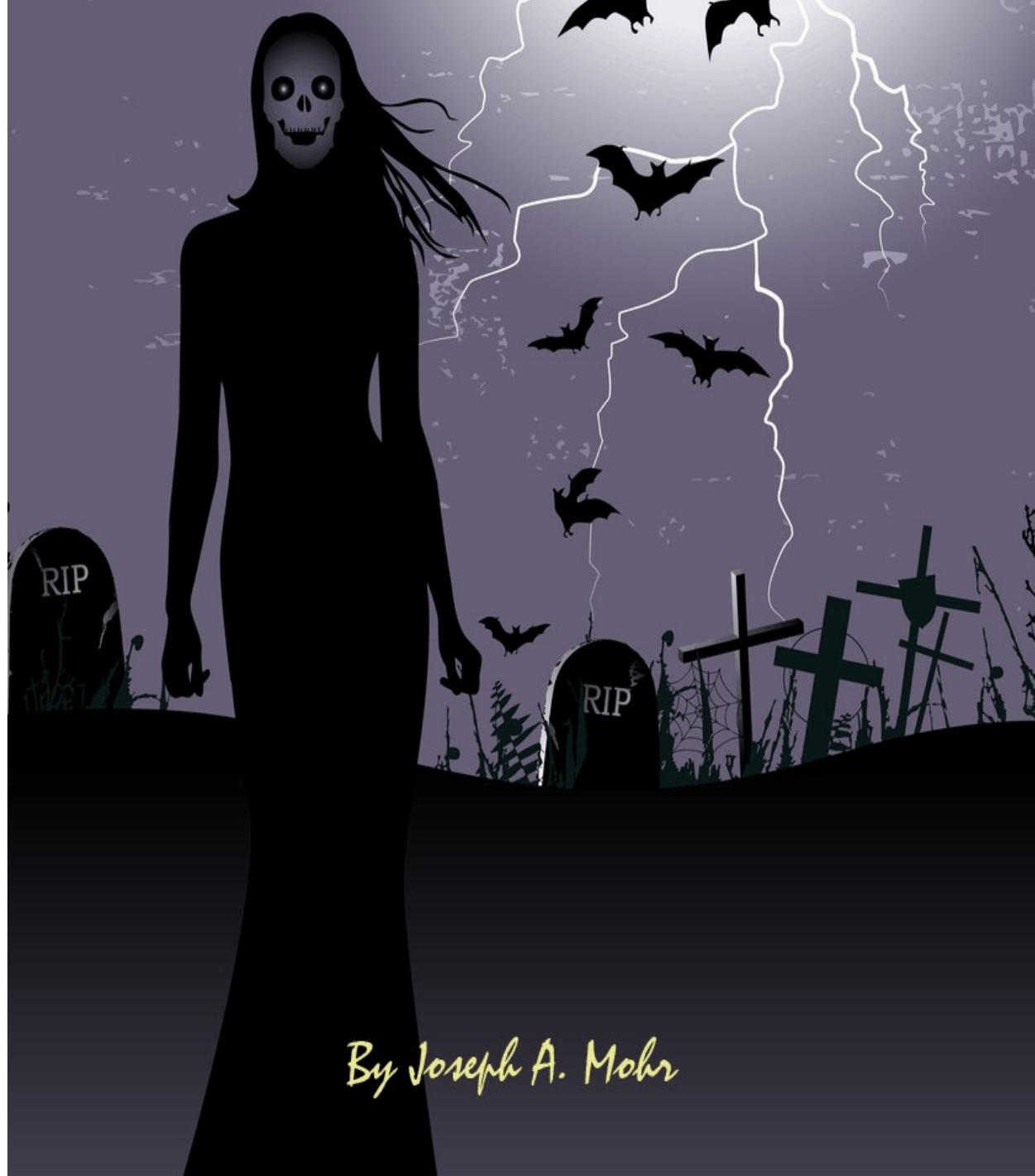


WAIL OF THE BANSHEE

An OSRIC Adventure



By Joseph A. Mohr

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An OSRIC Adventure For Characters of 4th to 7th Level

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Joseph A. Mohr

CREDITS

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BACKGROUND INFORMATION

Things have been going badly near the Morgoff Cemetery ever since the Elven sorceress Delshandra Crabalar was buried there. Delshandra Crabalar was an evil sorceress and her greed and evil was legendary in central Zanzia. How she came to be buried in the Morgoff Cemetery is a tale all of it's own.

She was once a great adventurer. And she was once as pure a soul as any elf. But wealth and power can corrupt a person. And apparently it can corrupt an elf as well.

She and her companions did many great deeds over the years. They slay dragons. They defeated demons. And the vanquished villains of every stripe all over the land. Her undoing was a powerful artifact known as the gem of fire. She and her companions sought this great gem and went to great lengths to find it and liberate it from the Lich that held it dear. And that was when the troubles began. She was not content in being just one of the people in possession of it. The Gem corrupted her very soul. She decided that she needed to have sole possession of the artifact. And she slay her companions one by one until she was the last.

Several months ago assassins hired by the family of her former companions found their mark. They put a crossbow bolt through her heart.... what little heart remained....

And due to her previous feats and deeds she was buried in a local cemetery near her home. Elves are not normally buried there. Nor are evil people. But the

folks of her town wished to honor the good things that she was known for and not remember the bad ones.

But things have happened recently to make the folks of the Morgoff village feel that they have made a terrible mistake. A strange apparition has been seen in the cemetery at night. Strange wailing has been heard at night. A few of the people that have heard the spirit have dropped dead after hearing it.

Recently the grave digger Roderick Hernon was tasked with digging up the grave and removing it from the cemetery. He began the task a week ago but stopped after digging up the grave. What he found beneath the soil caused him to flee in terror from the cemetery never to be heard from again. Now the grave stands open. No one in the village is willing to visit the cemetery now. No one wants to see what the grave digger found.

The call has gone out for adventurers brave enough to investigate what Roderick Hernon found in the cemetery and to put a stop to the strange occurrences there once and for all.

GAME MASTER INFORMATION

Delshandra Crabalar has become a Banshee.... a Groaning Spirit....

Most Banshee prefer desolate countryside and moors to roam but this one has built a lair underground. What Roderick Hernon uncovered was not her bones but the entrance into a lair. How this lair got there under the cemetery is a mystery. Roderick Hernon found the terrifying face of the

Banshee staring up at him from her underground lair and he fled for his very life.

This adventure is for characters of 4th to 7th level of experience. There are undead creatures to encounter her so a Cleric in the party is highly advisable. It would also be advisable to have a balanced party in general.

Like all of my adventures this one takes place in the mythical land of Zanzia. It could, however, be moved to a place in your game universe with ease. This adventure, like all others that I have written, includes some elements from my Zanzian campaign such as religions and history related to Zanzia. These could be left in or substituted as needed.

The adventure begins when the players are summoned to the village of Morgoff or hear rumors which lead them there. Morgoff is a small village of farmers and is not far from the Blood River which crosses central Zanzia. The village is not a wealthy one. Any rewards offered would be meager compared to the potential riches that might be in the lair of the Banshee.

KEY TO THE MORGOFF CEMETERY

When the adventurers arrive to the cemetery they will find the gate wide open. No one has been brave enough to visit it or close the gate since Roderick Hernon dug up the grave and fled in terror. The rumors around the village have kept the others away from the cemetery.

There will be no random encounters

in the cemetery. There are four fixed encounter areas there which are as follows:



1. The Cemetery Gates

The gates of the cemetery stand wide open as the adventurers arrive. Each of the gates has the face of a gargoyle on the wrought iron metal. Since the grave digger ran away no one has been taking care of the grounds here. Roderick Hernon did all of those duties but has not returned to the village since he fled.

The wind can be heard whistling through the trees as the players approach. The wind picks up and leaves are falling from the trees nearby.

2. Statue of Jacob Fullagar

Jacob Fullagar was one of the companions of Delshandra Crabalar before she turned to evil. He was a great paladin. He was a great holy warrior. And he was the first one slain by Delshandra Crabalar in her quest to be the sole owner of the Gem of Fire. The great warrior is depicted in fine marble in this statue.



As the players approach the statue they will notice that the eyes of the statue appear to have tears dripping from them. The statue radiates magic but not evil.

Anyone kneeling before the statue will see the statue animate. The statue will lower it's spear and touch the shoulder of the person or persons kneeling and bestow a bless spell upon them which will last one full turn. The statue will not speak nor will it do anything else. It will return back to solid form again.

3. Ghoul Pack

If the adventurers visit the cemetery during the daytime then ignore this encounter. But should they visit after dark

they will encounter a pack of ghouls and ghasts here in the cemetery feasting upon the bones of some of the residents here.

Ghouls (6): MV 9"; AC 6; HD 2; HP 10 each; # At 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD immune to sleep and charm; AL CE.

Ghast (1): MV 15"; AC 4; HD 4; HP 18; # At 3; Dmg 1-4/1-4/1-8; SA carrion stench causes nausea to all in 10' radius unless they save versus poison (they will suffer -2 on to hit dice if they fail); SA paralyzation; SD immune to sleep and charm; SD cold iron does double damage to these creatures; AL CE.



4. **Open Grave of Delshandra**
Crabalar

A shovel stands near the open grave site of Delshandra Crabalar. As the adventurers get close to the open grave they will notice what terrified Roderick Hernon immediately. Instead of a set of humanoid remains there is a spiral staircase leading downward into the hole.

From the hole one can hear a light wailing sound in the distance echoing through the halls of whatever complex is down below. The air down in the hole is much colder than that up on the surface. There is no light coming from below.

RANDOM
ENCOUNTERS
BELOW THE
SURFACE

Encounters are on a roll of one in six;
Encounters should be rolled every four hours

1. **Shadows (4):** MV 12"; AC 7; HD 3+3; HP 15 each; SA strength drain; SD +1 weapons or better to hit; AL CE.
2. **Wights (4):** MV 12"; AC 5; HD 4+3; HP 18 each; SA energy drain; SD +1 or silver weapons to hit; AL LE.
3. **Wraiths (2):** MV 12"/24"; AC 4; HD 5+3; HP 25 each; SA energy drain; SD silver or magical weapons to hit; AL LE.
4. **Spectre (1):** MV 15"/30"; AC 2; HD 7+3; HP 30; SA energy drain; SD +1 or better weapons to hit; AL LE.

DUNGEON LEVEL
ONE

1. **Entry/Stairs**

The stairs lead downward twenty five feet into a large chamber. In the northwest corner of the chamber stands a large red idol of the demigod Simaru. It should be no surprise to the adventurers that this fiend would somehow be involved in this ghostly appearance. Simaru is the god of Chaos and is worshiped by many cults across Zanzia.



The demonic idol stands tall and has an evil grin. He stares at the adventurers with eyes made from large green gems. The gems seem to glitter in the torchlight. The demon's grin shines with ivory teeth. He holds a large brass bowl in his two hands. Suddenly the brass bowl bursts into flame. The flames rise up high in the bowl before him.

The gems are valuable but they are trapped and climbing up onto the idol is dangerous enough in itself. Each of the gems is an emerald worth 1000 gold pieces. Each of the ivory teeth is worth 100 gold pieces. There are twenty such teeth.

A fall from the top of the idol would cause 2-12 damage to anyone who falls. The idol stands almost the full twenty five feet to the ceiling. The gems are trapped. If anyone pulls a gem out of the idol the mouth of the idol will open up and spray acid into the room in a cone that will spread out ten feet wide and reach up to twenty feet from the statue. Anyone in that area will need to make a saving throw versus dragon breath or take 3-18 damage from the spray. A saving throw will indicate one half damage is taken. All armor and weapons will also need to make saving throws to determine if they are damaged or destroyed.

The ivory teeth are not trapped.

There is a door from this room leading north and a secret door in the east wall of the room.

2. Undead Troll/Secret Room

This cold dark room is currently inhabited by a foul and hideous creature. This creature is a tall hideous humanoid. It has sickly green rotting flesh. It's hands end in filthy claws. It is caked in dried blood.

The room this creature resides in is a filthy chamber filled with refuse. The smell of this chamber is horrid and makes anyone who stays here for long feel a little nauseous.

Undead Troll (1): MV 12"; AC 5; HD 9; HP 39; # At 2; 1-6 (claw)/1-8 (bite); SA

disease caused by both claws and bite striking an opponent; SA disease is flesh eating. Anyone who fails saving throw will find that disease takes one day to incubate. After this they will take 1-6 hit points of damage per hour. Disease takes 2 cure disease spells cast to cure it; SA if two claws hit same victim the creature will also rend the victim for another 1-6 hit points of damage; SD infravision; SD regenerates 3 hit points per round; AL CE.



Hidden in the filthy refuse of the room is a **mace +2/+3 versus cold using or dwelling creatures.**

3. Spiked Roller/Treasure Chests

The door to this room is locked. Anyone who listens at the door to this room will hear no sounds from within.

When the door to this room is opened the adventurers will find that just

inside the doorway is a large wooden roller with sharp spikes in it which is rotating and blocking their path into the room. Just beyond the spiked roller are two large chests. There is about one foot from the door to the spikes of the roller.

The door itself is the trigger that causes the spiked roller to move. If the door is shut the roller will stop moving after one round. Anyone struck by the spiked roller will take 2-12 hit points of damage each time they are struck.

To get by this obstacle there are several possible ways. One could disarm the trap possibly with a thief. Or they could find some way to jam the spiked roller to keep it from moving. The mechanism is quite powerful and a wooden object used to jam it would only last for a round or two. And then it would break the wood and move again. Anyone moving forward from the door would be struck by the rollers before they could get to the treasure chests beyond.

This obstacle leaves the game master to adjudicate what would or would not work for jamming the obstacle.

Chest #1 - Locked - Not Trapped - Inside are 250 gold pieces, 354 silver pieces and a golden bust of the king of Zanzia worth 450 gold pieces.

Chest #2 - Locked - Trapped - Opening the lid without disarming the trap causes sleep gas to flood the room from the lid of the chest. All those in five foot radius would need to make a saving throw versus poison or fall asleep for one turn. - Inside the chest are ten fox pelts worth 3 gold pieces each and 5 sable pelts worth 5 gold pieces each. There is also a seal skin cape worth 125 gold

pieces and a Fox jacket worth 300 gold pieces.

4. Secret Storage Room

This secret room has a thick layer of dust over everything in it. Two barrels in the room contain rancid water. There are three flasks of oil in usable condition. Two coils of rope are here which are frayed and worthless. A stack of torches here is mostly eaten away by rot and age.

A large cask is filled with flour which is mostly eaten away by vermin. A hole in the side of the cask indicates that some creature burrowed its way into the cask. Closer inspection of the flour, however, will reveal that there is something hidden inside of the cask. It is a **ring of invisibility**.

Another barrel is filled with arrows. There are one hundred arrows in the barrel. All of the arrows are normal arrows except for three which are **+2 Arrows**. Two of the arrows have silver tips.

5. Wights

The door to this room is locked. Anyone listening at the door to this room will hear no sounds.

Two stone sarcophagus are in the center of this room. Neither of the sarcophagus is open. Should either of them be opened the lid will fly off of the other one as well releasing both of the foul creatures in this room to attack. The creatures are humanoid but clearly undead. Both have ragged clothing and dark matted hair. They have long jagged teeth and fiery yellow eyes. They are **wights**.

Should anyone spend more than one round searching in the room both lids will pop off and the two wights will attack.

Wights (2) : MV 12"; AC 5; HD 4+3; HP 20 each; # At 1; Dmg 1-4; SA energy drain one level on touch; SD silver weapons or magic weapons to hit; SD immune to charm, sleep, hold, cold, poison and paralysis; AL LE.



Both of these creatures were once companions of Delshandra Crabalar in life. One was a powerful rogue. He still wears the remnants of the leather armor that he was buried in. The armor is worthless now. But around his neck is a medallion made of solid gold and studded with rubies worth 1250 gold pieces. The other was a fighter of some renown. While his armor has long ago corroded and his weapons are gone he still wears a pair of fine gauntlets. They are **gauntlets of ogre power**.

6. Mummies

The door to this room is locked. Anyone listening at the door to this room will hear no sounds.

Two large stone sarcophagus are in the center of this room. Each of them is finely engraved on the outside and has hieroglyphics depicting that the inhabitants of these crypts were once holy men. Each is shown in acts of mercy and kindness.

A staircase in the west wall of the room leads downward.

Should the adventurers open either of these containers then the other will be pushed off by the inhabitant inside within one round. Each of them contains a mummy.



Mummies (2): MV 6"; AC 3; HD 6+3; HP 26 each; # At 1; Dmg 1-12; SA fear radius 6" (all those who see creature will need to make a saving throw versus magic or be paralyzed with fright for 1-4 rounds) (add +1 to saving throw for having more than 6 in group opposing mummies); SD very susceptible to fire (torch does 1-3 damage; burning oil does 1-8 damage first round and 2-16 the second; magical fire is +1 per hit die damage); SA disease caused by touch of mummy; SD holy water causes 2-8 damage to mummy; AL LE.

These two mummies in life were members of the adventuring party of Delshandra Crabalar. One was a cleric and the other was a druid in life. The former cleric wears a **phylactery of long years (C)**. The former druid wears a **ring of the forest (D)** with 13 charges on it.

Buried in the sarcophagus of the priest are two large opals worth 1000 gold pieces each. Buried in the sarcophagus of the druid is a golden necklace with an amber centerpiece worth 550 gold pieces.

7. **Stairs Leading Down**

These stairs are dark. There are torches in sconces along the walls leading downward but none are lit. The air below seems very cold and smells like death. From below a flicker of light can be seen.

8. **Black Altar of Death**

Standing against the north wall is a black altar. It radiates both evil and magical energy. On the altar are skeletal remains of one who was sacrificed here long ago. The remains appear human. Dried blood stains the altar.

There are passages leading south and east from this room

Anyone touching the altar who does not invoke the name of the demigod Simaru will be thrown forcefully from the altar and will strike a wall or even possibly the ceiling or floor very hard and take 1-6 points of damage as a result. They will also be cursed (as in reverse of bless spell) for one turn. Once the name of the god Simaru has been spoken one can touch the altar without fear.



Hidden in a secret panel in the altar are: **a potion of extra healing, a potion of levitation and a potion of speed.** This panel can only be opened once the name of Simaru has been invoked.

9. **Magic Fountain**

The door to this room is not locked. Anyone listening at the door to this room may hear the sounds of rushing water from the fountain.

In the center of this room is a large fountain spraying clear water up into the air and back into the fountain basin again. The fountain radiates magical energy but not

evil. A few gold coins can be seen in the fountain basin. There are twelve such coins inside.

Anyone who removes a coin will need to make a saving throw versus magic or be inflicted with a flesh eating disease. They will lose one hit point per round indefinitely until dead. This disease can be cured by a cure disease, remove curse or a wish.

If anyone throws a gold or platinum coin into the fountain the water will change color to blue. Anyone drinking from the fountain will be cured for 1-8 hit points of damage. This water will have no effect if bottled and removed from the fountain for later.

If anyone throws a silver coin or copper coin into the fountain the water will turn red. The water will taste like blood. Anyone drinking this water will need to make a saving throw versus poison or become nauseous and unable to fight or cast spells for one turn.

10. Room of Shadows

The door to this room is not locked. Anyone listening at the door will hear no sounds.

This room is very dark and very cold. Even the torches of the adventurers barely seems to penetrate the darkness here. After a round or two even the shadows made by the torches seem to be distorted. In some places shadows appear where none should even be.

Four wooden coffins are in the center of this room. Each of them still appears to be nailed up tight. However this is misleading. Because the creatures within these coffins have no need to enter or exit by normal

means. These creatures are **shadows** and there are four of them here.

Shadows (4): MV 12"; AC 7; HD 3+3; HP 15 each; # At 1; Dmg 2-5; SA strength drain of 1 point; SD +1 or better weapons to hit; SD immune to sleep, charm, hold, cold; SA 90% undetectable; AL CE.



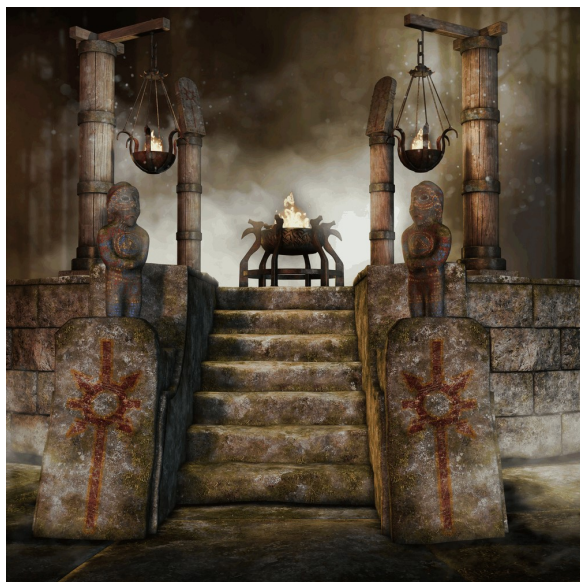
Hidden inside one of the four coffins is a quiver of 10 crossbow bolts. They are **bolts of bending +1**. Hidden in another is a small bag of gems including: four moonstones worth 50 gold pieces each, five malachites worth 10 gold pieces each and a pearl worth 500 gold pieces.

DUNGEON LEVEL

TWO

1. Stairs/Brazier

The stairs lead twenty feet down into a room lit by a fiery brazier. This chamber has a door leading south and a passage leading west from it. Smoke rises from the brazier. As it rises the adventurers will notice that the high walls and ceiling here have strange murals on them which depict the many adventures of Delshandra Crabalar and her companions. Despite the fact that she murdered her friends it would appear that she still has fond memories of their association with her.



Suddenly it becomes apparent that the smoke rising from the brazier is not smoke at all. It is a **demonic mist** and it is coming for the adventurers.

Demonic Mist (1): MV 18"; AC 3; HD 5; HP 25; # At 1; Dmg 3-18; SA can psychic crush once per day for 2-12 damage plus sickness for 2-5 rounds (-1 to hit, damage

and saving throws); SA gaseous form; SA creatures within the mist can be sucked dry of blood for 1-6 damage which will heal the creature by same amount; SD camo; SD immune to cold, acid; SD resistance to fire; SD vulnerable to wind; SA can cast detect magic at will; SA once per day can cast confusion or fear spells; SD +1 or better weapons to hit; Magic Resistance: 30%; AL CE.



The creature will drift towards the players and attempt to get close enough to ambush by surprise.

There is a secret door here in the north wall.

2. Secret Room

This hidden room contains three large vases. The vases have fine oriental designs painted on them and the vases themselves are worth 250 gold pieces each. They are quite heavy, however, and weight 200 lbs each.

Inside of the vases are:

Vase #1 - 500 gold pieces, 125 platinum pieces, 200 copper pieces

Vase #2 - 750 silver pieces, 200 electrum pieces

Vase #3 - 20 tiger eye gems worth 10 gold pieces each, 25 lapis lazuli gems worth 10 gold piece each, 45 turquoise gems worth 10 gold pieces each, 10 jasper gems worth 50 gold pieces each

Rolled up against the wall here are two fine rugs worth 250 gold pieces each and a **carpet of flying**.

3. Pestilence Cadaver

The door to this room is locked. Anyone listening at the door to this room will hear no sounds from inside.

When the adventurers enter this chamber they will see a large stone sarcophagus in the center of the room. Scattered around the room are bones of various creatures. The lid of the sarcophagus is ajar.

Should anyone approach the sarcophagus the bones on the floor will suddenly begin moving towards each other. They will form in one round and create a creature known as a **Pestilential Cadaver**.

Pestilential Cadaver (1): MV 12"; AC 5; HD 8; HP 40; # At 2; Dmg 1-8/1-8; SA disease aura; SA sickness on touch; SD immune to most spells; SD fire spells daze creature for 3 rounds with no save; SD cure disease causes 3D6 damage to creature; SD creature heals 1-4 damage if near a fresh corpse; AL N.

Inside the sarcophagus are: a silver clasp with an emerald worth 750 gold pieces, a golden decanter with tourmaline gems set into it worth 500 gold pieces, a fine cape made from pure black silk from phase spiders worth 1000 gold pieces and a **cloak of displacement**.



4. Fountain

The door to this room is unlocked. Anyone listening at the door to this room may hear the sounds of water spraying up into the air and falling back into the fountain basin.

When the adventurers enter this room they will see a fountain spraying water up into the air. In the fountain are many gold and platinum coins along with a ring and three gems. The ring glows faintly with magical energy.

The coins are actually a creature. It is called a Blade Coin Swarm. And it is waiting within the water to see if anyone attempts to steal anything from the fountain basin. And then it will rise up and strike.

Blade Coin Swarm (1): MV 12"; AC 4; HD 12; HP 50; # At 1; Dmg 3-18; SA victims struck continue to bleed for 1-6 rounds for 1-4 additional points of damage each round; SD weapons do only one half damage to this creature; AL N.

Once destroyed the coins that make up this creature are 34 gold pieces and 10 platinum pieces. The gems are: an aquamarine worth 500 gold pieces, a moonstone worth 50 gold pieces and an opal worth 1000 gold pieces. The ring is a **ring of wizardry** (doubles 1st and 2nd level spells).

5. Rolling Boulder Trap

Anyone walking down this passage might step on a trigger stone about one half way between the intersection and the boulder itself. The passage is quite dark and one will not be able to see the boulder until they are quite close to it in torch light. If the party is moving without torches it is possible

that one with infravision at the front of the marching order might see the boulder for what it is before getting to the trigger stone.

Once the trap is triggered the boulder will begin rolling towards the players. The sound of the boulder will be quite loud alerting those in the hallway to the immediate danger. Those who choose to do so may make a saving throw versus their dexterity of 4D6 to try to avoid the boulder as it rolls towards them. A successful roll will mean that they have dived out of the way or that they have managed to flee to the intersection in time to avoid it. A roll of equal to or less than dexterity means success. A roll of higher than the dexterity score means that the person is struck by the boulder and take 4D6 damage as a result.

6. Bone Swarm

The door to this room is unlocked. Anyone who listens at the door to this room will hear the sounds of water dripping in the room beyond.

When the door to this room is opened the players will see several sets of skeletal remains all over the floor here. Some of the bodies still wear bits and pieces of clothing or armor. A few have rusted looking weapons at their sides. None of the bodies seem to move.

None of the armor or weapons seem to have any value except for a battle axe that glows dimly with magical aura. This is a **battle axe +2/+3 versus fire using or dwelling creatures**. When this axe is picked up the bones will form into two **Bone Swarms** and attack.

Bone Swarms (2): MV 12"; AC 5; HD 6; HP 25 each; # At 1; Dmg 2-12; SD immune to cold; AL N.

7. Pile of Skulls

The door to this room is unlocked. Anyone listening at the door to this room may hear the sounds of wind blowing and the sound of bones knocking together.

When the adventurers open the door to this room they will find a disconcerting sight. A large pile of skulls stands before them in this large circular room. The room has a high domed ceiling and there are strange murals on the walls and ceiling here. The images on the wall and ceiling are as disturbing as they are evil. The pile of skulls and the room itself both radiate powerful evil. Any paladin entering this room will immediately feel revulsion.

The images in the murals depict acts of evil and depravity. Scenes of murder and vile crimes seem to be a common theme in the images. Acts of evil sacrifice and bloody rituals are also present in these images.

Suddenly the pile of skulls rises as one. One skull rises to the top and suddenly flames burst from its mouth and eyes. It speaks a riddle.

"There are four siblings in this world, all born together. The first runs and never wearies. The second eats and is never full. The third drinks and is always thirsty. The fourth sings a song forever."

The answer is: Water, fire, earth, wind.

If the correct answer is spoken aloud the fire in the skull goes out and the pile

falls to the floor. The skull that spoke shatters on impact with the ground revealing a shiny metal object that was hidden inside. It is a **scarab of protection +1**.

Should an incorrect answer be spoken aloud the skulls will all suddenly burn white hot and then explode as one resulting in 4D6 damage to all in the room (save versus magic for one half damage).

8. The Banshee Queen

The door to this room is locked. Anyone listening at the door may hear the sounds of weeping and wailing from within. This sound will not kill anyone listening at the door.

This room has two unlit braziers in the center of the room but the room itself is dark but for the light sources brought by the adventurers.

Against the west wall of the room is a large stone throne with many sparkling jewels decorating it. Sitting upon this throne is Delshandra Crabalar. She has become a **banshee**. But she is no ordinary **banshee**. She is a banshee **queen**.

Delshandra Crabalar, Banshee Queen (1): MV 9" AC 0; HD 10; HP 50; # At 1; Dmg 1-6 + level drain; SA energy drain; SA death wail twice daily but once per hour; SD immune to charm, sleep, hold spells; SD impervious to electricity and cold; SD exorcism kills them; Magic Resistance 49%; AL CE. She wears a fine silk cloak that seems to flutter when she moves. It is a **cloak of elvenkind**. Around her neck is a fine golden necklace with a black opal centerpiece worth 2500 gold pieces. Her left hand has a golden ring with a blue sapphire worth 2750 gold pieces. On her right hand is

a golden ring with a blue diamond worth 2600 gold pieces. In her left hand she holds a **wand of frost** with 13 charges on it. In her right hand she holds a **staff of command** with 22 charges on it. Around her head is a jeweled tiara made of gold and circled with emeralds and rubies worth 3450 gold pieces.

She will rise up and face her uninvited guests and will wail immediately if she feels threatened. Once she has wailed the two braziers will suddenly burst into flame and light up the room. Until then the room remains dark except for the torches or lanterns of the adventurers.

The jewels in the throne are two rubies worth 1000 gold pieces each, two emeralds worth 1500 gold pieces each and two sapphires worth 2000 gold pieces each.

There is a secret door in the south east corner of the room leading to area 9.

9. **Secret Treasure Room**

This secret room contains three large treasure chests. One of these chests appears to be covered in some kind of slime. None of these chests is trapped. The slimy middle chest is actually not a chest at all but is an **undead mimic**. This creature will wait until someone attempts to open it before attacking that person.

Undead Mimic (1): MV 2"; AC 6; HD 7; HP 39; # At 1; Dmg 2-12; SA constriction; SA adhesive; AL CE.

Chest #1 - locked but not trapped - inside the chest are 545 platinum pieces and 1023 gold pieces. There is also a short **sword +3 fire brand: +6 versus cold using or dwelling creatures**.

Chest # 3 - locked but not trapped - inside the chest are 3213 copper pieces and 1432 silver pieces. There is also a suit of dwarf sized **plate mail +1**.

This is the end of the Wail of the Banshee.....



NEW MAGICAL ITEMS

Bolts of Bending - These magical crossbow bolts seek to hit what they are aimed at. They may be fired at targets not directly in view but which are known to be there by the person firing. This negates the effects of cover and allows the target to be hit even if they are around the corner from the firing person. They still require a to hit roll and these particular bolts are +1 to hit and to damage but they may come in other varieties.

Gem of Fire - This ancient Zanzian artifact is a powerful device in the hands of someone who knows how to put it to use. It is said that it was carved out of the inside of the Mountain of Fire. And it is said that it can only be destroyed there as well. The mountain of fire is a large volcano in the Dragon Teeth Mountains. It is also believed to be the home and lair of the Demon Lich Malcon the Firebringer.

Malcon the Firebringer was once the Grand Vizeer of Zanzia. He was a faithful and loyal servant of the king. And then he turned to evil. He began to covet the power of the royals. And he wanted it for himself. He led an army of undead and evil races in an attempt to seize the throne from the rightful king and queen. This resulted in civil war across the kingdom. It led to the sacking of the city of ONM, the capital city of Zanzia, at the time. And it led to the murder of the existing royal family at that time. Malcon was ultimately defeated at a great battle on the Blood River and was driven back into his volcanic lair and sealed there for an eternity.....or so it was believed....Recently gnomish explorers

excavated near the volcano and released the fiend back into the world once more.....

The **Gem of Fire** appears to be a clear diamond at first. It appears to be quite a valuable one. And then one begins to notice that inside of the clear diamond one can see strange burning. One can immediately sense the great power inside of the gem. What one can not always sense, however, is the great evil inside of it.

Anyone who holds the gem can use it as if it was a crystal ball. But that is not its only powers. One holding the gem may also cast **hypnotic pattern** when the gem is moved three times per day. Twice per day the holder may cast **wizard eye** with the gem. And once per day the use of the gem may cast a **prismatic spray**.

But the gem is not all fun and games. There are certain aspects to the gem that make it a very dangerous thing to possess. Anyone holding the gem is very susceptible to poison and saves at -2 against it. Each time any of the powers of the gem are used the person holding the gem has a 1% cumulative chance of turning chaotic evil. The more times the powers of the gem are used the more likely the user is to turn to evil. Once this transition occurs the holder of the gem will no longer see the value in having companions and will try to slay them in order to be the only one in control of the Gem of Fire. Each time the powers of the Gem of Fire are used the holder takes 5 hit points of damage. If the prime power is used, the prismatic spray, the holder of the gem will take 10 hit points of damage. Any time the powers of the gem are used there is a 1% chance that anyone else seeing the powers of the gem will suddenly desire the gem for themselves. This chance is also cumulative. And those who decide that they

do desire the gem will stop at nothing to have it.

Ring of the Forest (D) - This magical ring looks at first just to be a circle made from a twig. But closer inspection by a Druid will reveal that it has valuable magical properties when worn by a Druid. This ring allows the wearer to cast an animal summoning I, II or III spell at a cost of one charge per level of animal summoning elected. These rings have limited charges.

NEW MONSTERS

Banshee Queen

Armor Class:	0
Move:	9"
Hit Dice:	10
No. of Attacks:	1
Damage/Attack:	1-6
Special Attacks:	Drain level on touch; wail twice a day causes death
Special Defenses:	+1 or better weapons to hit
Magic Resistance:	49 %
Alignment:	CE
Size:	M

The banshee queen is an especially cruel and evil version of the groaning spirits occasionally encountered across Zanzia. This particular version is much more powerful and much more dangerous.

Only a handful of these "queens" have ever been encountered. Each has been an exceptionally powerful magic user or priestess in life. In death they have become even more powerful and dangerous.

The banshee queen may wail twice per day unlike the normal banshee. Like the normal banshee, however, this wail causes those

who hear it to make a saving throw versus death magic or drop dead in 2-12 rounds after hearing the death wail. This wail can only take place once per hour, however, subject to the daily limit of two. Any non elf who dies from hearing this wail or who is drained to level 0 by the touch of this creature shall turn into a wight in 1-4 rounds. An elven female who is slain by a banshee queen will become a banshee in 1D4 rounds. Any elf male slain by a banshee queen will become a ghast in 1-4 rounds.

In all other respects this creature is the same as a normal banshee.

This foul creature comes from the Tome of Horrors Volume Four from Necromancer Games.

Blade Coin Swarm

Armor Class:	4
Move:	12"
Hit Dice:	12
No. of Attacks:	1
Damage/Attack:	3-18
Special Attacks:	Bleed
Special Defenses:	Half Damage from Weapons
Magic Resistance:	None
Alignment:	N
Size:	M

This creature seems nothing more than a small pile of coins until it forms up and rises as a creature to protect something that it has been tasked to defend. The sharpened edge of the coins that make up this construct cause damage to those within it's path. Those who are struck will continue to bleed for 1-6 rounds after being hit for 1-4 damage each round.

The creature takes only one half damage from weapons. Spells do full damage to it.

This creature is from the Tome of Horrors Volume Four from Necromancer Games.

Bone Swarm

Armor Class:	5
Move:	12"
Hit Dice:	6
No. of Attacks:	1
Damage/Attack:	2-12
Special Attacks:	Swarm of bones damage
Special Defenses:	immune to cold, resistance to damage
Magic Resistance:	None
Alignment:	N
Size:	M

These constructs are formed from bones, shards, skulls and other pieces of skeletal remains. These creatures take one half damage from weapons but full damage from spells. They are immune to cold damage.

These creatures are from the Tome of Horrors Volume Four from Necromancer Games.

Demonic Mist

Armor Class:	3
Move:	18"
Hit Dice:	5
No. of Attacks:	1
Damage/Attack:	3-18
Special Attacks:	Can changer color to white smoke to hide; gaseous
Special Defenses:	Immune to acid, cold; +1 weapons or better to hit; resistant to fire
Magic Resistance:	30%
Alignment:	CE
Size:	M

This strange creature appears as a greenish mist. Generally they are found on the planes

of chaos but occasionally they make it to the prime material plane. Generally when found on this plane they tend to be in areas such as graveyards, tombs, crypts and the like.

Anyone caught inside of the mist has 1-6 hit points of blood sucked out of them. The creature then regenerates that many hit points as a result.

Once per day the creature can psychic crush one opponent for 2-12 hit points of damage (saving throw versus magic avoids) and sickening the target for 2-5 rounds (-1 to hit, damage and saving throw rolls).

This creature is very vulnerable to wind.

At will the creature can cast detect magic. Once per day the creature can cast confusion or fear spells.

This creature is from the Tome of Horrors Volume Four by Necromancer Games.

Pestilential Cadaver

Armor Class:	5
Move:	12"
Hit Dice:	8 (HP 40)
No. of Attacks:	2
Damage/Attack:	1-8/1-8
Special Attacks:	Disease aura; sickness
Special Defenses:	+1 or better weapons to hit; immunity to most magic
Magic Resistance:	See below
Alignment:	N
Size:	M

These creatures are a construct, similar to a golem. They are made up of mismatched bones and parts from various creatures. They are crudely stitched together. Maggots and worms writhe through the rotting form of

this creature. The creature is now just a walking disease.

The creature exudes a putrid aura in a thirty foot radius. All those in the area must save versus poison or contract a fast spreading deadly disease. Those inflicted with the disease will suffer a penalty of -2 to hit, damage and saving throws during the duration of it. They will bleed 2-8 points of damage each round until the disease is cured. A normal cure disease spell will be effective to cure this disease. The creature heals 1-4 points of damage any time it is in within 30 feet of a fresh corpse. Any creature touched by the creature will be sickened for 2-12 rounds (save versus poison to avoid).

This creature is immune to most spells. However fire damage dazes the creature for three rounds (no save). A spell that causes disease will heal one hit dice (d6) per dice of level of the spell cast (up to four dice maximum). A cure disease spell will do 3D6 damage to the creature.

This creature is from the Tome of Horrors Volume Four from Necromancer Games.

Undead Mimic

Armor Class:	6
Move:	2"
Hit Dice:	7
No. of Attacks:	1
Damage/Attack:	2-12 plus adhesive
Special Attacks:	Adhesive; constriction; soul drain
Special Defenses:	immune to acid
Magic Resistance:	none
Alignment:	CE
Size:	M

These creatures often appear as a slime covered chest. They have two sinewy tentacles which will rise up to strike at anyone who attempts to open the chest. Anyone who touches the creature will be stuck to it and constricted for 2-12 damage per round thereafter. Anyone slain by the creature can have it's very soul drained by it as well after death. That person can no longer be raised from the dead. This process takes 24 hours. For every soul it drains the creature gains 1-8 hit points.

These creatures are believed to be the result of experimentation by insane necromancers.

This creature is from the Tome of Horrors Volume Four from Necromancer Games.

Undead Troll

Armor Class:	5
Move:	12"
Hit Dice:	9
No. of Attacks:	2
Damage/Attack:	1-6/1-8
Special Attacks:	Disease
Special Defenses:	Regeneration, Infravision
Magic Resistance:	None
Alignment:	CE
Size:	M

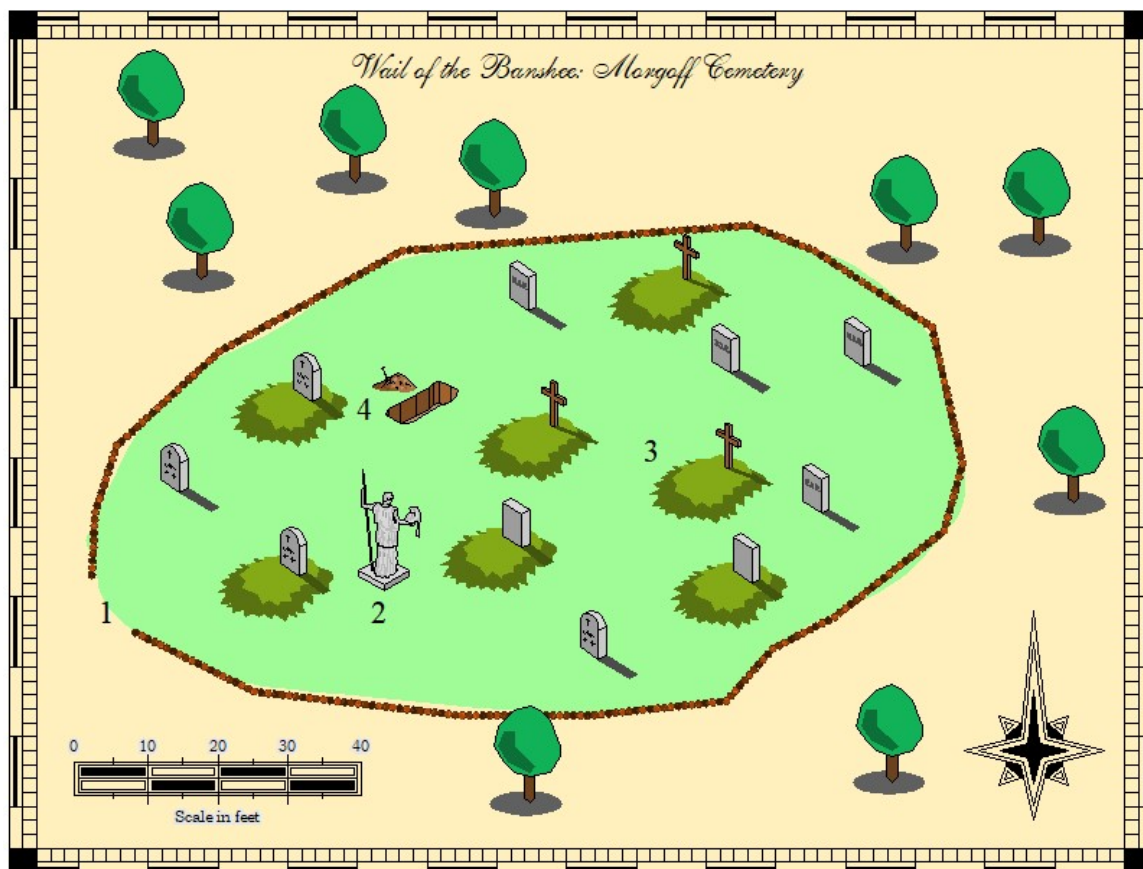
The undead troll is a terrifying creature. It is humanoid in shape but has the sickly green appearance of a normal troll. It has rotting flesh. It's hands have filthy claws. The creatures are usually found caked in blood.

These creatures hate all life. They kill and devour all that they encounter. If the creature strikes the same person with both claws it will automatically rend the creature for another 1-6 points of damage.

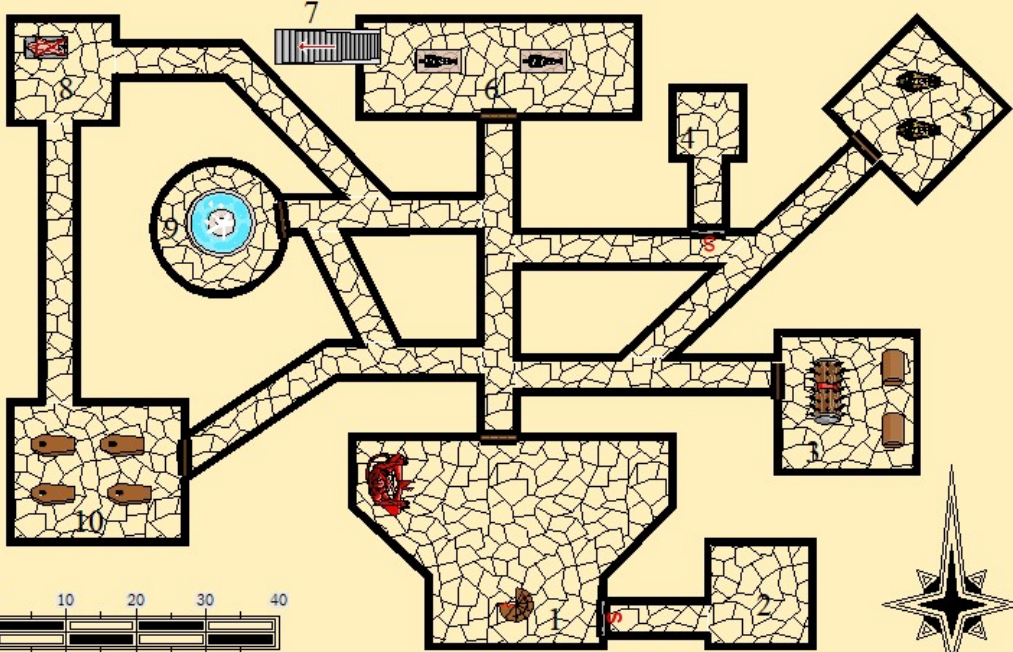
Creatures struck by the bite or by the claws of this creature will contract a disease if they fail to make a saving throw versus poison. This disease is a flesh eating one that will incubate in one day and cause 1-6 hit points of damage per hour after that. It can be cured by two cure disease spells cast after the disease has incubated.

This creature has infravision up to 60 feet. It regenerates 3 hit points per round.

This creature is from the Tome of Horrors Volume Four from Necromancer Games.

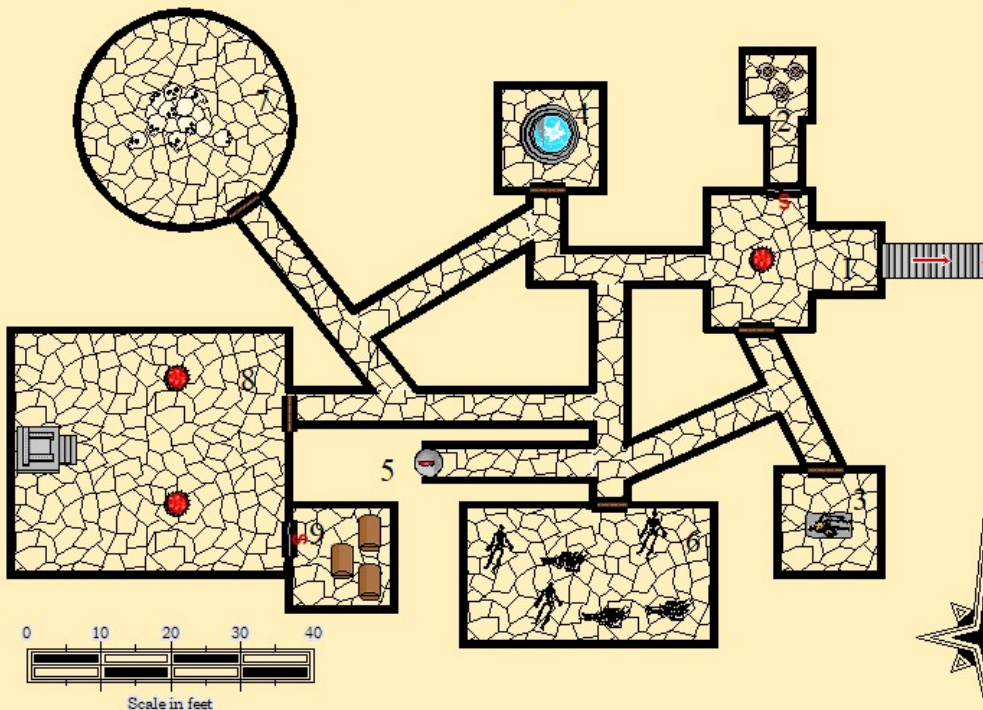


Wail of the Banshee: Dungeon Level One



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Scale in feet

Wail of the Banshee: Dungeon Level Two



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