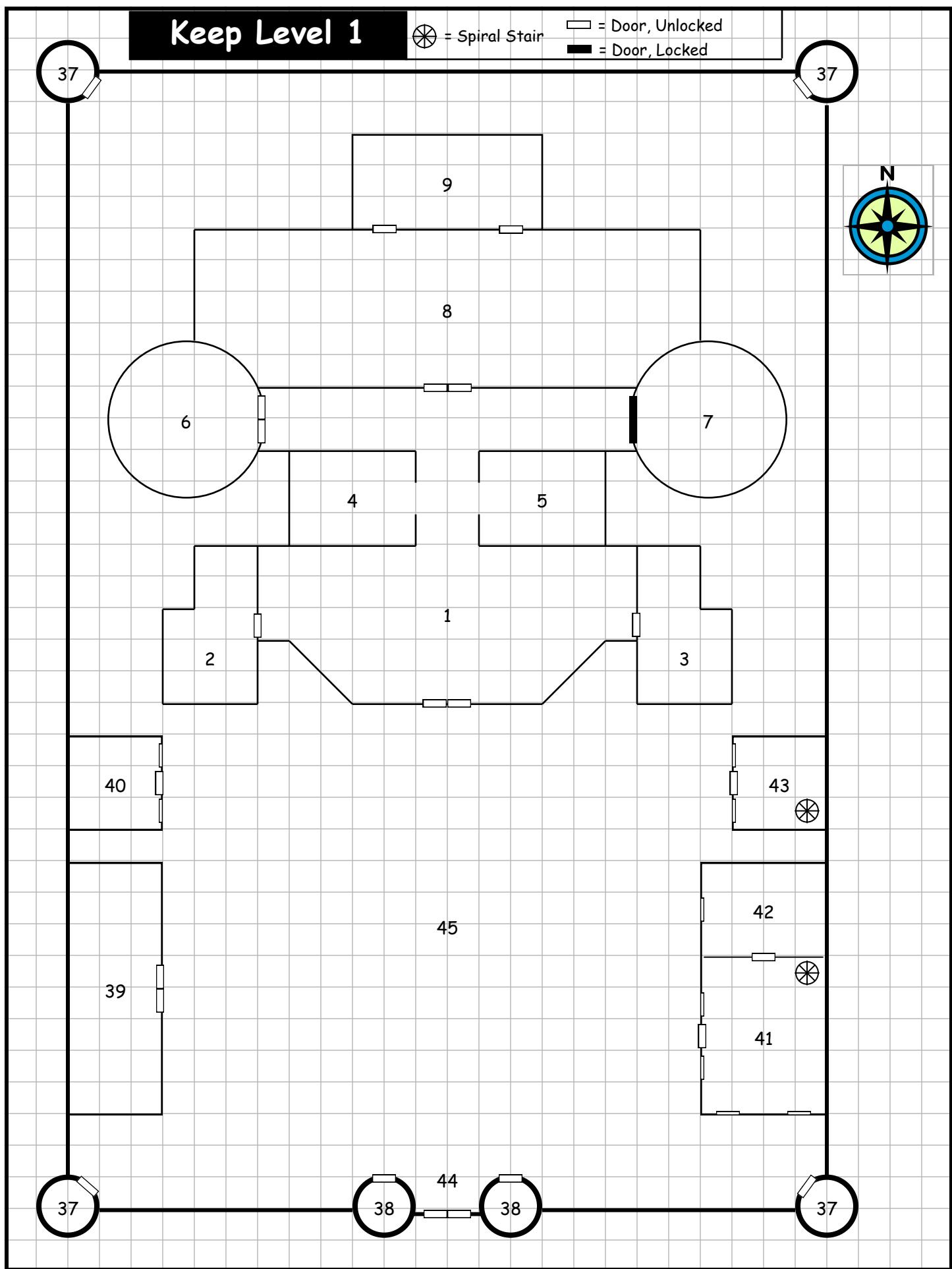
2001
©2010, Pacesetter Games & Simulations
Fourth Print

Keep Level 1

○ = Spiral Stair

— = Door, Unlocked

— = Door, Locked





Pacesetter Game & Simulations
2699 Katie Lane
Milford, Michigan 48380

pacesettergames.com

2001
First Printing, June 2010
Second Printing, February 2011
Third Printing, January 2013
Fourth Printing, March 2017

©2010, Pacesetter Games & Simulations

The Vampire's Curse

Contents

Northwood Keep Level One	Inside Cover
Adventure Introduction.....	4
Adventuring.....	5
New Magic Items	24
Pre-Generated Characters	26
Open Gaming License	27
Northwood Keep Levels 2-4.....	28-30
Northwood Keep Dungeon Level	Inside Cover

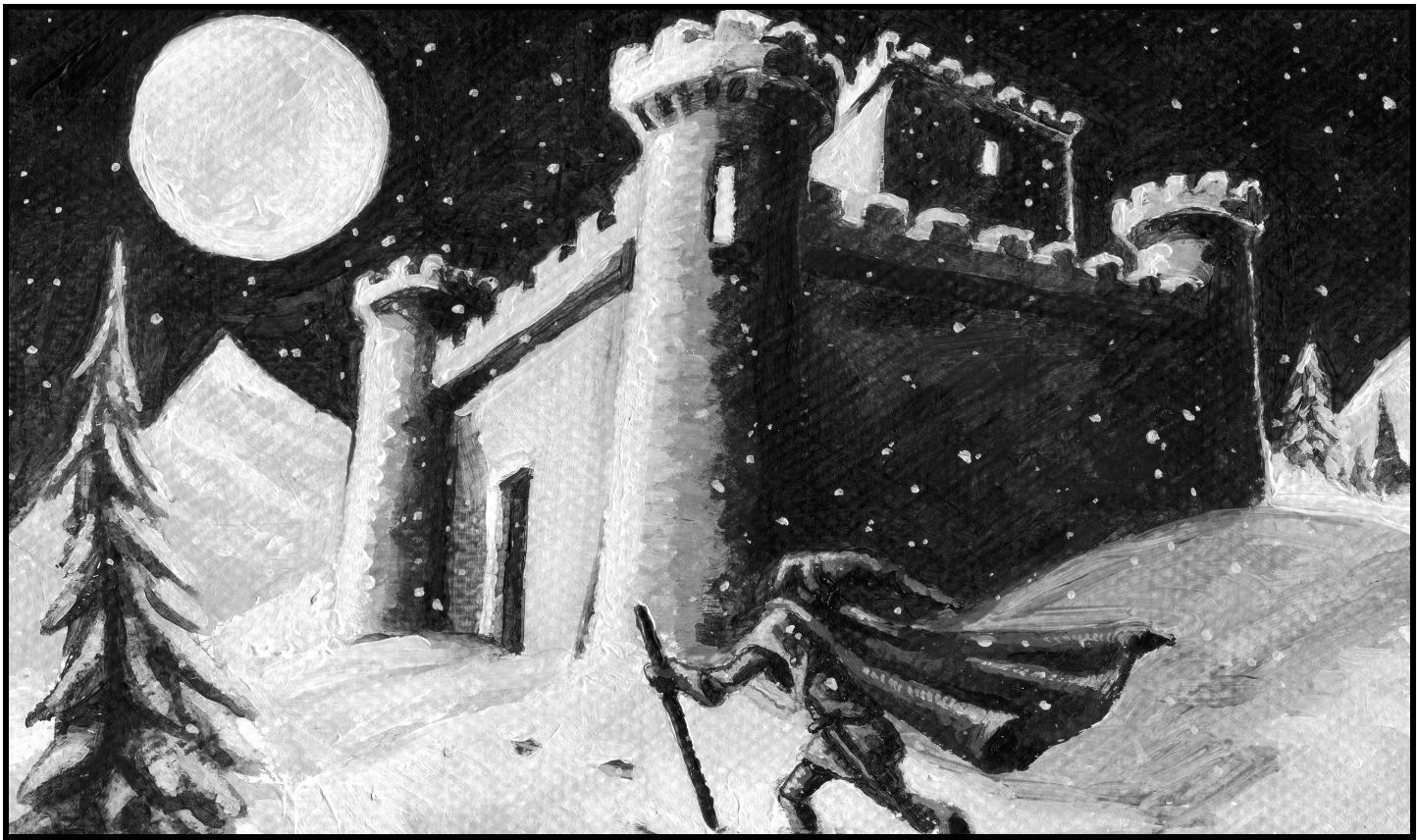
Credits

Designer: Bill Barsh

Illustrator: Stephan Poag

Special thanks to all the members at the **ACAEUM**
for their tireless support and enthusiasm.

acaeum.com



The Vampire's Curse is an adventure designed for the OSRIC / First Edition Advanced Game System. The level range is 3rd to 5th level using 4 – 7 characters or approximately 24 character levels (example: 6 – 4th level characters = 24 character levels). No specific character class is required. However, due to the nature of this scenario, some magic items or spells may be limited or eliminated.

This scenario is a murder mystery and the problem-solving skills of the player are significantly more important than the abilities of their characters. Additionally, you, as the DM, will have your hands full. There are numerous NPC characters involved in this adventure. You must keep track of all the prominent, as well as minor, characters that are involved in the story. Additionally, the story moves forward on a pre-set timed sequence of events. Unlike many traditional scenarios where the pace of play is dictated by the PCs, this scenario also has a set of events and actions that are in motion during play – regardless of the actions of the PCs.

The Vampire's Curse will challenge and entertain you as the DM as much as the players. To that end, there are plenty of play aids for both you and the players. Foremost of all, this adventure is a murder mystery – though this will not be obvious to the players as they start. There is plenty of opportunity for exploration, combat and role-playing for the players and their char-

acters. But the only question of importance is: "Who done it?" While the players will be striving to answer that question, you will be doing your best to obscure the answer. As the DM, you will have to take on the personae of numerous NPCs, including the murderer, and all the while you may have to be brutally honest, deceptive, gullible, or flat out fraudulent.

The breakdown of NPCs in the scenario are as follows: victims, suspects, bystanders, red herrings and, of course, the villain(s). Due to the very nature of this adventure, there are more NPCs than in most modules – respective of how they interact with the PCs. Each NPC is described and, where necessary, include statistics. All have a role to play in the scenario and many can be expanded to make the story more enjoyable. Additionally, you may wish to add other NPCs from your own campaign. The adventure begins at the celebration after a wedding and it would not be unlikely that the PCs may have "dates" along for the ride.

As previously mentioned, this module follows a fairly strict time table. An outline of events is provided to move the adventure along. The time table, while unknown to the players, will also serve as an impetus for the players to move along.

The Plot

The Vampire's Curse, contrarily, has nothing to do

with an actual vampire. The title references an obscure magic item that will be employed by the villain to conduct his nefarious scheme. The title of the module is only the first is a series of clues meant to deceive the players as they progress through this adventure.

To start this adventure, the PCs will be arriving at a Northwood Keep to celebrate the just-completed marriage of an old friend. The ceremony was held two days earlier. This celebration is the last in a series and dozens of guests are arriving with the PCs for the festivities. The marriage, while not pre-arranged, has joined to small provincial kingdoms. Princess Nelvanna, the PCs' friend, has married Prince Redak.

Northwood Keep is located at the northern-most boundaries between the tiny baronies and it has been conferred to the newlyweds. When the engagement between Nelvanna and Redak was announced, Northwood Keep was mostly in ruin and uninhabited. The newlyweds' parents quickly set about reconstruction. Redak's younger brother Kerak was in charge of the reconstruction project. However, Kerak is currently under the command, via a charm person spell, of Phranst, Nelvanna's older brother. Phranst is the true villain of this story.

Phranst, an illusionist and adventurer by trade, has designs on obtaining Northwood Keep for himself. While still young, Phranst showed great potential as a wizard and he was sent to the wizard's academy for development. However, he soon realized that his talents were best suited for illusion. By using deception, Phranst could acquire many of the things that he craved. Greed ruled his heart and that opened the door for evil. Now Phranst, after several years of adventuring, has returned home. Why risk his life adventuring when he could gain wealth and power the old-fashioned way? By the proper allocation of murder and deceit. But it was the discovery of *The Vampire's Curse* that spurred his interest in returning home. He returned with a terrible story of an epic battle with a dragon, wherein all his compatriots were killed and he lost his left arm to the monster. Indeed, Phranst appears to be missing his left arm – a deception through the use of magic and guile.

Three years earlier, Phranst and his adventuring party did indeed battle a dragon – a copper dragon. The battle went poorly for the group, but the dragon was defeated. Only Phranst and one other survived – an assassin by the name of Silinth. In the treasure horde, they discovered a small obsidian box that contained an onyx medallion and plain gold ring. Phranst soon

learned that the pair of items was the creation of a powerful necromancer and they were called *The Vampire's Curse*. The medallion and ring each mimic specific powers of a vampire. The medallion, *The Vampire's Heart*, allows its wearer to cast a powerful charm person spell while the ring, *The Vampire's Soul*, grants a limited energy drain (see new magic items for details). Upon hearing of the engagement of his younger sister, Phranst immediately conspired to use his new found magic devices to gain the throne for himself.

Phranst returned to his native lands without the knowledge of his family. He immediately charmed Kerak and altered the design of Northwood Keep. Phranst instructed Kerak to hire dwarf masons from the northern mountains to build the keep. Additionally, Phranst altered the plans to include several secret doors and chambers. Also, Silinth was hired to assist Kerak. As the keep was complete, Silinth performed her final mission; slipping Kerak a drink laced with a *potion of memory control* (see new magic items). In this way, Phranst was able to make modifications to the keep and only he and Silinth have true knowledge of the secret passages and sections.

The next component in Phranst's plan was to get Redak to give Nelvanna *The Vampire's Soul* as her wedding ring. With the careful use of a suggestion spell, Phranst eventually seized an opportunity. Redak has argued with his parents about the ring, or more specifically, his mother. She wanted Redak to give Nelvanna a ring passed down through her family, but Redak, without explanation, has refused. This internal family argument will not be revealed to the players.

The Plot Thickens

The adventure starts when the PCs arrive at Northwood Keep for the wedding celebration (the actual wedding ceremony was held in the morning). There are more than 200 guests attending the luncheon and subsequent party. The majority of the guests will begin leaving shortly after dinner as a massive winter storm is approaching. It is during this time that the PCs will have the opportunity to interact and encounter the majority of the NPCs involved in this adventure.

The NPCs that remain in the keep for dinner will all be staying the night in the keep as a massive winter storm has arrived. This is an unfortunate turn of events for Phranst as he did not plan on the extra guests and forthcoming interference. Regardless, Phranst moves forward with his plan and after all the guests retire to their rooms for the evening, Phranst initiates an attack



on the cleric Aron and any PC clerics. Simultaneously, Nelvanna will be controlled by Phranst (via *The Vampire's Heart*) and she will use the *The Vampire's Soul* to energy drain Redak. Minutes later, Phranst will release her from his control and she will discover Redak's "dead" body. Her terrified screams will be heard throughout the keep.

As the PCs begin their investigation, they will be bombarded with sightings of a ghostly female vampire. The vampire spoke to two witnesses threatening that she has returned to retake her lair. The vampire is simply Silinth in disguise. In this way, Phranst has hopes that any investigation will be a wild goose chase of a fictitious vampire.

Unrelated to Phranst's machinations, Elbin, a thief, has managed to impersonate one of the guests, and has stolen a necklace from Nelvanna's mother. Elbin witnessed the emergence of the undead that attacked the PC cleric and Aron, but he will not come forward – choosing to keep his crime a mystery. Elbin also has determined, correctly, that the chaos will provide more opportunities for theft.

Aron the cleric will confirm, incorrectly, that Redak is dead. The body will be taken to the chapel and subsequently stolen by Phranst's boggles. In the early morning hours, Nelvanna will "kill" her parents with *The Vampire's Soul*. This time, the bodies will be discovered by servants. Again, Aron will mistakenly pronounce them dead. Upon taking them to the chapel, it will be discovered that Redak's body is now missing. By this point, things will be getting "unhinged" around the keep. The winter storm is so severe, no one can come or go. Panic and rumor will be spreading throughout the staff and guests alike. Accusations will follow. All to the delight of Phranst.

At this point, the linear plan of Phranst will certainly begin to falter. Redak's parents are the next

scheduled targets. However, the target list and succession thereof, will most likely be affected by the actions of the PCs. Phranst will continue to use Nelvanna to pick off relatives. If that proves impossible, he will acquire *The Vampire's Soul* (switching with a duplicate) and take matters into his own hands.

The Cast

By necessity, this scenario requires a considerable cast of characters. The sheer number of NPCs will put any DM to the test. In as much as this module will challenge the players, it will also challenge the DM. Keeping track of, and playing the various, will be at best difficult. Many of the NPCs are very minor characters including butlers, maids, guards, etc. But in doing so, this module will reach its fullest potential.

The various NPCs are classified as either victims, suspects, bystanders, red herrings or villains. As the DM, you will know which part each NPC will play. The players will make their own determination of which group each NPC will fit into. They may even move from one group to another. It is up to you as the DM to muddy the waters, but yet leave the players free to make their own determination.

Villains

The cast of villains, with the exception of Phranst, will remain out of "view" during most of the module. Phranst may interact, albeit in a very limited capacity, with the PCs. Silinth may surface, but only as a distraction to pull suspicion away from Phranst. Drust and Norgar will only be encountered in their particular locations or in a potential climactic final battle.

Phranst – Human, male, 7th level illusionist.

Silinth – Human, female, 5th level assassin.

Drust – Human, male, 6th level cleric.

Norgar – Half Orc, male, 5th level fighter

Suspects, Red Herrings and By-Standers

The list of suspects, in theory, should be everyone with the exception of the PCs. Though an enterprising DM may find a way to actually cast suspicion on one of the PCs (see Plot Twists and Turns section). In fact, when the "ghost vampire" angle is exhausted, one, or more, of the NPCs may openly suspect the PCs.

Many of the following NPCs play little or no role in this adventure, other than they are in the keep. However, in every good murder mystery, there are plenty of suspicious characters. Several of the following NPCs have no connection to the crime, but have their own

little secrets that may come to light during the investigation.

Silinth – Disguised as vampire. See above.

Phranst – see above.

Nelvanna – Human, female, 0 level. Unwitting accomplice.

Kerak – Human, male, 3rd level fighter. Redak's brother.

Aron – Human, male, 3rd level cleric.

Ollo Dothan – Human, male, 0 level. Merchant

Grand Duke Kairn – Human, male, 9th level fighter. Retired knight. Very elderly.

Velka – Human, female, 0 level. Nelvanna's handmaiden. Married to Captian Stial.

Baron Calvia – Human, male, 0 level. Nelvanna's Father.

Baroness Calvia – Human, female, 0 level. Nelvanna's Mother

Baron Ryune – Human, male. 0 level. Redak's father.

Baroness Ryune – Human, female. 2nd level magic-user. Redak's Mother. Secretive about magic-user background.

Cousin Drinth – Human, male, 0 level. Nelvanna's cousin and Aunt Sadie's son. Lout.

Aunt Sadie – Human, female. 0 level. Nelvanna's aunt and Cousin Drinth's mother. Busy body.

Sir Verisig – Human, male. 2nd level fighter. Neighboring emissary.

Elbin – Human, male. 3rd level thief. He is disguised as the merchant "Gaskin." While many of the NPCs claim they "know of" Gaskin, none can say they ever actually met him before. He is a well-known merchant who deals in lumber. Elbin has infiltrated the celebration in order to steal a jade necklace belonging to the Baroness of Ryune. Elbin is also in love with Megan, who has helped Elbin plan the theft. Elbin witnessed the emergence of the ghouls from the kitchen. After the theft, Elbin will continue to impersonate Gaskin, but if he feels the heat is on, he will attempt to escape – storm or not. He will be captured by the guards, however. Because Elbin is not on the overnight guest list, space was made for him in the library on the second floor.

Captian Stial – Guard captain. 4th level fighter. Married to Velka.

Sergeant Rand – Guard sergeant. 2nd level fighter.

Tern – House Guard. 1st level fighter.

Bist – House Guard. 1st level fighter.

Genel – House Guard. 1st level fighter.

Sath – Keep Guard, 1st level fighter

Vedarin – Keep Guard, 1st level fighter

Palask – Keep Guard, 1st level fighter

Cassev – Keep Guard, 1st level fighter

Carstairs – Head butler, 0 level.

Rikson – butler, 0 level.

Gustof – butler, 0 level.

Hastur – butler, 0 level.

Marisen – head maid, 0 level. Married to Old Man Yul.

Ester – maid, 0 level.

Lena – maid, 0 level.

Gwenolin – maid, 0 level.

Ruby – Head Cook, 0 level.

Megan – Cook's assistant. 0 level.

Veranica – Cook's assistant. 0 level.

Ren – Stable Manager, 0 level.

Gunnin – Stable Boy, 0 level.

Old Man Yul – Groundskeeper, 0 level. Married to Marisen.

Preparing to Run this Adventure

Like most other published modules, the DM must take time to fully read this adventure prior to sitting down for play. However, simply reading this adventure will most likely not be enough preparation to successfully run this module. You, as the DM, must familiarize yourself with the minor horde of NPCs and fully understand the timeline of events. You must be able quickly adapt the actions of various NPCs based on the actions of the PCs and, to an extent, other NPCs.

Another point to remember is that players live in the real world even though their PCs live in the fantasy world. It is entirely possible that one or more players may know that you are intending to run this adventure. They may have even learned that it is a murder mystery. All of the sudden, you have PCs showing up with spells (such as *esp*, *detect lie*, etc) that you know darn well that PC has never had as an active spell. Therefore, you need to take precautions before the adventure starts. Review each player character before starting this adventure. Explain that certain spells are simply not permitted during play of the adventure. Or you may alter the effects of specific spells to fit the scenario.

To make this adventure enjoyable, you should review each PC and evaluate their spell selection and magic item allotment. Those spells and magic items that are in conflict with the Adventure Killing Spells and Magic Items List, should be addressed prior to the start of play. It is not necessary to completely eliminate every possible spell or magic item that could cause trouble. Some may be actually counter-productive for the PCs.

PC Actions

It cannot be stressed enough that the PCs are not in a dungeon surrounded by monsters. The vast majority of this adventure takes place in an occupied keep. There are dozens of NPC characters who are simply non-combatants and possible friends of the PCs. Also, the PCs have no actual authority in the keep – there are guards and soldiers. Therefore, the PCs should not feel they can act with impunity. Casting intrusive spells on NPCs (i.e. *detect evil*, *detect magic*, *detect lie*, *esp*, etc.) will not be tolerated in any way. Also, the use of invisibility or other such spells and devices will not be acceptable.

The official investigation of the crimes will be undertaken by Captain Stial. He may ask the PCs for help as the murders multiply, but he will not ask, or tolerate, help after the initial murder. Unofficial investigations will be conducted by Grand Duke Kairn and Aunt Sadie. Both will be grudgingly tolerated by Captain Stial. Of course the PCs may undertake their own investigations, but they will get no help from Captain Stial and many of the guests will not trust them. Captain Stial is the authority in the keep (with the exception of the royal families) and the PCs must adhere to his decisions until Nelvanna requests that they take over the investigation (after her parents are killed).

Sequence of Events

As opposed to many scenarios where the PCs are left to move from encounter to encounter, this scenario requires the use of a pre-designed event system. That is, events will occur during the progression of the scenario with no relation to the PCs activities. It is possible that some PC actions will alter the event progression later in the scenario, but at the start, events must occur as presented.

It is important to carefully track time (in the play arena). The PCs actions will be limited in scope on some occasions as the following events will occur in sequence. For example, searching the entire keep would take the PCs many hours based on the level of their inspection. The inspection would certainly be interrupted at some point by a pre-set event. All of the times are general and they may, and should, vary slightly by degrees of minutes. The events will occur in sequence based on the following time table:

Day One

- 2 p.m. Guests Arrive
- 5 p.m. PCs Arrive
- 6 p.m. Celebration
- 9 p.m. Some Guests Depart

10 p.m. Winter Storm Arrives

11 p.m. Guests and Hosts retire for evening

Day Two

- 12 a.m. Redak is “killed” by Nelvanna
- 1 a.m. Redak’s body is moved to chapel, Captain Stial begins search for “vampire.” Guests must return to their rooms and lock doors.
- 3 a.m. Baron and Baroness of Calvia are “killed” by Nelvanna. Redak’s body is stolen by boggles. The boggles take the bodies back to room #59, which is also their lair. Ghouls attack PCs and Aron. Three ghouls will attack Aron and three will attack the PCs. Six ghouls will remain in Room #50. The ghouls will fight until destroyed; they will not retreat. Elbin steals jewels from Baron and Baroness of Ryune.
- 3:30 a.m. Baron and Baroness of Calvia bodies are taken to chapel and placed under guard.
- 4 a.m. Nelvanna requests the PCs take over the investigation.
- 5 a.m. Baron and Baroness of Calvia’s bodies disappear from chapel. Guard is killed by boggles.
- 8 a.m. Guests assemble for breakfast in great hall.
- 10 a.m. Guests will return to their rooms or lounge about great hall. Baron and Baroness of Ryune will return to their chambers.
- 11 a.m. Silinth will attempt to “kill” Baron and Baroness of Ryune. She will use a sleeping gas potion (see new magic items) to knock them unconscious and then use the Vampire’s Soul to “kill” them. Silinth will access the room via the secret trap door in the ceiling. She will retreat in the same direction unless she is observed by the PCs. In that case, she will use her ring of invisibility and attempt to escape through the door or balcony.
- 12 p.m. Baron and Baroness of Ryune will be discovered by Kerak or maid as lunch is served. Aunt Sadie will accuse the PCs of being the murderers. She has no real proof but will suggest that only the PCs have the ability to use magic and they are, afterall, “grave-robbers and despicable treasure hunters.” No one will take her too seriously, but Captain Stial must search them and interrogate the PCs to satisfy Aunt Sadie and several other guests as well as Kerak. The interrogation will take place in the guest library and will take approximately two hours.
- 1 p.m. Boggles will attempt to steal bodies of Baron

and Baroness of Ryune. If the PCs do not determine resting place, the bodies will be taken to the Chapel and put under additional guard.

1:30 p.m. A guard will discover that the bodies of the Baron and Baroness of Ryune are now missing. This will exonerate the PCs if they are still being questioned by Captain Stial. However, Aunt Sadie will not be satisfied and continue to accuse the PCs of being master criminals.

2 p.m. Grand Duke Kairn will suspect and approach Kerak. He will ask the PCs to assist. His supposition is based on the fact that Kerak actually built the keep and must have designed some yet-to-be-discovered secret passages or knew of the ruins beneath the keep. During the interrogation, Kerak's eyes will glaze over and he will attack the duke or the PCs. Phranst will have watched the interrogation (while invisible or hidden) and he will command Kerak to attack. Phranst will then carefully exit the area so as not to be discovered. Simultaneously, Silinth will attempt to attack Nelvanna. The attempt will be unsuccessful (either by precautions set by the PCs or convenient timing by another NPC). Silinth will retreat but drop a fake suicide note from Nelvanna claiming responsibility for all the murders.

3 p.m. The winter storm will have abated at this point. At this point the PCs should have reason to suspect Phranst. If Nelvanna had been killed, he would be the sole remaining royal in the keep. If Kerak is still alive, he will recover from the charm person spell. He will vaguely recall meeting Phranst more than a year prior even though Phranst claims to have only arrived in the area in the past few weeks. Aunt Sadie will quickly notify the PCs that Phranst would inherit the keep if all the other family members were indeed dead. Nelvanna's youngest brother and Redak's older sister (who are not at the celebration) would claim rulership of their respective kingdoms. At this point, Phranst will retreat to the secret chambers (fourth level of the keep) and prepare to combat the PCs with his allies.

Northwood Keep

The keep has recently been reconstructed over the ruins of an older structure. It has taken almost two years to complete the construction and renovation. The outer walls required the least amount of work and the only new feature is the gate area. The outer buildings that adjoin the wall on the interior are all new construction. The guardhouse and officers' quarters have ladders that reach a trap door that allows access to the wall parapet area. The parapet area has direct access to the roof sections of all the outer buildings.

The keep itself saw major reconstruction and two levels were added to the existing ruin. Most visitors would assume the entire building is new, but close inspection by anyone with a construction background would reveal the presence of the older ruin. The interior of the keep looks new from top to bottom. Even the floor flagstones look polished. All the windows, door and fixed furnishings are new. The decorative fixtures including lighting, rugs, art, etc., are generally new though some are gifts from other royal houses.

Kerak, the younger brother of Redak, was in charge of the construction project. He was immediately put under charm by Phranst. Many alterations were made to the structure including access to the buried tower and construction of a secret fourth floor of the keep. Kerak employed dwarves from the mountains to the north and no local craftsmen were used in the structural construction. Therefore, only Phranst is aware of the secret trapdoors, buried tower and fourth level of the keep. Kerak was given a potion of memory control and has no memory of building alterations.

The keep is well-lit with numerous fixtures throughout. There are lanterns hung in all hallways and they are never extinguished – to the dismay of the house staff who have to replenish the oil. All larger rooms have candle-based chandeliers. Bedrooms are all lit with a hanging lantern or two, and have candles on all tables. All rooms adjoining the outer wall have tall windows, though none are barred. It should be fairly obvious that the keep is not designed in a military fashion. Note, the rooms on the fourth floor do not have windows – though there are several skylights that give light to the fourth level (the skylights cannot be seen from the ground and they will be covered by snow during this adventure). All doors, including the exterior doors, are made of wood and have simple locks. Each bedroom has a keyed lock as well as a deadbolt.

Decorations throughout the keep have a woodland theme and stuffed animals indigenous to the general

area are plentiful. Many of the rugs are bear skins and other skins hang from walls. The furniture is solid and constructed by craftsmen from neighboring villages. There are numerous fireplaces throughout the keep (not shown on the maps). In general, each room adjoining the outer wall is considered to have a fireplace – though some may be very small. Interior rooms do not have a fireplace but ambient heat from the rest of the structure keeps them warm in the winter.

Keys

Kerak, Redak, Captain Stial and Carstairs all have keys for the entire keep. Phranst also has a complete set of keys (he keeps them in his secret room and never carries them). Certain rooms have individual keys and occupants are given a key (such as guestrooms). Marisen has a complete set of keys for all the guest-rooms on level two.

Secret Door and Secret Trap Doors

There are several secret doors and secret trap doors throughout the keep. These have all been enchanted by Phranst. He has used his *wand of secrecy* (see new magic items) to conceal every one of these secret portals. Therefore, these portals cannot be discovered by the use of magic. Active searching has a 5% chance of

success regardless of racial bonus. None of the secret portals have a locking device. Only Phranst and his allies are aware of the secret doors. Nelvanna knows of the secret portals only while under possession by Phranst. When released from control, she has no knowledge or memory of the passages.

Player Introduction

Northwood Keep, standing above the forest that shares its name, gives solace to all who would venture to these borderlands between the great southern forest realms and mountain kingdoms of the north. The two spires at the keep's center are crowned with dozens of colorful banners. A steady winter wind keeps the flags aloft. The eastern tower displays the colors of Calvia, and the western tower holds the colors of Ryune. Both are small kingdoms that make up the majority of Northwood Forest.

Inside the 20' walls of the keep lies a grand structure and the wedding celebration is in full swing. The marriage of Redak of Ryune and Nelvanna of Calvia has brought the kingdoms together for the first time. Appropriately, Northwood Keep, which has long lay abandoned, is located on the northernmost border of both nations.

From the number of horses and carriages you have



seen, it is clear there well over 200 guests present. You pass through the gates and overhear the guards complaining about an oncoming storm. As if on cue, the wind begins to howl with great speed and the smell of snow is in the air. An elderly manservant opens the great oaken doors to the mansion-keep and greets you.

Upon entering he takes your cloaks, and then directs you to the great hall where you can congratulate the newlyweds. The greeting line is lengthy but you welcome the chance to enjoy the warmth of the hall. A pretty serving girl brings a tray of drinks while you wait. Guests are milling about the entry hall and dining hall patiently waiting for the greeting session to end. A band is tuning up and it appears you were the last guests to arrive.

You finally reach Redak and Nelvanna and wish the best. Seeing Nelvanna in full womanhood sparks your memory of a distant time. It was early in your adventuring careers that rescued a young girl from a horrible fate. You have remained close friends with Nelvanna, though as the years have progressed your contact has ebbed. It was a surprise to receive the invitation to the wedding. The timing was convenient but the journey was long and you missed the early morning ceremony. But the princess greeted you warmly and clearly you are still the heroes of her youth.

Now, after a brief speech from the groom, dinner is served. The hall quiets a bit as the guests begin the feast and the band plays soft music. There are many important guests in the hall and perhaps some work may be found. But for now, it is time to celebrate.

DM's Description: The PCs will be seated in the great hall (room #8). The kitchen staff and servants will be very busy serving the assorted guests. The PCs will be seated at a table with six other guests (DM should select one or two from the NPC list with the exclusion of any family members of the newlyweds). The PCs may converse with the guests and gain some background information on the keep and the neighboring lands (see Player Background Information).

As the meal ends, the oncoming winter storm begins to strengthen and many guests leave. Over the course of several hours all but the designated NPCs will have exited the keep. During that time, the PCs will have a chance to meet many of the NPCs involved in this scenario. However, they will have little time with Nelvanna or Redak (they have many guests to visit).

There are plenty of NPCs to meet and several may

have something in common with the individual PCs. This is a good time to establish an empathy between some of the PCs and NPCs. For example, Ollo Dothson is fond of the drink. One of the PCs may also have that "hobby" and the two may go on a bender of sorts.

The PCs will have a very difficult time spending any significant time with the newlyweds, their parents or Phranst. All will constantly be busy with other dignitaries or family members. Phranst will have noticed the PCs arrival and it will not make him very happy, though it will certainly not be obvious to anyone. He will take a few minutes to meet with one or more members of the group for no other reason than to assess their strengths. He will immediately identify the PCs' character class and determine their level of ability. In particular he will study the spell casters. He is fully aware of the threat they pose to his plans and deceptions. Regardless, in now way should Phranst appear suspicious or anything other than gracious and humble in the presence of the PCs. In fact, Phranst will readily admit he was a magic-user (false, he is an illusionist) and that he never advanced beyond third level when the unfortunate encounter with the dragon took place. He now claims that he cannot perform any magic due to his missing arm (if asked specifically).

It is critically that the PCs are introduced to a large variety of the NPCs. As DM, you must make some of the meetings memorable, if at all possible. The players will reflect back on those early encounters when the murderers begin to manifest in the scenario. Also, let the players form their own opinions of the NPCs. You should never come out and say, "That Ollo guy looks suspicious." Avoid those types of descriptions and stay with physical and generic personality descriptions. If a player asks, "Does Ollo look sinister?" your answer should spin in another direction altogether. "He is pestering the butler for a full bottle of wine instead of a glass."

Of course, the PCs should have no reason to suspect anything is amiss during this phase of the adventure. The players will certainly be looking for adventure opportunities, but their PCs will not find any. It is only natural for the players to suspect villainy. You must do your best to deceive them and put on a show of neutrality.

The celebration will eventually end around 9 p.m. After an hour or so, all of the guests will retire to their rooms. The keep staff will be busy for another hour performing cleaning operations and then they will go to their rooms.

1. Entry Hall

The lavishly decorated entry hall sets the standard for the rest of the keep. The floors are polished marble that is periodically covered with rugs. The walls and ceilings are covered with mahogany panels and ornate trim, which is abundant in the surrounding forest. There are several wood bas-relief carvings of animals native to the surrounding Northwood. There are also several large paintings of former royalty from both Calvia and Ryune, with several dating back 200 years.

Four evenly-spaced wooden chandeliers illuminate the hall. Several sofas and leather-covered chairs are placed at symmetric intervals around the room. A wide hall leads into the keep and doors to the east and west lead to small ante-chambers. A pair of huge wooden doors lead to the courtyard outside.

DM's Description: This room is used to greet all guests. There is ample room for large groups. During the course of the adventure, many of the NPCs can be found either lounging here or passing through. Some of the older guests may be found talking about a specific painting. They will be discussing an old rumor of how the subject of the portrait threatened to return from the dead. A guard will be posted inside after the death of Redak.

2. West Antechamber

Many potted plants cover the floor of this room. Most are tall and full, blocking full view of the room. The plants are all indigenous to the Northwood. Two empty buckets are stacked next to the door. Lying next to the buckets are several small gardening implements. A small iron stove is set just inside the door which supplies ample heat in the small room. There are two large skylights in the ceiling, but the snow has blocked all incoming light. Hanging between the skylights, from a silvery chain, is a small glass orb glowing with a bright yellow light.

DM's Description: Redak has a green thumb and he uses it to make this room greener. None of the plants are dangerous and most are simple in nature. There are several smaller pots that hold herbs that are used in the kitchen. A lemon tree, a wedding gift, is the only fruit-bearing plant in the room. Hidden in one of the plant buckets is a spare set of keys for the entire keep. Phranst has two sets and has hidden a set here for emergencies.

3. East Antechamber

A wooden bench has been built into all the walls of this room. Above the bench is a line of pegs for cloaks and hats. Boots of all sorts are lined up neatly under the bench. Cloaks, some of fur and others of leather, are sporadically hung from the pegs.

DM's Description: This room serves as a cloak room for the guests. The PCs may even have boots or cloaks hung in this room. After the celebration ends there will be approximately 20 sets of men's and women's boots under the bench. There will also be the same number of heavy winter cloaks. None of the articles are magical. One set of boots have a peculiar oily substance on them. This will only be discovered under careful inspection (PC must make an intelligence check at +2 to notice the oil). The boots belong to Phranst and he inadvertently picked up the oil while in the caverns beneath the keep. There is nothing to identify them as Phranst's boots. He will deny ownership if confronted, assuming the PCs have made some sort of connection between the boots and the crime.

4. Sitting Room

This warmly-appointed room features large rugs and comfortable furniture. Large paintings of forest scenes and animals are evenly spaced on each wall. The furniture is arranged in four sections with small tables available to hold drinks, candles or other necessities.

DM's Description: There is nothing of real interest in this room. It will be used by the guests as a gathering place. As the adventure moves forward, various groups of guests will segregate themselves based on their wild ideas of what is actually happening. The PCs will notice that two or more groups will be in the room speaking in whispers and hushed tones so that other groups do not overhear their conversations.

5. Trophy Room and Lounge

The mounted heads of large animals including bears, cougars, wolves and deer are scattered amongst the walls of this room. In the southwest corner stands an enormous stuffed grizzly bear. Smaller animals, retain their original form are set on shelves or end tables. Four large couches are set in the center of the room. A full bar, without stools, is set against the east wall. Various bottles of spirits and wine are set on shelves behind the bar.



DM's Description: The bar is fully stocked and contains all manner of spirits and liquor including many bottles of wine. During the celebration, one of the man servants will be serving from the bar. Phranst has placed a small, labeled vial half-filled with powerful sleeping pills amongst the bottles. He will do this after the celebration. The bottle is merely a red-herring and serves no purpose.

The trophies are nothing more than that. However, in a pinch, Phranst can use the trophies to augment an illusion spell, and specifically, phantasmal force. An animate dead spell can animate the animals and/or the grizzly bear (which is enormous even for a grizzly bear – hit points and damage per attack should be increased over normal statistics).

6. Stair Tower

A massive stone stair dominates this circular tower room. The stair lands along the west all and gently rises in a clockwise, circular pattern. A landing is set every 15 feet and at every level. The entry landing to the various levels is large – 20 feet long and ten feet wide. An ornate wooden handrail accompanies the stair. The room is furnished with several plush chair and a pair of matching sofas. The floor is covered with various, small rugs located with the furniture.

DM's Description: The stairs are almost in constant service. They are the only method of access to the upper floors (with the exception of the secret trapdoor system). The stairs are 10 feet wide and can accommodate a large number of pedestrians. An interesting feature is that the room is a near perfect sound chamber. Conversations on the upper landings can be easily overheard from the lowest level.

7. Chapel

The walls of this room are covered with tapestries depicting the charitable operations of travelling priests. A large wooden altar is set near the east wall. Numerous candles of all sizes are used to illuminate the room. Next to the door is silver font resting on a wooden base. The font is filled with clear water. Several barrels line the north wall. Lastly, there are a total of six wooden benches that face the altar.

DM's Description: There is nothing of interest in the chapel. The only oddities are the six barrels. Three are filled with wine, two with water and the last is empty. The boggles use the empty barrel to steal victims from the room too their chamber.



8. Great Hall

This massive room holds numerous large tables. Dozens or individually crafted chairs line the tables. The room is illuminated by numerous braziers, chandeliers and table top candles. Large tapestries depict woodland scenes and various castles, including Northwood Keep, that are located within the bounds of the Northwood Forest. Several sofas and cushioned chairs are located in the western section of the room.

DM's Description: The PCs will be led to this room at the start of the scenario. The celebration is centered in this area. It is directly served by the kitchen to the north. Any large meals served during the course of the scenario are served in this room.

9. Kitchen

Long counters and wide shelves follow the north and west walls of this huge kitchen. Against the east wall, a large stone oven rests next to an equally huge fireplace. A gigantic kettle gently swings in the fireplace. Occupying the center of the room is long table made of thick wood. An open well is located in the northeast corner. A trap door is set near the west wall leading to a wine cellar and larder. A single table with eight chairs is next to the well.

DM's Description: This kitchen is fully furnished and when can produce meals in large quantities if necessary. Dry goods and fresh vegetables and fruit are

stored on the shelves. Meats and other more perishable items are stored in the larder beneath the kitchen. The larder also serves as a sizable wine cellar.

The well has a wooden cover and is easily removed to gain access to the water below. The well leads to an underground river just 30' below the kitchen. The ghouls that live in the underground complex will use the well to access the kitchen and the keep. The walls of the well are hewn very roughly and provide easy hand-holds for climbing.

At most times of the day the cook and various members of the household staff are in the kitchen. Also, off duty guards are often in the kitchen where they eat their meals. The cook can throw together a meal quickly for any who enter the kitchen. The kitchen is staffed from 6 a.m. through 9 p.m.

10. Second Level Stairway

The wide stairs come to a landing at the second floor. The landing area is 10' by 20'. The stairs continue up to the third floor. Two chairs and an end table are set on the landing. Two braziers illuminate the area.

DM's Description: There is nothing of interest in this area.

11. Storage Room

DM's Description: The doors to this room are locked. The room holds various pieces of furniture, art and decorative items that have yet to be placed in the keep. The decorations for the main second floor hallway are still stored here. There are four sets of known keys that are held by Kerak, Redak, Captain Stial and Carstairs. Phranst also has a set of keys, though he keeps them in his secret chamber.

12. Guest Suite – Calvia

DM's Description: This room is furnished exactly like Room #13. It is furnished with plush rugs, decorative tapestries and ornate wooden furniture. The room is capable of supporting a long-term guest. It is cleaned daily by the house staff. This room is occupied by Baron and Baroness Calvia. They will only occupy the room for a short time as they are the second victims (see sequence of events, page #8).

Other than the furnishings, the baron and baroness have brought very little personal possessions as they only planned on staying for one or two nights.

13. Guest Suite – Ryune

DM's Description: This room is furnished exactly like room #12. It is furnished with plush rugs, decorative tapestries and ornate wooden furniture. The room is capable of supporting a long-term guest. It is cleaned daily by the house staff. This room is occupied by Baron and Baroness Ryune. They will occupy the room according to the sequence of events (page 8).

14. Shared Balcony

DM's Description: The doors to the balcony are always locked. The locks are self-locking and a key must be used every time they are used. There is a key hole on each side of the access doors. Occupants of rooms 12 and 13 are given a key which opens the door to that room only. The doors require different keys; they are not keyed alike.

The balcony is covered with snow and during the scenario very little can be seen from this vantage point.

15. Guest Library

Clearly a library, this room is lined with book shelves that reach the 10 foot-high ceiling. Six cushioned chairs and a long sofa provide comfortable locations to sit and read. The room is illuminated by two large braziers and numerous elevated lanterns.

DM's Description: There are several hundred books in the library. Most are fiction though there is a small section dealing with herbs and gardening. After the first murder, Silinth will place a book on the sofa. The book details the history of an old tower, located where Northwood Keep now stands, and its vampiric queen. The book describes the siege of the tower and its destruction. The vampire queen was destroyed in the siege but she cursed any who dwell in the lands around her tower.

The book appears authentic, but is a fake. Phranst had the book created by a very skilled sage. It appears to be a very old book and the genuine. The book has been placed in the library to perpetuate the false story of the vampire queen and her curse.

This room is also serving as Elbin's bedroom as he was not scheduled to stay the night, but conveniently became trapped by the storm. This will not come to the PCs' attention until the morning after the first series of murders.

Elbin, Thief Level 3 AC 6; HD 3; hp 12; AT 1; Dmg 1d6+1 *Short Sword +1*; SA Backstab; SD Thief Abilities; MV 120'; AL NE; THAC0 20

Str 10, Int 12, Wis 11, Dex 18, Con 10, Chr 12





16. Baths

A wave of humid air strikes you as the door opens to this ornate bath. The floor, walls and ceiling are tiled. A shallow pool occupies the center of the room. It is surrounded by a short set of wide stairs that lead up to its rim. A large fire place in the east wall is the only illumination in the room. A low fire burns in its hearth. Large copper pots are stacked near the fireplace as are several very large barrels of water. A wooden rack of towels is set close to the entry door.

DM's Description: There is nothing of interest in this room.

17. Second Floor Hall

The 20' wide hall is illuminated by evenly spaced oil lanterns suspended just off the 10' high ceiling. The hall is otherwise bare of decorations.

DM's Description: During the day, all of the lanterns are maintained. In the evening, most are extinguished and there is just enough light to traverse the halls.

18. Male Servant's Room

DM's Description: This room houses some of the male servants. There are three beds and furniture to match.

A canvas partition is used to separate the bed areas. There is nothing of interest in this room. One room is used by Rikson, Gustof and Hastur. Carstairs has room to himself.

19. Female Servant's Room

DM's Description: This room houses some of the female servants. There are three beds and furniture to match. A canvas partition is used to separate the bed areas. There is nothing of interest in this room. One room is used by Ester, Lena and Gwenolin. The other room houses Ruby, Megan and Veranica.

20 – 26 Guestrooms

DM's Description: These rooms are all decorated tastefully and with comfortable furniture. There generally two or three beds in each room. Each occupant has a key to the room. However, the rooms will stay unlocked until after the death of Redak, at which point all the guests will be locked.

20. Guestroom – Grand Duke Kairn

21. Guestroom – Ollo Dothan

22. Guestroom – Aron and Phranst

DM's Description: Due to the storm there are more guests staying than there are guestrooms. Phranst has volunteered to stay with Aron (so he can spy on the cleric). When Aron is attacked, Phranst will say that he was checking on his sister, which is verified by various guards and Nelvanna. Of course Nelvanna was busy "killing" her parents, but Phranst gives her, and himself, an alibi.

Aron, 3rd Level Cleric AC 5; HD 3; hp 15; AT 1; Dmg 1d6+1 *mace +1*; SA Spells; SD Spells; MV 90'; AL NG; THAC0 20

Spells: Bless, Sanctuary, Protection from Evil, Cure Light Wounds, Hold Person, Slow Poison and Know Alignment.

Str 10, Int 10, Wis 17, Dex 10, Con 12, Chr 12

Drust carries a *mace +1*, *chainmail +1*, *potion of extra healing*, *potion of neutralize poison*.

23. Guestroom – Kerak

24. Guestroom – PCs' Room

25 Guestroom – Aunt Sadie and Cousin Drinth

26. Guestroom - Sir Verisig

27. Balcony

DM's Description: The balcony is accessed by all the adjoining guestrooms. Each door requires a key, but these are not self-locking. During the storm standing on the balcony is difficult. The cold wind and snow make visibility nonexistent.

28. Kitchen Roof

DM's Description: The kitchen roof can be accessed by a short jump off the balcony. There is no access to the kitchen from the roof.

29. Third Level Stairway

The wide stairs come to a landing at the third floor. The landing area is 10' by 20'. Two chairs and an end table are set on the landing. Two braziers illuminate the area. Several crates are stacked against the far end of the landing opposite the stairs.

DM's Description: The stair ends at this level. However, the tower rises another 10' but it is featureless. The crates hold decorative items and small furniture for stair area. Phranst, and his cohorts, use the crates to

access a secret trapdoor leading to the secret fourth level.

30. Storeroom

DM's Description: The doors to this room are locked. The room holds various pieces of furniture, art and decorative items that have yet to be placed in the keep. The decorations for the third floor hallway are still stored here. There are four sets of known keys that are held by Kerak, Redak, Captain Stial and Carstairs. Phranst also has a set of keys, though he keeps them in his secret chamber.

31. Third Floor Hall

The 20' wide hall is illuminated by evenly spaced oil lanterns suspended just off the 10' high ceiling. The hall is otherwise bare of decorations.

DM's Description: During the day, all of the lanterns are maintained. In the evening, most are extinguished and there is just enough light to traverse the halls.

32. Library, Study and Lounge

This large room appears to serve several functions including library, study and lounge. Tall bookshelves hold numerous tomes. Two large desks sit in the center of the room, each accompanied by a plush chair. Finally, two large couches face the fireplace.

DM's Description: This room is used by Nelvanna and Redak as for the obvious purpose. There is nothing of interest in the room. The papers on each desk deal with household accounting, minor trade deals with the dwarves to the north, and contracts for the staff and guards.

33. Balcony

DM's Description: The balcony is currently bare of furniture and other decorations. During the storm standing on the balcony is difficult. The cold wind and snow make visibility nonexistent.

34. Living Chambers

The room is clearly meant to be the living quarters for the newlyweds. However, the room is not completely unpacked and organized. There are numerous crates, many of which are opened but not emptied. The larger crates hold painting supplies and canvas. You recall that Nelvanna paints. Various pieces of furniture are stacked against the outer walls and covered with

sheets.

Set aside are more crates that apparently hold the couple's wedding gifts.

DM's Description: There is nothing of particular interest to the PCs in this room. However, one of the wedding present crates has a detailed list of gifts and who gave them. There are more than 200 names on the list. If a PC takes the time to read through and study the list (this will take at least an hour) the player may attempt an intelligence check at +4. Success will result in the PC noticing that Phranst is not on the list. This is because he game Nelvanna the ring. This is not common knowledge but relatives of the couple are aware of the gift.

35. Bed Chamber

A huge bed framed in ornate wood stands against the east wall. Silken drapes hang from tall bedposts. Matching furniture compliments the bed and continues the dark wood theme. A newly painted illustration of the newlyweds is framed, but still leaning against the wall, waiting to be hung.

While all the furniture is set, many of the small decorations are still awaiting placement and sit next a pile of crates. There are several trunks filled with clothes that have not been loaded into the tall armoires and cabinets.

DM's Description: The PCs will not have the opportunity to search this room until several deaths into the adventure. Access will be limited by Captain Stile after Redak is killed. The harder the PCs attempt to enter the room, the more stringent the guard will become. Of course, there is nothing to find in the room. But simply denying access will enflame the players' curiosity and desire to get their PCs into the room.

36. Balcony

DM's Description: The balcony is currently bare of furniture and other decorations.

37. Guard Tower

DM's Description: The guard towers that ring the keep are all connected by an elevated platform that rings the outer wall. The towers have two interior levels, both with access to the inner keep and second level platform. A wooden ladder and trapdoor provide access between levels. A ladder on the second floor leads to another trapdoor leading to the top level. The top level is open with a four foot tall wall.

At this time the guard towers are not manned. The guards patrol the walls but only stop in the towers to get away from the cold and snow.

38. Gate Tower

DM's Description: The twin gate towers are designed exactly as the other guard towers. However, there are controls for the gate doors in each tower. There are controls on the ground floor and the second floor, which can be operated independently. There is always one guard stationed in a gate tower (not both, but just one). The gates are closed during the storm and they will not be opened unless Captain Stial gives the order. During the storm, a guard will have a small fire to keep warm.

39. Stables

DM's Description: The stables are currently filled with horses. Several carriages are parked outside, near the south end of the building. Gunnin and Ren will be found in the stables unless they are in the keep looking for a meal. There are quarters for both men at the north end of the stables.

40. Groundskeeper's House

DM's Description: Old Man Yul and Marisen make this building their home. The house is neatly kept. Yul has a carpentry shop in part of the home. The home contains the couple's personal possessions but little else of interest to the PCs. The couple will be in the house when not working.

41. Guard House

DM's Description: The guard house is typical of military structures and it is organized to house 20 guards. There are bunks and furniture to easily support 20 men. When the guards are off duty they will be found here. A spiral staircase leads up to the parapet level of the outer wall (second level). The guard house is fully equipped and several weapons racks holding spears, swords, and bows. A dozen quivers hold 20 arrows each and hang from the walls. There are also four crates that each hold 100 arrows each.

42. Sergeant's House

DM's Description: This well-appointed house is attached to the guard house. This house has facilities to house up to four sergeants, but only one occupies it during this scenario. Sergeant Rand will be in this house, or visiting in the guard house (#41) when off duty.

43. Captain Stial and Velka's House

DM's Description: The captain and his wife have not had the time to completely set up their home. Some of the furniture is set, but most of their possessions are still in packing crates. When off duty, both Stial and Velka will be in the house when off duty. A spiral staircase leads up to the parapet level of the outer wall (second level).

44. Gates

DM's Description: The gates to the keep are fashioned from Ironwood and they are particularly thick. Gate controls are located in either adjoining tower.

45. Courtyard

DM's Description: The courtyard has a cobblestone drive that leads to the stables and keep. In the spring, there will be numerous plantings. As the snow storm increases the courtyard area will quickly be covered with two feet of snow. The guards will shovel walkways between the exterior outbuildings and guard towers.

46. Parapet Level

DM's Description: The parapet level of the keep's outer wall is ringed with a 10' wide platform. The platform extends over the outbuildings. There are trapdoors leading to the guard house and captain's house.

47. Larder and Wind Cellar

A wooden set of stairs lead down 15' to a cool cellar. The chamber is stone-lined and has two distinct sections. The section closest to the stairs has shelves filled with food goods including meats, bags of flour, bags of grain, canisters filled with preserved fruits and vegetables and other items. The second section is lined with shelving holding wine bottles.

DM's Description: The cellar is fiercely protected by the cook, Ruby. She is responsible for the items therein, including the wine. A lantern is kept in the kitchen as there is no light source in the cellar. The secret trapdoor in the floor is not protected by the Phranst's wand of secrecy. However, the trapdoor is well-hidden and will only be discovered during a thorough search and the chance is 1 in 1d6. There is no chance to discover the trapdoor if a simple cursory search is performed.

The trapdoor leads to a chute that descends into the caverns beneath the keep. The caverns are 15' beneath the cellar. Steel bars have been driven into the chute to



allow access into the caverns. There are no light sources in the caverns and PCs must bring their own source of illumination.

48. Well

DM's Description: The well in the kitchen descends to this underground river 30' below the keep. The river is filled with clear, cold water. All characters, unless resistant to cold, will suffer 1d4 damage per round after being in the water for one full round. It moves very slowly in this section and is generally around six feet deep. The ceiling height above the water is only two feet. There are numerous natural handholds in the well and climbing from the river to the kitchen is not difficult. However, if the wood cover is on the well in the kitchen, there is no light in the well or river area.

49. Cavern Corridor

The cavern corridor is hewn out of solid rock. The floor is smooth and the ceiling is only seven feet high. The corridor ends at the underground river but begins again on the other side. The river has narrowed here and its speed has increased.

DM's Description: Crossing the river may be a bit difficult for unwary PCs. The water's speed is significant and any characters falling in can easily be swept away. The water depth is eight feet. A character attempting to swim over will be swept away unless they make a strength check with a +2 penalty. A character that fails the check can make a second strength (at +4) check to grab onto the rocky wall. The character can hold onto



the wall for a number of rounds equal to their constitution divided by 3 (always round down) before succumbing to hypothermia and being swept to their death. All characters, unless resistant to cold, will suffer 1d4 damage per round after being in the water for one full round.

A character may try and jump over the river, but the ceiling is low at seven feet. A leaping character must make a dexterity check with a -2 bonus to successfully leap over the river.

50. Ghoul Chamber

A horrible stench assails your nose as you approach the end of the corridor. The corridor ends at a carved stone wall. Beyond the opening you can see a chamber that is clearly constructed of stone blocks. The room beyond is large and semi-circular. Peering into the dark chamber several figures suddenly emerge and charge your group.

DM's Description: This room is the home to 16 ghouls, six of which attacked PCs and the cleric Aron. Therefore, there are 10 ghouls remaining in this chamber. There are several bodies in the chamber in various forms of decay and many have been partially consumed by the ghouls. A search will reveal a total of 78 gp, 112 sp and 91 cp. Also, one of bodies has a pouch containing four gems: 100 gp, 150 gp, 200 gp and 300

gp. Lastly, one of the ghouls has recently consumed a hand from one of the victims. In the ghoul's stomach the PCs will find a *+2 ring of protection*.

The door leading to the rest of the tower is locked. Only Phranst has a key to this door. There is also an iron spiral staircase that leads down to the next level of the tower. The staircase has rusted severely. Each character that uses the staircase must make a saving throw versus dragon breath. Failure indicates that the stairway has collapsed under the PC and he will fall and take 1d6 damage. The PC will also be stunned for one round and unable to take action.

Ghoul (10) AC 6; HD 2; hp 10 each; #AT 3; Dmg 1d3/1d3/1d6; SA Paralyzation; MV 120'; AL CE; THAC0 17

51. Tower Hall

The halls of this T-shaped corridor have collapsed in many sections, but narrow paths remain. Dust covers the floor and as you watch, waves of dust shift slowly along the floor. Two broken barrels lie near the intersection.

DM's Description: There is nothing of interest in the corridor. However, beneath the shifting dust, a thin lair of oil is present. The oil is from the broken barrels. It matches the oil on the boots in Room #3.

There is also an iron spiral staircase that leads down to the next level of the tower. The staircase has rusted severely. Each character that uses the staircase must make a saving throw versus dragon breath. Failure indicates that the stairway has collapsed under the PC and he will fall and take 1d6 damage. The PC will also be stunned for one round and unable to take action.

52. Weapons Room

At least two dozen spears litter the floor of this room. Most are rotted beyond use or otherwise broken. The walls hold many more of the same weapons, all deteriorating beyond use. A large barrel has been overturned in the center of the room. Next to the barrel are four iron boxes.

DM's Description: All of the spears have deteriorated beyond use. The barrel is empty. Each of the iron boxes is locked. Each box holds a heavy crossbow. All of the crossbows are in good shape, having been oiled prior to being stored in the iron boxes. One of the crossbows is a *crossbow of accuracy*.

53. Shadows

This room holds many suites of rusted and ruined armor. Many shields hang on the walls and several suites of armor are propped up on stands. The armor suites were once chainmail, but it appears they have all rusted and corroded.

DM's Description: This room is occupied by two shadows. The shadows have a loose agreement with the wraith in room #56. They will come to the wraith's aid if it is attacked. However, the wraith will not reciprocate, but the shadows will retreat to the wraith's chamber if they are in danger of being destroyed. All of the armor is ruined, including the shields on the wall. There is no treasure in this room.

Shadow (2) AC 7; HD 3+3; hp 21, 18 each; #AT 1; Dmg 1d4+1; SA Strength Drain; SD +1 or better weapon to hit, undead defenses; MV 120'; AL CE; THAC0 16

54. Secret Passage

DM's Description: This secret door is not protected by Phranst's *wand of secrecy*. It can be found by normal means. The corridor beyond leads to the Northwood forest and exits approximately 1/4 mile from the keep.

55. Spectator

Floating in the center of the irregular-shaped room is a hideous, spherical creature with one large eye at its center. Four stalks hold smaller eyes and protrude from the top of the round creature. Below the large central eye is a gaping maw that is lined with sharp, yellow teeth. The creature floats in front of an iron door.

DM's Description: This creature is a spectator and it has a mission to guard the iron door. Under no circumstances will it let any pass (except for the wraith and shadows). The spectator will communicate with the PCs, so long as they make no attempt to enter Room #56. The spectator was commanded to guard a book which rests in room #56. The wraith has made a deal with the spectator to help guard the book from any intruders.

There is nothing of interest in the chamber, other than the spectator. The spectator knows nothing about what is going on in Northwood Keep. It has never seen Phranst nor does it have any knowledge regarding the villain.

Spectator (1) AC 4 body, AC 7 eyes; HD 4+4; hp 31; #AT 1; Dmg 1d4+1; SA Eye Stalks; SD Magic Resistance; MV 100'; AL LN; Exp X; THAC0 15

56. Wraith

Long, black tapestries absorb most the light that you bring into this room. Inside, the air is very cool and silent. A black throne is set into the south wall. Set close to the throne are four coffers, each bursting with coins. A stand to the right of the throne holds a red, leather-bound book.

To the left of the throne, and somehow suspended over the floor, is a suite of black platemail. The armor appears to be incomplete as several plates are missing including most of the arm and leg plating. A black cloak hangs from the back of the armor. Leaning against the armor is red-bladed longsword.

DM's Description: A strong wraith will wait for the PCs to enter, then will emerge from behind the platemail and attack the PCs. If the PCs have not destroyed the shadows in room #53, the shadows will immediately move to help the wraith. It will take them two rounds to reach this room. If the PCs already encountered the shadows and they retreated, they will already be in this room.

The platemail is suspended by thin wires. It is +1



platemail, but an armor can make repairs and bring it to +2 for 1,000 gp. The black cloak is a *cloak of poisonous*. The longsword is a *sword of bleeding*. The book on the pedestal is a *manual of golems*. The coffers contain a total of 3,100 gp.

Wraith (1) AC 4; HD 5+3, hp 32; #AT 1; Dmg 1d6; SA Level Drain; SD Per Undead; MV 120'; AL LE; THAC0 14

57. Tower Level Four

DM's Description: The stairs of the tower end at the third level. However the tower rises another 10'. There is a secret trapdoor in the ceiling. It is protected by the effects of the *wand of secrecy*.

A secret door is located in the east section of the tower. This secret door is not protected by the *wand of secrecy*, and it can be discovered by normal means. However, the door is attached to a thin wire which leads to Phranst's chambers (Room #61). The wire is connected a small bell that will ring and alert Phranst if intruders have entered the hall. The wire can be detected by a thief searching for traps.

58. Secret Hall

This corridor, which is 20' wide, is barely illuminated. A single lantern glows at the center of the hall. The light reveals two pairs of doors on the north wall and a passage leading south. Otherwise, the hall is shrouded in darkness.

DM's Description: The hall is kept in darkness to hide the presence of a trap. A thin wire stretches across the

floor at knee height 20' from the secret door in the west tower. The wire cannot be detected unless more illumination is brought in or a thief successfully detects traps. If tripped, a massive blade will sweep the hall in a 20' radius of the trip wire. Any characters caught in the trap will suffer 2d6 damage.

59. Boggle Lair

Dozens of barrels of varying sizes fill this room. Most of the barrels are standing, but several lie on the floor. All the barrels are open at both ends. There are so many barrels in the room that it is nearly impossible to walk through them.

DM's Description: This room is occupied by Phranst's boggles. There are four of them here. If they have stolen any of the bodies, the bodies will be stuffed into one of the barrels – farthest from the doors. The boggles will vigorously defend their lair. They will let the PCs enter the room and hold off their attack until the party is amidst the barrels. The boggles can use the barrels as transport locations for their teleporting powers.

The boggles have amassed a small treasure including 140 gp, 210 sp and three pieces of jewelry valued at 300 gp, 500 gp and 750 gp. The coins and jewelry are wrapped inside a *cloak of displacement*.

Boggle (4) AC 5; HD 4+3; hp 29, 27, 22, 19; #AT 3; Dmg 1d4/1d4/1d4; SA Surprise rear claws; MV 90'; AL CN; THAC0 15

60. Storage Chamber

This room is stacked high with small crates and barrels. They are all labeled and many are filled with exotic foodstuffs and strange items. Some of the boxes have arcane markings and appear to hold spell components.

DM's Description: Phranst has stockpiled some items of his particular taste. The boxes with arcane marking are indeed filled with spell components that a magic-user will recognize as mostly those used by illusionists.

61. Phranst's Chamber

This massive room is dimly lit by evenly spaced candles and a few small braziers. There are several bunks in the east section which are accompanied by small footlockers. To the west, a curtained area holds a large bed and accompanying furniture. In the center is a large round table with six chairs.



DM's Description: The circumstances of the PCs entering this room can vary greatly. The most likely event will be the final battle against Phranst. If the PCs pursue Phranst to this room, all of Phranst's cohorts will be waiting in ambush.

The villains will have extinguished enough of the lights in order to confuse their numbers. Norgar has four orc bodyguards and they, with Norgar, will rush into combat. Silinth will attempt a backstab. Phranst and Drust will attack with spells. The villains will have several rounds to prepare for the attack and they will have cast defensive spells in anticipation of the battle.

The table is covered with notes on how Phranst plans to control trade routes to the dwarves after he takes over Northwood Keep. There is also a treaty with an orc tribe from the north.

The canopied area is Phranst's personal space, though it has been used exclusively by Silinth. There is a large chest at the foot of the bed. It is locked, but both Phranst and Silinth have keys. The chest contains clothes for Silinth and the following treasure: 890 gp, 1,240 sp, 120 pp; two gems worth 500 gp each, one platinum ring inset with an emerald worth 1,900 gp, a *potion of invisibility*, a *potion of levitation*, a *scroll of protection from undead*, Phranst's spellbook, a *wand of secrecy* (17), a *pearl of wisdom*, and *helm of underwater action*. Also, Silinth has her dis guise kit including false vampire teeth.

There is a bed for Drust and Norgar. Each bed is

accompanied by a footlocker (locked) that has various personal items and clothes. Drust also has 600 gp, 300 sp and nine gems worth 50 gp each. He also keeps a *potion of healing* in his footlocker. Norgar has 900 gp and 120 sp in his footlocker as well as an extra *shortsword +1*, and a *dagger +2*.

Phranst, 7th Level Illusionist AC 0; HD 7; hp 25; #AT 1; Dmg 1d4+2 w/Dagger +2; SA Spells, Magic Items; SD Magic Items; MV 120'; AL NE; THACO 19

Spells: Change Self (cast), Color Spray, Darkness, Hypnotism, Phantasmal Force, Improved Phantasmal Force, Hypnotic Pattern, Invisibility, Suggestion, Spectral Force.

Str 10, Int 18, Wis 13, Dex 18, Con 15, Chr 14.

Phranst carries a *dagger +2*, and wears two rings: *protection +3* and *non-detection* (see new magic items), *broach of shielding* (11), *bracers of defense AC 4*, *wand of lightning* (2).

Silinth, 5th Level Assassin AC 3; HD 5; hp 22; #AT 1; Dmg 1d8 +2 or 1d4 +1; SA Poisoned Weapons; SD None; MV 120'; AL NE; THACO 18

Str 11, Int 14, Wis 12, Dex 17, Con 12, Chr 14

Silinth carries a *longsword +2* and a *dagger +1*. Both blades are poisoned; damage 20 or save for half damage. She also has *leather +2*, a *ring of invisibility*, a *potion of flying*, two *potions of gaseous form*, a *potion of poison* (damage 20 or save for half, three applications), and *boots of elvenkind*.

Drust, 6th Level Cleric AC -1; HD 6; hp 35; AT 1; Dmg 1d6+1 *mace +1*; SA Spells; SD Spells; MV 60'; AL NE; THACO 18

Spells: Bless, Command, Sanctuary, Protection from Good, Cure Light Wounds, Hold Person x2, Resist Fire, Silence 15' Radius, Spiritual Hammer, Blindness, Dispel Magic, Animate Dead.

Str 14, Int 10, Wis 18, Dex 10, Con 15, Chr 11

Drust carries a *mace +1*, *platemail +2* and a *shield +1*, *potion of extra healing*, *scroll of cure serious wounds*, *tongues*, *raise dead* x2.

Norgar, 5th Level Fighter AC 0; HD 5; hp 40; AT 1; Dmg 2d4+4 *broadsword +2*; SA None; SD None; MV 90'; AL NE; THACO 16

Str 18/19, Int 9, Wis 9, Dex 16, Con 16, Chr 9

Norgar carries a *broadsword +2* and wears *chainmail +1* with a *shield +2*. He also carries a *potion of hill giant strength*, *potion of speed*, and two *javelins of lightning*.

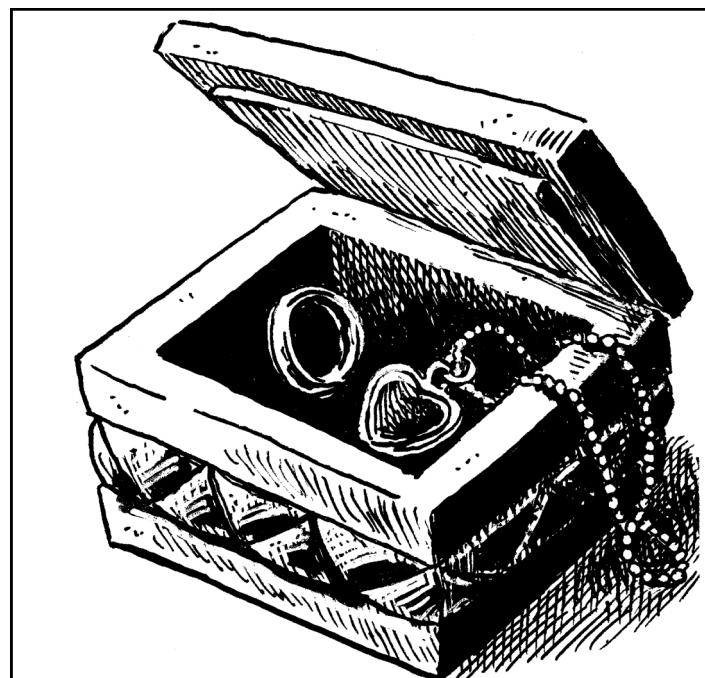
New Magic Items

The Vampire's Curse is actually set including a medallion and ring that work separately, but were designed as a set.

The Vampire's Heart

A plain-looking medallion, *The Vampire's Heart* grants its wearer the ability to cast a powerful *charm person* spell (save at -2) once per day. The ring will function each day regardless of how many victims are under the influence of previous charms. In order to effect the charm, the wearer must make direct eye contact with the victim.

Additionally, the controller of the victim may temporarily release and recapture the victim at will. When released, the victim has no memory of what transpired while under charm. Most will insist that they were sleeping. A victim may only break free if a *dispel magic*, *remove curse*, *remove charm* is used or the controller terminates control (or if the controller is slain).



The Vampire's Soul

The Vampire's Soul, grants a limited energy drain. The wearer must touch the victim to use the energy drain. The victim, if touched, automatically loses one life level (per attacks such as a wight or wraith). However, the effects are only temporary. A victim reduced to 0 level, appears dead. However, 24 hours after the energy was initiated, it wears off. Victims reduced to 0 level are under the effects of a *feign death* spell.

Potion of Memory Control

This nefarious potion is used to control the memories of its imbiber. When a victim drinks the potion (which can be combined with other liquids), his memory is open to suggestion by the nearest person who is aware of the potion's effects. Memories can be erased or adjusted, or even added altogether. However, only the memories of the previous 24 hours may be altered. The imbiber is allowed a saving throw versus poison to resist the effects.



Wand of Secrecy

This powerful wand magically makes all hidden, concealed or secret doors or portals more difficult to detect. The wand has a range of 10' and each door requires one charge. When enchanted by the wand, the door can only be found by those who are aware of its presence prior to the enchantment. Normal searching has a 5% chance of discovery and no other bonuses may be added to this percentage chance of detection. Furthermore, magic detection will fail to locate any door under enchantment of the wand. When enchanted, the effects are permanent. However, the wand will only function on doors that are already determined to be either a secret door or concealed door.

The Vampire's Curse—DM's Notes



Pre-Generated Characters

Ravnir	Human	Fighter	3rd Level	Lawful Good
Strength	17			
Intelligence	9			
Wisdom	11			
Dexterity	12			
Constitution	13			
Charisma	10			
Hit Points	24			
Armor Class:	4	Armor: Chainmail and Shield		
Weapons:	<i>Sword +1</i> , Heavy Crossbow, Quarrel (20)			
Equipment:	Pack, Large Sack, Torch (5), Iron Spike (6)			
Magic:	<i>Potion of Healing</i>			

Krieger	Human	Cleric	3rd Level	Lawful
Strength	11			
Intelligence	10			
Wisdom	18			
Dexterity	16			
Constitution	11			
Charisma	10			
Hit Points	12			
Armor Class:	1	Armor: +2 Chain and Shield		
Weapons:	Mace, Hammer (3)			
Equipment:	Pack, Lantern, Flask of Oil (2), Silver Holy Symbol,			
Magic:	<i>Scroll: Striking, Light and Cure Light Wounds</i> (2)			
Spells:	Cure Light Wounds x2, Protection from Evil, Hold Person x2, Silence 15' Radius			

Sarandise	Elf	Fighter/MU	2nd/2nd Level	Lawful Good
Strength	13			
Intelligence	15			
Wisdom	10			
Dexterity	16			
Constitution	10			
Charisma	12			
Hit Points	14			
Armor Class:	3	Armor: Chainmail		
Weapons:	Sword, Long Bow, Arrow +1 (6), Arrow (10)			
Equipment:	Pack, Pouch, Spell Components, Water Skin			
Magic:	<i>Ring of Feather Falling</i>			
Spells:	Magic Missile, Detect Magic, Mirror Image			

Astare	Human	Magic User	3rd Level	Neutral Good
Strength	9			
Intelligence	17			
Wisdom	10			
Dexterity	15			
Constitution	9			
Charisma	11			
Hit Points	10			
Armor Class:	7	Armor: <i>Bracers of AC 8</i>		
Weapons:	Dagger (3), Darts (12)			
Equipment:	Pack, Candle (3), Pouch (2), Spell Components			
Magic:	<i>Scroll: Read Magic, Burning Hands</i>			
Spells:	Magic Missile, Sleep, Web			

Vakk	Dwarf	Fighter	3rd Level	Neutral Good
Strength	14			
Intelligence	9			
Wisdom	9			
Dexterity	10			
Constitution	18			
Charisma	9			
Hit Points	29			
Armor Class:	3	Armor: Platemail		
Weapons:	<i>Battle Axe +1, Hand Axe +1</i> , Hand Axe (3)			
Equipment:	Pack, Tinder Box, Torch (3), Iron Spike (4), Large Sack (3), Rope 25'			
Magic:	<i>Potion of Healing</i>			

Gami	Halfling	Fighter	3rd Level	Chaotic Good
Strength	13			
Intelligence	10			
Wisdom	10			
Dexterity	17			
Constitution	11			
Charisma	10			
Hit Points	20			
Armor Class:	4	Armor: Scalemail		
Weapons:	<i>Short Sword +1, Short Bow, Arrow +1</i> (8), Arrow (10)			
Equipment:	Pack, Waterskin, Blanket			
Magic:	<i>Potion of Herosim</i>			

Tegrel	Human	Thief	4th Level	Neutral
Strength	10			
Intelligence	11			
Wisdom	10			
Dexterity	18			
Constitution	9			
Charisma	12			
Hit Points	14			
Armor Class:	4	Armor: <i>Leather +1</i>		

Weapons: *Short Sword +2, Dagger +1*
 Equipment: Pack, Tinderbox, Torch (2), Thieves Tools
 Magic: *Potion of Neutralize Poison*
 Open Locks 30%, Find Traps 25%, Remove Traps 25%
 Climb Walls 90%, Hide in Shadows 24%, Pick Pockets 35%
 Hear Noise 45%, Move Silently 35%

The Vampire's Curse is completed under version 1.0 of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Additional printings will incorporate final versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License (version 1.0): Any and all Pacesetter Games & Simulations logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, as well as any Basic /Expert Dungeon Adventure logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistic blocks are designated as Open Game Content, as well as spell names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is open content.

Some portions of this book which are delineated Open Game Content originate from the System Reference Document and are copyright 1999, 2000 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book are hereby added to Open Game Content and, if so used, should bear the copyright notice "First Edition Advanced Game Adventure: The Vampire's Curse. Copyright Pacesetter Games & Simulations 2010. Contact at pacesettergames.com."

ADV1 The Vampire's Curse is © 2010 Pacesetter Games & Simulations.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, Inc., and are used with Permission. Open Game Content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains

a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

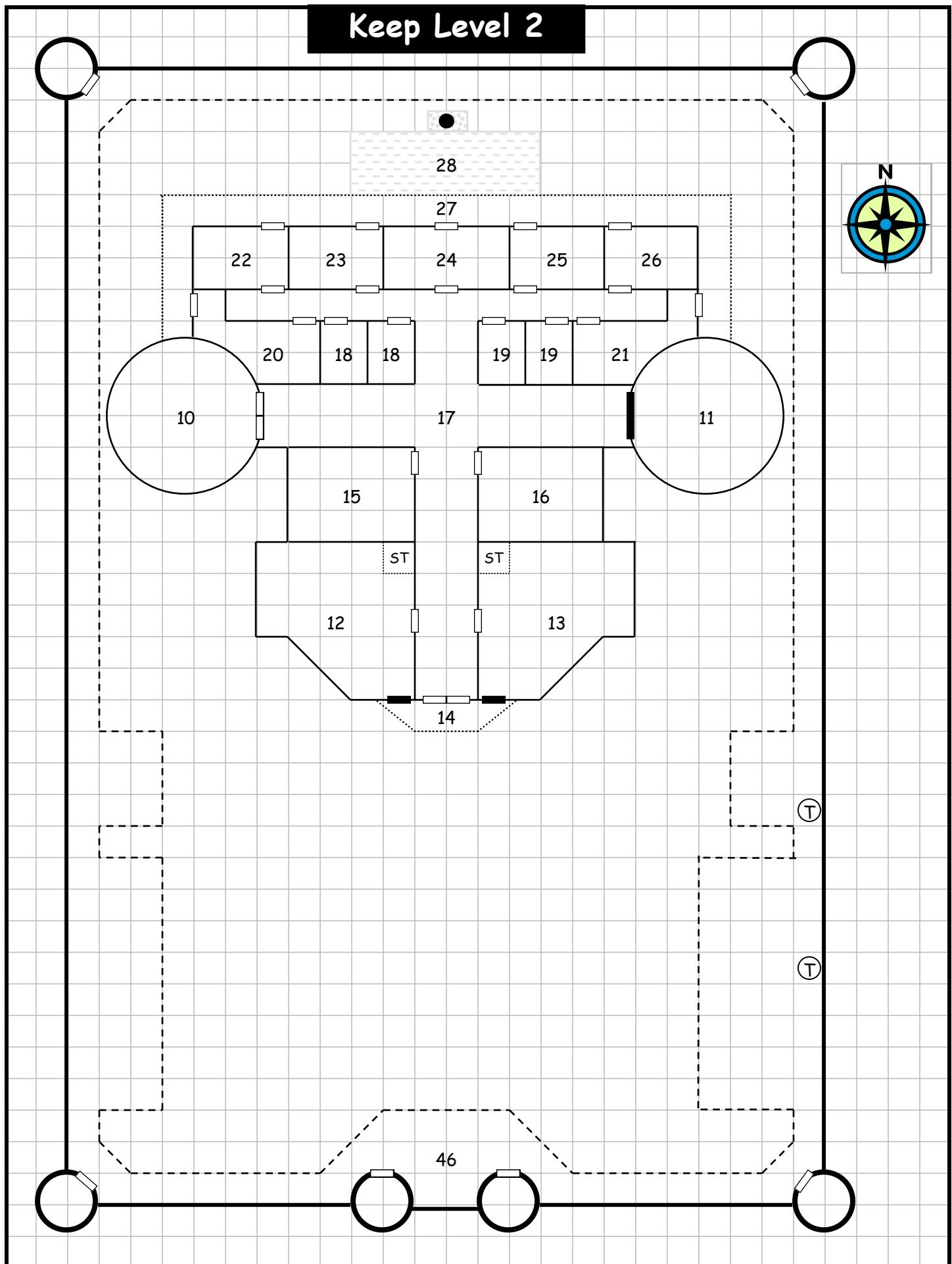
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

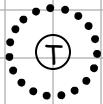
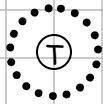
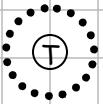
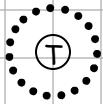
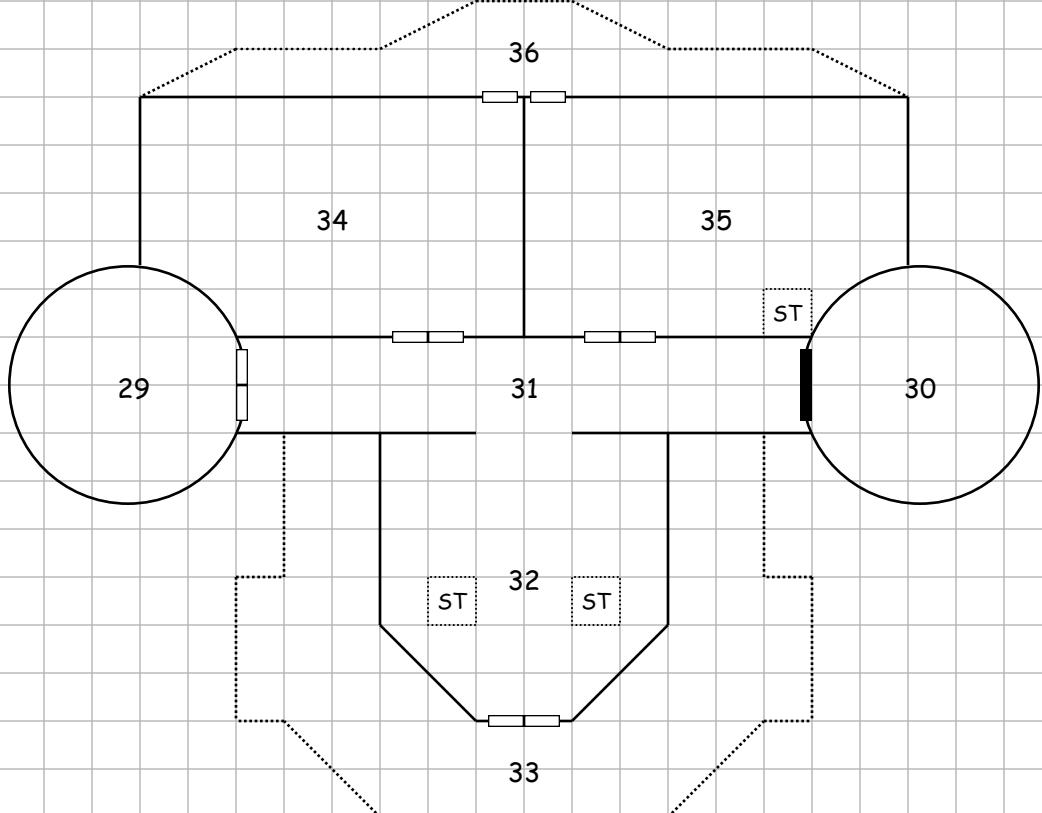
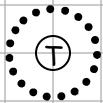
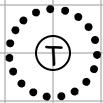
15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Keep Level 2

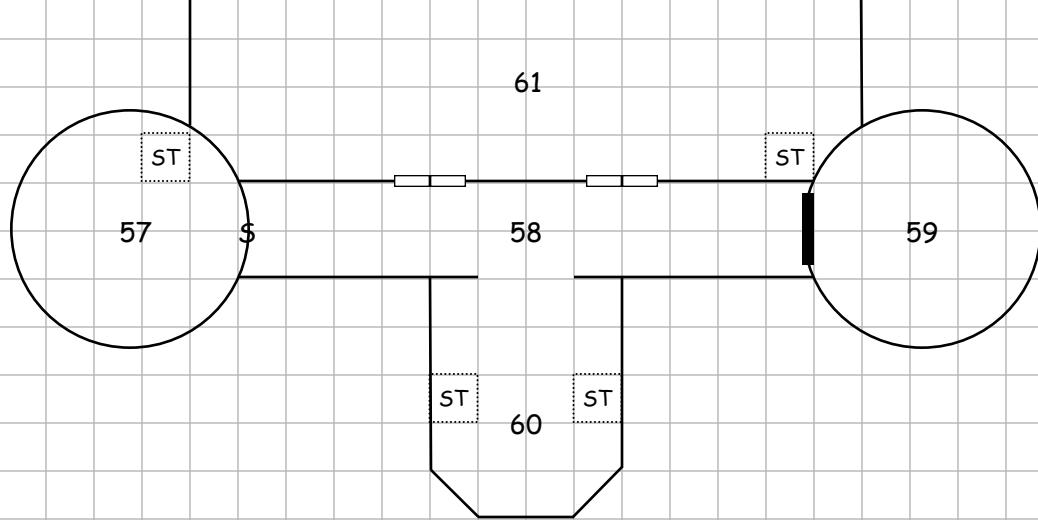


Keep Level 3

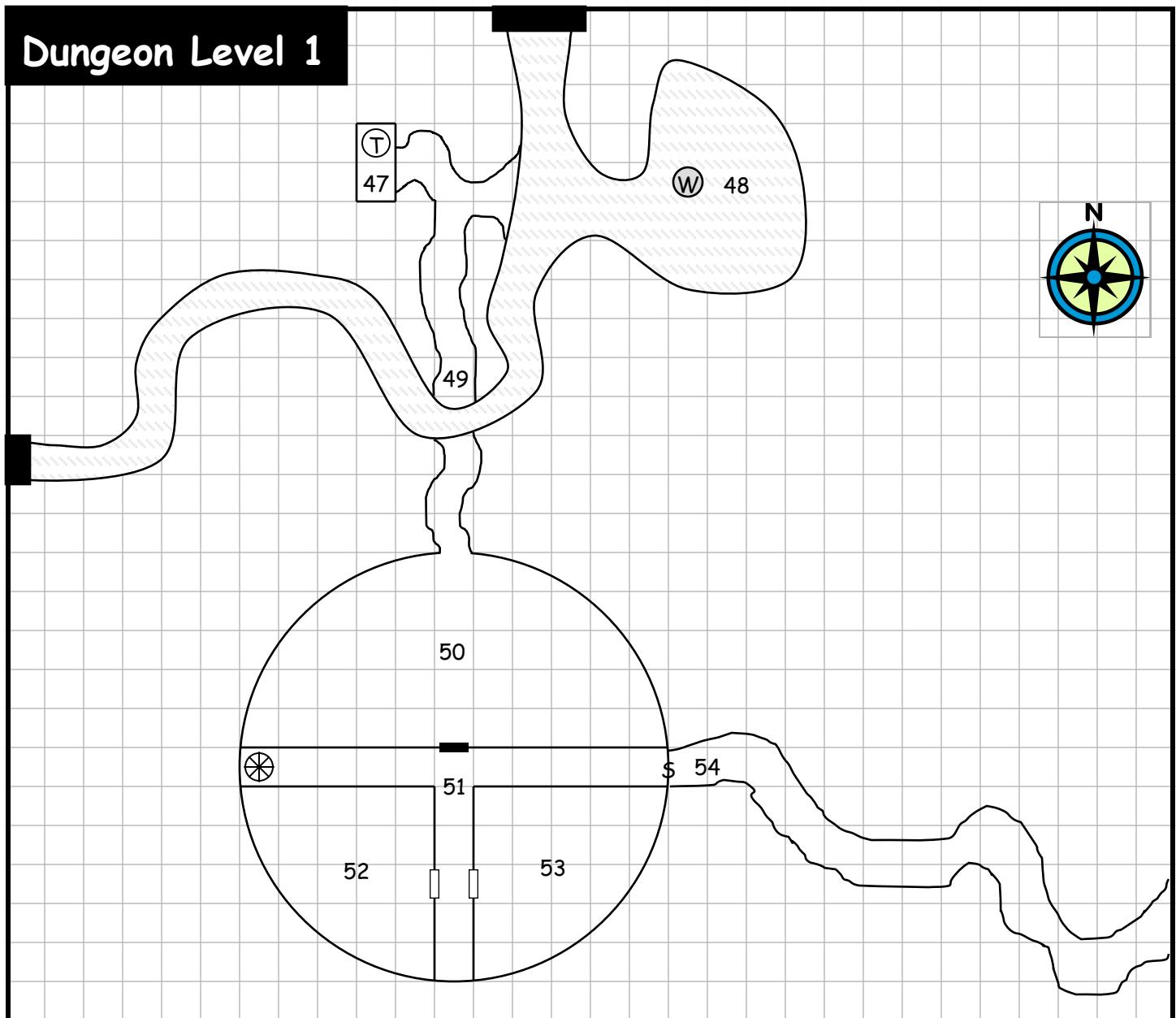


Keep Level 4 Secret Level

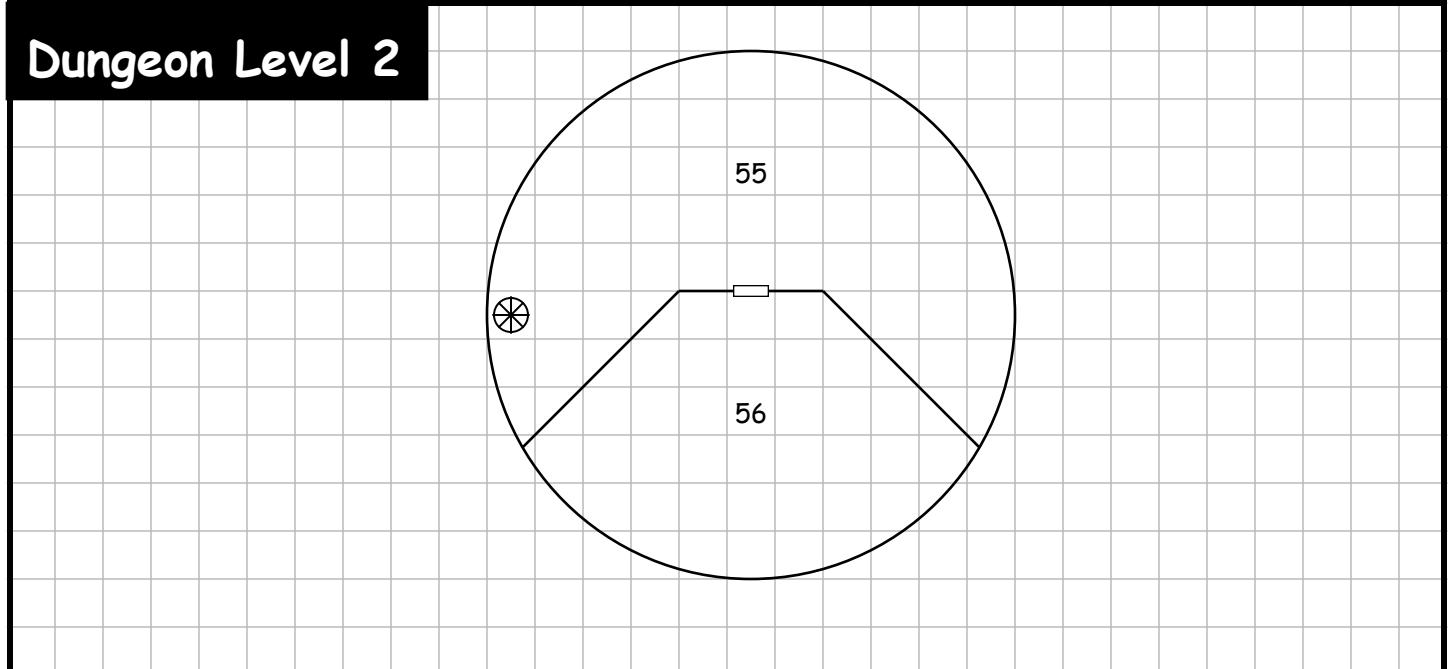
[ST] = Secret Trapdoor



Dungeon Level 1



Dungeon Level 2





Look for these exciting new products from **Pacesetter Games & Simulations**

For the Basic / Expert Game System

RC1 The Thing in the Valley An adventure for characters 3rd to 5th level.

RC2 The Screaming Temple — An adventure for characters 2nd to 4th level.

RC3 Eruptor's Vengeance — An adventure for characters 2nd to 4th level.

For the First Edition Advanced Game System

ADV1 The Vampire's Curse — An adventure for characters 4th to 6th level.

ADV2 Circle of Fire — Trapped at a desert oasis, the PCs must escape the closing ring of fire that destroys all in its path. 3rd to 5th level. July 2010.

TM1 The Lost Caravan — A Michicon 1982 tournament module for characters 4th to 6th level.



Pacesetter Game & Simulations
2699 Katie Lane
Milford, Michigan 48380

Pacesettergames.com

2001
©2010, Pacesetter Games & Simulations
\$11.00