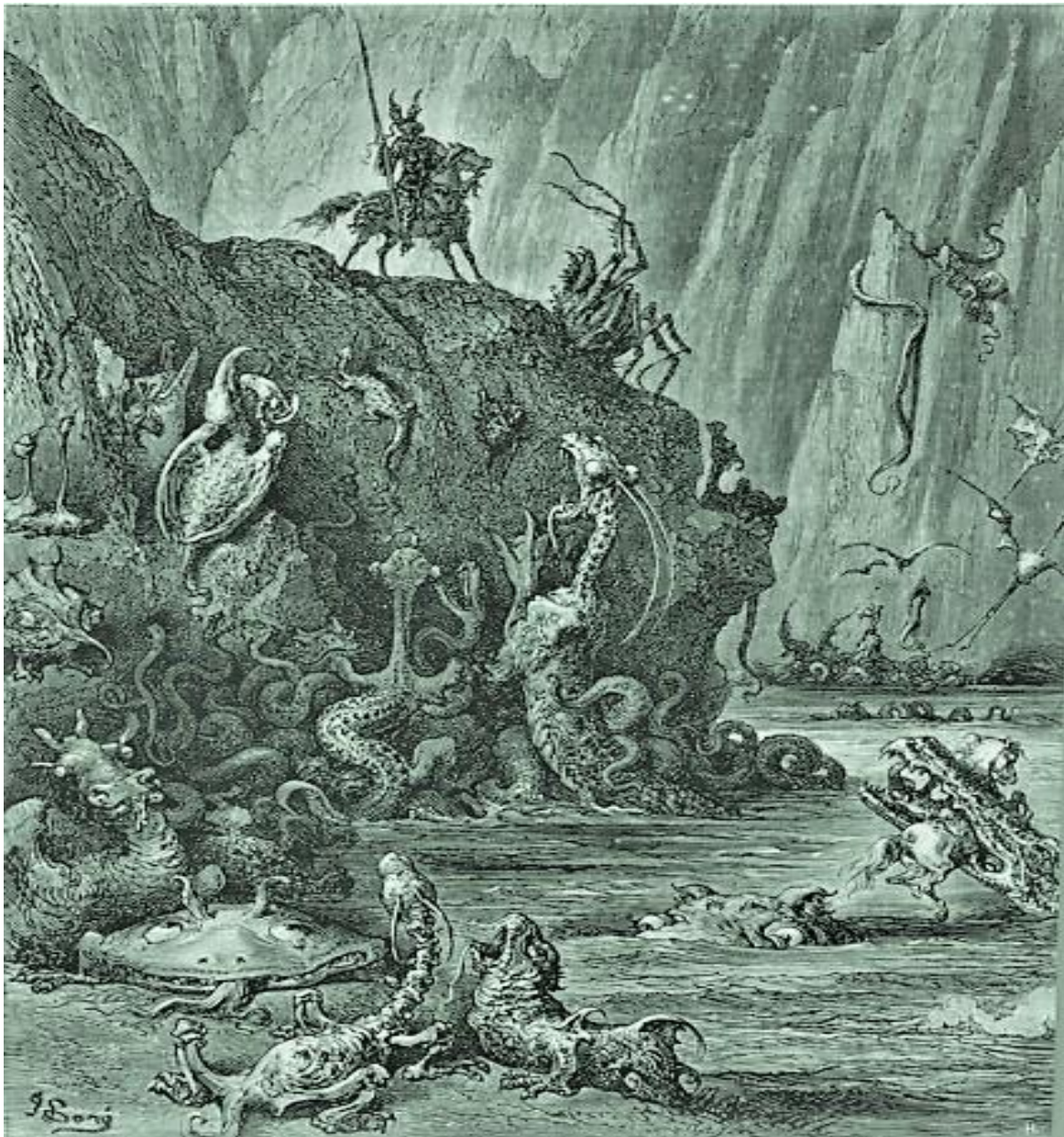


The Ruins of Uden Tice

A Short DarkMoore Adventure for Tournaments



DarkMoore Deity Quick Overview

Ginian, the Goddess of Metamorphosis

Ginian dwells in an EFT called Abaddon. Ginian is the goddess of metamorphosis; she is often called the goddess of demons because of her power to warp almost any living thing into her unique visions of the macabre. Ginian is feared by all the gods, especially her evil counterparts; not because of the type of evil she represents, but because if left unchecked she creates too much evil.

Ginian is narcissistic and cares little for the intricate petty schemes of other gods. Ginian is driven by her passion to create the ultimate species. (She believes at the end time, only demons will remain) Ginian grants her priests power to summon demons from Abaddon, they in turn use this power to flood a battlefield with deadly assailants. A summoned demon's sole purpose is to create destruction and will never stop unless it is destroyed.

The priests of Ginian wear no armor, don't use weapons and often appear harmless and innocent - this allows them to wander wherever they will. Nevertheless, these priests are blessed with their master's kiss and when the time comes to show their true form, they do so in a way to strike fear and terror into their victims. Once discovered, a priest of Ginian is far too dangerous to be kept alive.

Ginian is the only god without angels; instead she is satisfied to send a host of her choicest demons to do her bidding. Ginian's avatar wields a teranium tipped whip in combat; she can entangle any opponent at will; slowly dragging victims within reach where the slightest touch begins a horrific transformation. Ginian requires those that worship her to have a narcissistic or evil moral compass. *Note: After an acolyte of Ginian is discovered and destroyed; it is in retrospect that the surviving victims realize their grave mistake....you know, that one friend who keeps doing really crazy things just for a laugh....the one you thought was harmless!



Prologue: A Woodsmen's Tale. Read to the players: "This is a rumor that has been floating around the Village of DarkMoore for almost a week".

About a week ago, a woodsman who lives across the river from the wizard of the woods arrived at the village of DarkMoore and recited an unbelievable tale to the occupants of the Iron Dragon Inn. On his way to DarkMoore his journey took him near the old ruins of Uden Tice; from a considerable distance he noticed a cloaked figure walking among the ruins during the light of day; this came as a great surprise as everyone knows to avoid that accursed place!

Intrigued, the woodsman found a hiding place and continued to observe the ruins well into the night; where to an even greater astonishment he found them to be lit by torchlight. It would be one thing to test ones fate during the day, but it would be complete insanity to walk among those cursed ruins at night! Yet, there they were; walking among the ruins at night with no fear.

What has the power to do such a thing? This brought fear to the woodsman as visions of dark ruins, torchlight, and moving shadows played out before him. His instincts told him to flee; it was only his many years of experience in the woods that held him back, knowing that to panic would most certainly lead to death. Gathering his wits about him, the woodsman blended into the night and carefully extracted himself away from that accursed place.

The Ruins of Uden Tice are cursed; the history of that place is well known. A once thriving city that was completely consumed by the plague, a wasting disease that left those infected begging for death. It was said that many were blamed for the horrific malady; the accused being put to death, nevertheless a cure was never found. All that remains are a few broken walls and rubble; the remnants of the buildings that once stood millennia ago. No one goes to Uden Tice! Well, at least not until now...

Editor's Notes:

This module is designed for about 3-4 hours of tournament play; it consists of 4 fairly difficult encounters that players should be able to finish in a morning or afternoon session. It is designed for characters with experience levels 3-4; if you are rolling characters from scratch then award all players with the same experience points required for a 5th level thief.

It is suggested that you do not have the players roll for character statistics; instead give them the numbers: 18,16,14,12,10, and 9. The players may place these numbers in strength, dexterity, wisdom, etc. wherever they desire to best fit their chosen class. (This will save time)

Each character may equip themselves with their choice of non-magical armor and weapons; any armor up to plate mail, a ranged weapon and up to 2 melee weapons. Allow them to select up to 10-15 items to fill their belts, sacks & backpacks; since these are items they should already have, there is no charge. Magic-users will have: read magic, detect magic, light, invisibility, shield, magic missile and locate object already written into their spell books. Finally, give each player 150gp and 50sp to fill their money pouch.

Each character will be given a warhorse at the beginning of the campaign; these highly trained animals are capable of attacking an opponent with restrictions:

1. A warhorse without a rider will automatically attack any enemy who threatens it.
2. A warhorse and rider cannot both attack in the same round; you must choose one.

You may also want to consider filling out several character sheets prior to the convention so that players won't need to fill out anything. Characters will get a chance to obtain a magical item or a spell or two before they leave on their quest, so don't worry. It is important for you the GM to read this module in its entirety; you need to be familiar with the story and every encounter.

Welcome to DarkMoore!

Steve Jensen

Archaic Adventures

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[Introduction] Thaddeus Ugelcort sounds the alarm! Read intro to the players:

You find yourselves at a familiar table inside the Iron Dragon Inn; where Thaddeus Ugelcort, the captain of the guard has been patiently waiting your arrival. He has a worried look about his face, seated next to him is a poor farm boy who appears scared and wide-eyed. Thaddeus motions for you to have a seat at the table where a pint of dark ale is already waiting.

Thaddeus motions with his hand and says, **"Go Ahead and tell them boy...tell them what happened."** The boy in a crackled voice says, **"Please help! Our farmstead is under attack...there was no warning they just attacked. They have already burned down the barn and the stables; the farmhands are all holed up in the bunkhouse, they sent me to get help. Those monsters have a giant with'em; he done most the killing. They put up a good fight and that giant got wounded; that is what bought us some time. We need to leave now!"**

Thaddeus calms the boy a bit and says, **"I believe this boy, I know its short notice, but I need you to go and save those farmhands. There is no way to plan these things, so you will have to just figure it out when you get there. The stable hands are saddling some warhorses for you as we speak. I have sent a message to Arin Hammerhand at the general store to allow each of you to choose one magical item or if you are a wizard one scrolls from their inventory. You may also choose 3 potions, because you will probably need a healing potion or two."**

This boy's farmstead is 5 miles north of here, it worries me that this attack might be connected with that tall tale told by that woodsman last week. If the trail leads you to Uden Tice you best be careful! I am afraid it is all up to you my friends, the boy will be waiting at the general store to take you there."

The meeting quickly adjourns and the boy beckons you out the door over to the general store.

Note: if the players ask more about the giant, the boy will say, **"the giant is as big as a tree and his club looks like the trunk of a tree."**

General Store Magical Item Inventory:

Magic Weapons	Magic Armor	Scrolls	Potions of	Magic Item
Dagger +1	Padded Armor +1	Floating Disk	22 Healing	Rope of Climbing 50'
Short Sword +1	Leather Armor +1	Shield	2 Regeneration	Ring of Protection +1
Short Sword +1, +2 vs. Giants	Studded leather Armor +1	Read Languages	2 Fire Resistance	Wand of Magic Missile (20 charges) Single Shot
Mace +1	Chain Armor +1	Armor	3 Levitation	
Mace of Disruption +1, +2 vs. Undead	Padded Armor +2	Hold Portal	6 Water Breathing	Bag of Holding (largest Size)
Club +2	Chain Armor +2	Analyze/identify	3 Climbing	Sold
Spear +1	Plate Mail +1	Invisibility	8 Antidote	Sold
20 Arrows +1	Medium Shield +1	Locate Object	2 polymorph self	Sold
Long Sword +1	Buckler +1	Web	1 Diminution	Sold
20 Arrows of fire +1d6 fire damage	Helm of Water Breathing	Detect Invisibility	2 Heroism	Ring of Monster Summoning I (5 charges)
Short Bow +1		Knock		
Long bow +1		Mirror Image		
War hammer +1		Levitate		
2-handed sword +1				
Battle Axe +1				

Note:

1. Magic-users may opt to choose a magical item instead of a scroll.
2. Unless noted, there is only ONE item each in inventory; it is gone when a player selects it.

*As soon as the party is finished at the general store, they will mount the warhorses that wait for them outside and gallop out of the Village of BlackMoore over the Goblin Bridge on their way north to the besieged farmstead; the boy leading the way.

Warhorse	
AC	7
HP	12
Save as	F3
Move	18
# attacks	2
THACO	19
Damage	1d4
Swim	6
Furnished with saddle and 2 saddle-bags.	

Players Map



Serpent Rock

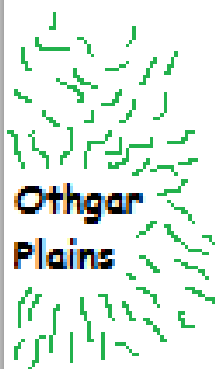
Ruins of
Uden Tice



Wizard of
the Woods



Wolf's Head Pass

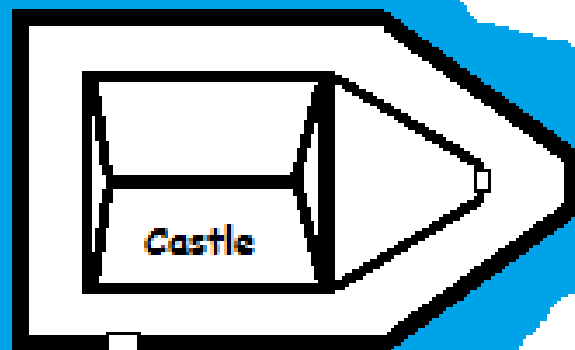


Othgar
Plains

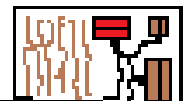
The Village of DarkMoore



Jensen
Hill



Castle



Kelton's
Farm

To
Ebenwald

★
Elf's
Stump

Wharf

Swamp
Gate

Goblin
Bridge

1

2

DarkMoore
Inn

Church

Cemetery

3

4

5

6

7

8

9

10

11

12

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16

17

Iron
Dragon
Inn

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26

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Store

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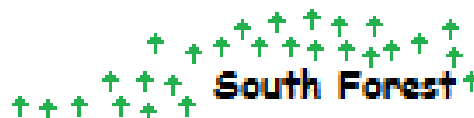
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Swamp

South Gate

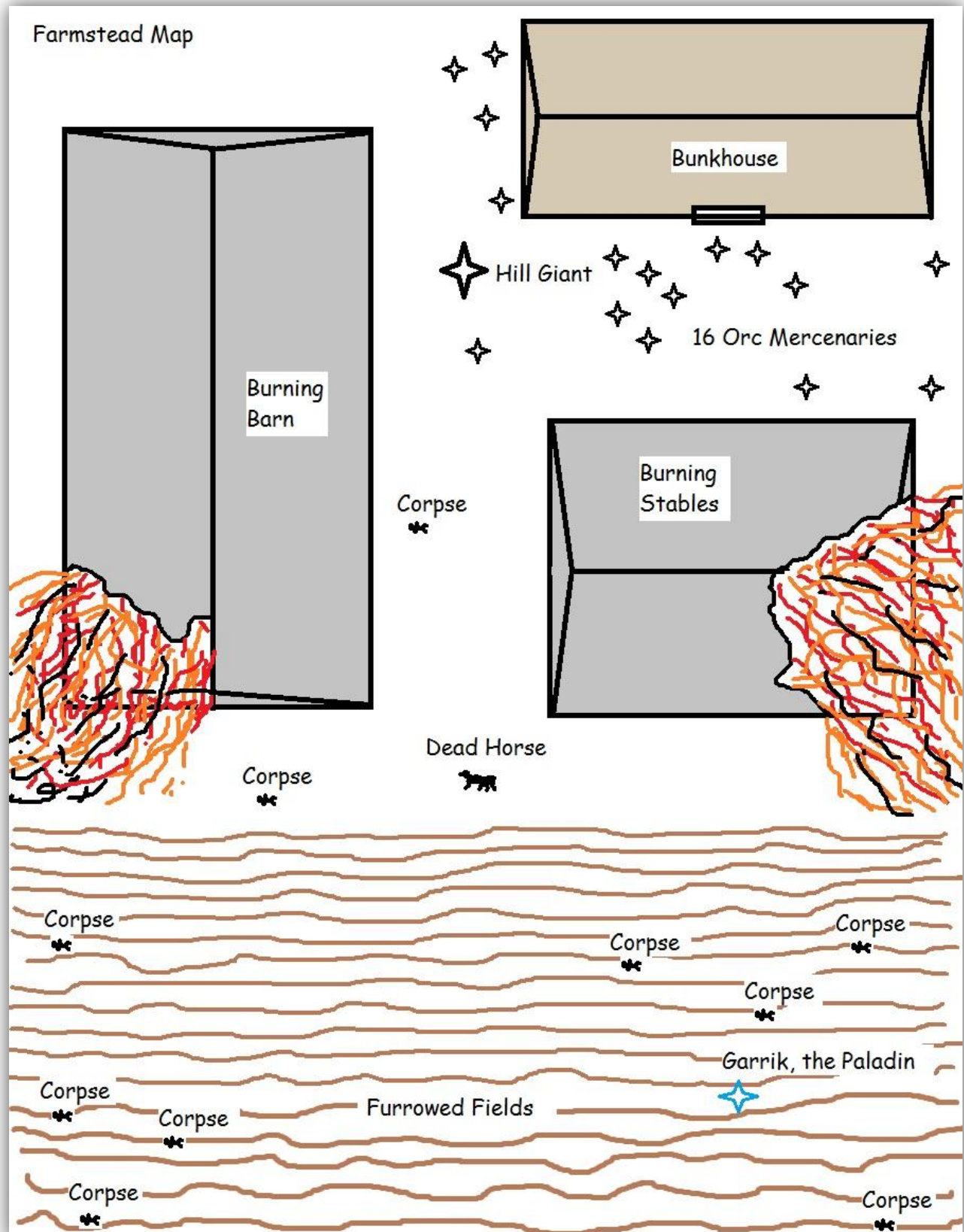


South Forest



Bitter-root
Wasteland

[Encounter 1] The Farmstead; Completion: 4000XP divided among PC's.



Describe the following account to the players: Smoke can be seen from as far as a mile away as the party rides toward the farmstead; later on they can see actual fire as the buildings become visible in the horizon. It appears what the boy claimed is true. It also appears there is no sneaking up on the farmstead as the land all around is basically flat farmland with almost no tall trees in sight. It seems from a tactical standpoint that a full assault might be in order; allow the players to devise their own attack strategy.

Draw out the Farmstead Map on the vinyl battle-mat; place miniatures to represent the corpse carnage at the various locations on the map. Garrik the Paladin is in disguise and is dressed like a farmhand; so his miniature should be similar to the other corpse. (Garrik isn't dead, but is severely wounded and lying prone) Garrik the Paladin isn't playing dead, he is incapacitated by an accursed dagger sticking in his back; it cannot be removed without killing him. It was placed there to make him suffer greatly before death takes him; nothing can save him now.

As the party gets within 500 yards/meters of the farmstead, the boy will tell them that the bunkhouse isn't on fire yet. (They might still be alive!) He will remind them that the surviving farmhands are holed up inside the bunkhouse waiting to be rescued.

At this distance the hill giant can be seen, it quickly becomes evident that the giant has noticed the party as he begins to point in the party's direction. The orcs and the giant will take advantage of the buildings to provide themselves with cover and concealment against missile fire. If the party attempts to utilize ranged weapons to engage the giant, he will return fire with stones, bricks and rubble.

Place the giant miniature and the 16 orc miniatures within the perimeter of the buildings, and when it becomes their initiative/turn continue to move them behind the buildings for cover. They will wait for the players to close the distance and fight them at melee range. The giant will not throw rubble at the party unless they shoot first. The Giant and 16 orcs will fight to the death.

Wounded Hill Giant	
AC	4
HP	81
Save as	F6
Move	18
# attacks	1
THACO	13
Melee	1d12+7
Ranged	1d8+7
The hill giant now has 38hp remaining. He wields a massive tree trunk as a club.	

This encounter is likely to be a brutal fight and it is intended to be that way. If a PC happens to die, they simply roll a new one and become one of the ranch hands inside the bunkhouse; thereafter they can join the party in order to avenge their murdered farm mates.

There are 12 farmhands holed up inside the bunkhouse, they will not come out until the giant and orcs are dead; until then everything is locked, barred and nailed shut. Obviously, the young farm boy will not join in the fight; he will wait at a fair distance from the farmstead.

Garrik the Paladin

When the battle is over and the farmhands are finally released from the bunkhouse; they will immediately run out to determine what happened to their friends. (They will find unfortunately that all of them are deceased, except Garrik.) To their surprise they will find Garrik still alive and with loud voices they will call over the adventuring party to help. When the PC's arrive they will see a dying man with a jagged pulsating dagger sticking out of his back.

Read Garrik's monologue to the farmhands and players that arrive:

"Listen, you can't help me, nothing can save me now. I don't have much time and there is only a little life left in me. I am sorry to say that everything that happened today is my fault; for decades you have known me as your friend Garrik...but that is not my real name; my real name is Hammond and long ago I belonged to a holy order as a paladin.

I came here to hide; more specifically I came here to hide a medallion that was entrusted to me. I came here because I believed it would never be found; I am sorry to say that I was wrong. The medallion is gone! A high priest of a demon goddess now has it and he is on his way to Uden Tice to use it. Marion is a fool, he believes the medallion will open a portal to Abbadon; he will be surprised to learn that it won't open a portal, but he will easily find

Orc Mercenaries	
AC	5
HP	10
Save as	F3
Move	12
# attacks	1
THACO	18
Damage	1d6
Money	25gp
Orc mercenaries wear chain mail and fight with long spears. They will not hesitate to spear a charging horse. These mercenaries are smarter than the average orc soldier and will utilize tactics.	

it does open a conduit between the planes. It won't take Marion very long to figure out this truth; he will then use the energy from the conduit to create demons out of mortal flesh here on this plane. He must be stopped!

Buried five feet beneath my bunk is a metal chest; in it is my armor, sword and a small gray block of stone. The stone block is called a "Dwarven Key of Passage" when activated it opens up a large permanent portal through solid stone. This stone key can also be activated in reverse; this is what you will use to stop Marion. You must go defeat Marion, and then enter the catacombs beneath Uden Tice; there you must destroy all the demons in your path until you reach the great cavern, it is there amongst the darkness that Marion will open the conduit. Activate the cube in the tunnel where the natural stone is the thickest; it won't destroy the conduit but it will seal everything in.

I am sorry that all this had to happen, all I ask is you bury me in my armor; the sword is a demon slayer this I give to you (long sword +1; +3 vs. demons) please use it well. Remember what I told you...goodbye my friends."

Explain to the players that the dagger in Garrik's spine no longer pulsates with energy and he is dead. If they go and dig beneath Garrik's bunk they will find the metal chest; inside will be the armor, sword and the Dwarven key of passage. The farmhands will bury Garrik in his armor; the players can collect the dwarven cube and the sword.

The Dwarven Key of Passage is a very intricate magical device. The instructions on how to use the device are written on the cube in the dwarvish language. Dwarves and those that are fluent in dwarvish have a 100% chance to operate the device correctly; thieves have a 75% chance and all others have a 60% base + 5% for every point of intelligence above 14. (Characters with the "read languages" skill/proficiency add + 10%)



The fist-sized cube is simply placed upon the ground, pointed in the desired direction and activated. When activated, the cube will produce an aiming beam of light to precisely pinpoint the exact location of effect; then a second trigger is activated that instantaneously bores a 15 foot diameter tunnel through solid stone out to 120 feet. (The beam will only affect natural stone) The cube can be utilized

in reverse, where it will fill a void with stone instead of removing it. The cube has but a single use and cannot be recharged; thereafter it becomes burnt out. Any object or person caught within the beam when stone is created becomes encased in rock and dies, no saving throw allowed.

Failure to activate the cube correctly is extremely dangerous. If the person activating the device fails their competency roll, then roll a 1d4 to determine the detrimental effect:

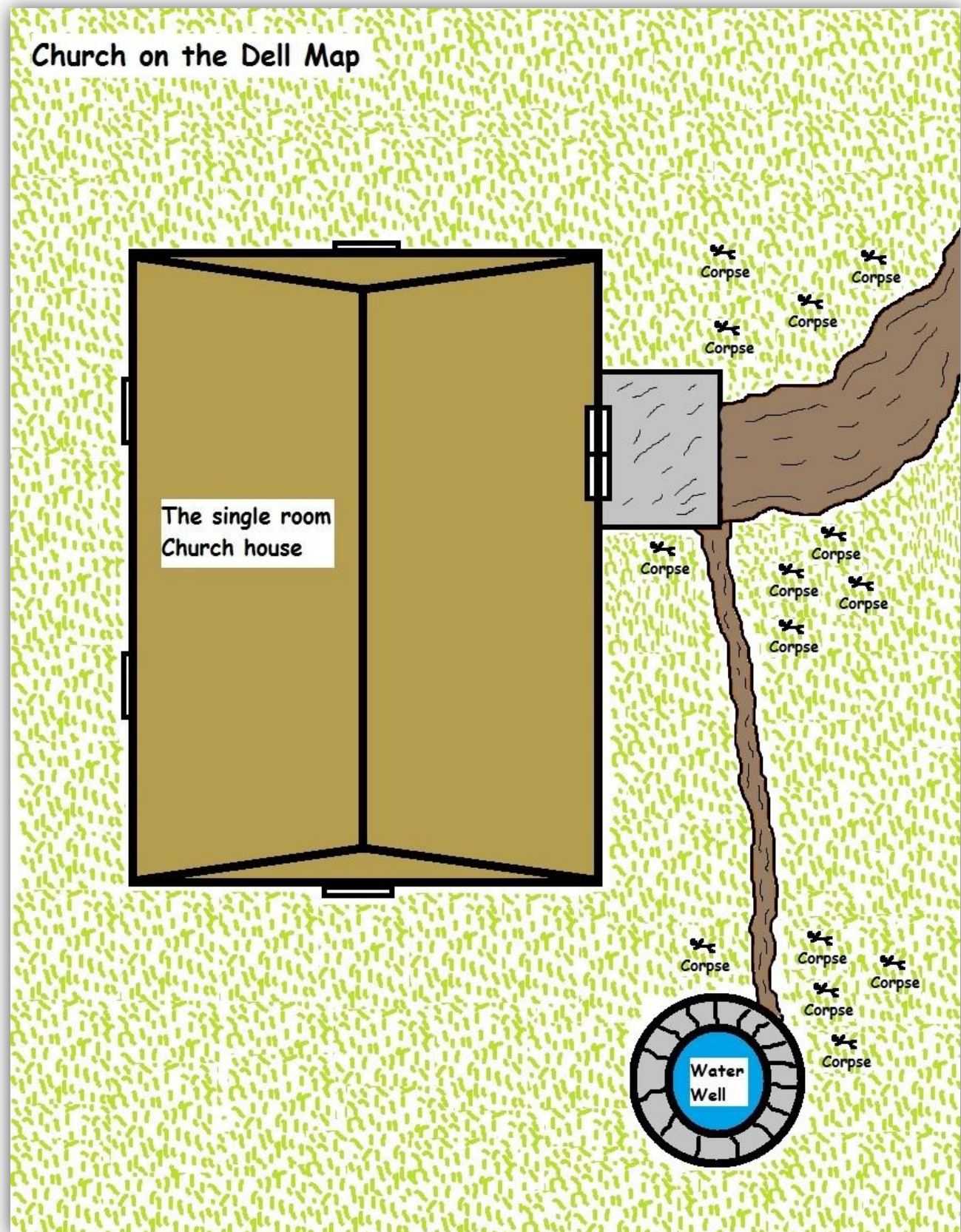
1. The cube burns out without function.
2. The cube detonates in a 20" radius delivering 6d6 damage. (No save)
3. The cube activates, but in the opposite direction than was intended.
4. You caught your mistake before you did something really stupid, try again.

Parting words of advice from the farmhands:

The farmhands will mention to the players that they might have seen this high priest that Garrik called Marion. When the giant arrived they were accompanied by a horse-drawn wagon filled with orcs; the leader was a man dressed in black robes. He was the one that told the orcs what to do; they also believe that this same man dressed in black robes stabbed Garrik in the back; then when he was finished he got back in the wagon and left and it looks like he went back in the same direction he came. The farmhands will take their leave of the adventurers with some last advice:

1. Follow the wagon! The wheels cut deep grooves in the soft ground; the trail is easy to follow. When you find the wagon, you will probably find Marion.
2. Make sure you activate that cube in reverse! Don't forget what Garrik said.
3. If you are going to Uden Tice, isn't that place still cursed with the plague?

[Encounter 2] That little church in the dell; Completion: 5500XP divided among PC's.

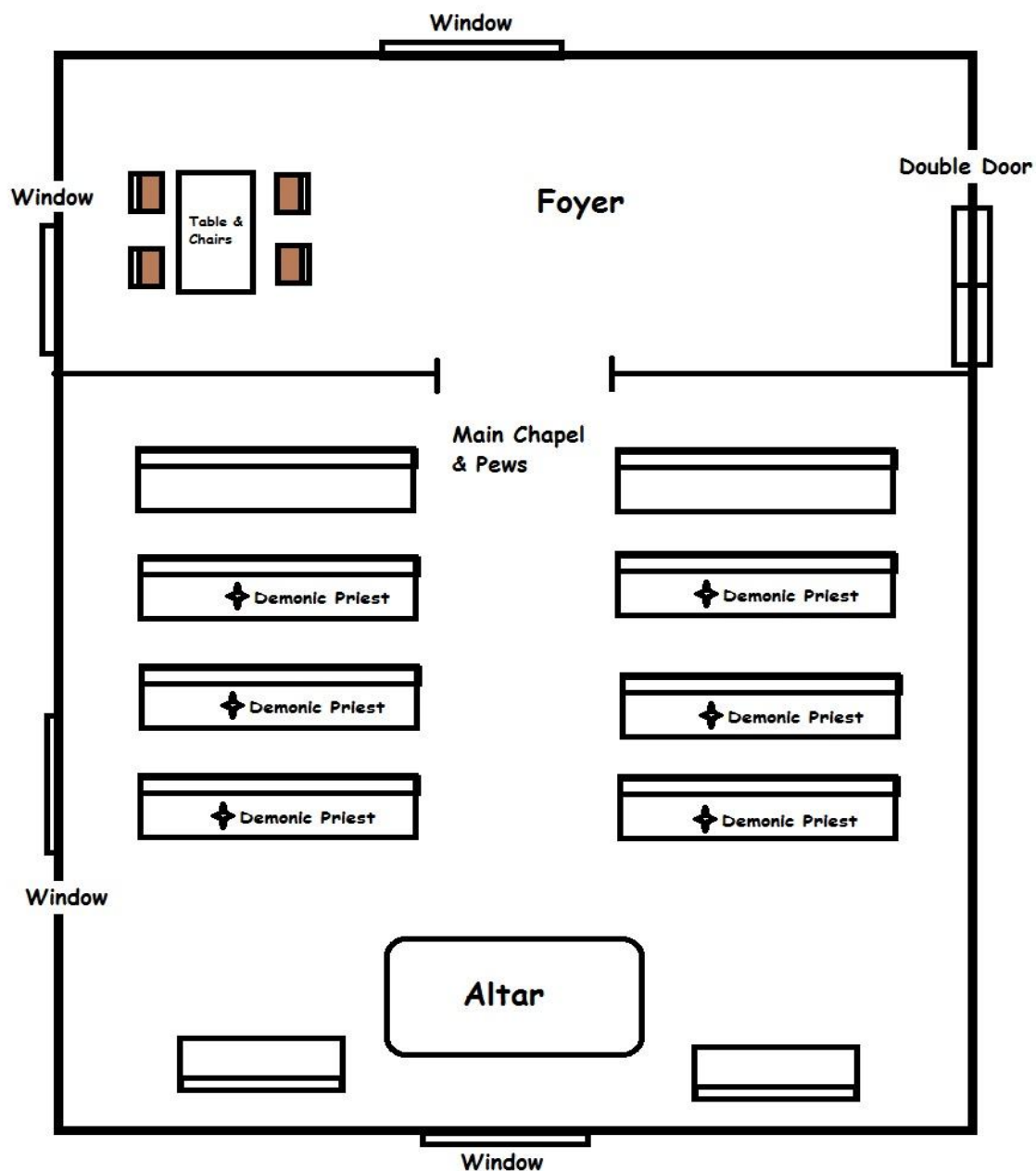


Describe the following account to the PC's:

The PC's move north following the wagon tracks for about 2 miles when they come upon a picturesque valley filled with green grass; at the center of this pleasant scene is a small single room church house. At this distance the view is quite pleasant, as the party moves closer they see a more grim sight.

Draw out the single room 90'x150' rectangular building on the vinyl battle-map; draw in the water well and the road too. Also place 14 peasant miniatures to represent the corpses that litter the area around the doorway and the water well.

Inner Layout of Church House



Spring the Trap (first, a short version so you get the general idea):

This encounter is one big trap; you must use all your skills as a GM to make the PC's fall for it. In short, this is how the trap will play out:

1. The PC's arrive at the church and view the dead bodies on the ground.
2. A desperate priest named Donovan in BROWN ROBES steps out of the church and says, "They were attacked by an evil priest." He says the dead bodies on the ground were once his parishioners. He asks the party if they could help because there are still wounded inside; that evil priest had their arms cut off so they can't pray. Please Help!
3. The party enters the church and find 6 people in brown robes lying prone on the pews pretending to be injured...none of them have arms.
4. When the PC's move in closer to help. The demonic priests will unravel their tentacles hidden beneath the robes and attack...roll for surprise!
5. When the PC's go inside, Donovan will carefully wander back outside and raise all the dead bodies as zombies.

Donovan, the evil priest (detailed version):

When the PC's arrive at the church, it will become obvious that a bunch of dead bodies are lying on the ground. If they examine the bodies they will find no blood, the bodies appear gray and shrunk as if the life was simply sucked out of them. Half of the bodies are just outside the church doors and the other half appear to be down by the water well.



As soon as the PC's dismount or begin to look around; the double doors of the church will open and a bald man in brown robes will step out and call to the party, **"Over here! Please we need help! We have been attacked. I am Father**

Donavan the steward of this church. A few hours ago a man who called himself Marion arrived and said if we didn't convert we

would have to be sacrificed. None of my parishioners would convert so he murdered them; those people you see on the ground were part of the congregation. He didn't kill everyone; to a few victims he simply cut off their arms and left them alive. I believe he did this so they could no longer have their hands for worship. Please, if you have healing abilities or a healing potion we need them urgently. I have the wounded inside the church lying down on the pews...please come!"

Donavan will motion for the party to enter the church; he will then enter the church and wait in the foyer while the party enters. He will point into the chapel and say, "**The wounded are in the chapel, I have them lying on the pews.**" Donavan will herd the party into the chapel...he will not go in first. It is important for Donavan to stay behind the party, so he can sneak back outside when the commotion begins.

When the adventuring party moves into the chapel, you need to place 6 priest miniatures lying down on the pews as shown in drawing. When they approach the pews tell the players that they see 6 humans with no arms dressed in long brown robes and they seem to be in pain.

When the PC's come within melee range of any of these defiled priests... long tentacles will thrust out of the sleeves and attack the nearest PC. If the party has suspected nothing, then they must roll for surprise. All the defiled priests will rise off the pews and attack; they will fight to the death.

When the commotion begins, Donavan will go back outside and raise all 14 dead into zombies; this takes an entire round. The zombies will rise the 2nd round and begin to move toward

Defiled Priests (Demonic)	
AC	9
HP	13
Save as	F5
Move	12
# attacks	2
THACO	16
Damage	2d4*
Money	50gp
Human priests that have been defiled by the goddess Ginian. *Instead of arms they have tentacles that end in a single claw/hook. On a successful hit their attack does 2d4 necrotic damage; save vs. spell for $\frac{1}{2}$ damage.	

Gray Zombies	
AC	7
HP	9
Save as	F3
Move	8
# attacks	2
THACO	18
Damage	1d6
Money	2gp
Zombies are immune to all charm and sleep spells. They always attack last in the round. These zombies do not carry disease. These Zombies can be turned.	

the church in order to attack the nearest PC.

Donavan has but one attack, after he raises the zombies he will find the nearest PC; and then run and launch himself as if to collide with the victim. A few feet before he reaches the target his body will metamorphose into a liquid slurry of dark black ichor; this ichor will splash all over the victim.

The victim has but one saving throw to avoid being splashed; a successful save vs. Dexterity at a -7 penalty. (This metamorphosis kills Donovan) The black ichor is the same thing as corrosive acid. If the victim fails the saving throw, then the corrosive ichor will deliver 1d4 points of damage for the next 10 rounds unless it is washed off. (A clever victim will go and jump in the water well)

What happens if they don't fall for the trap?

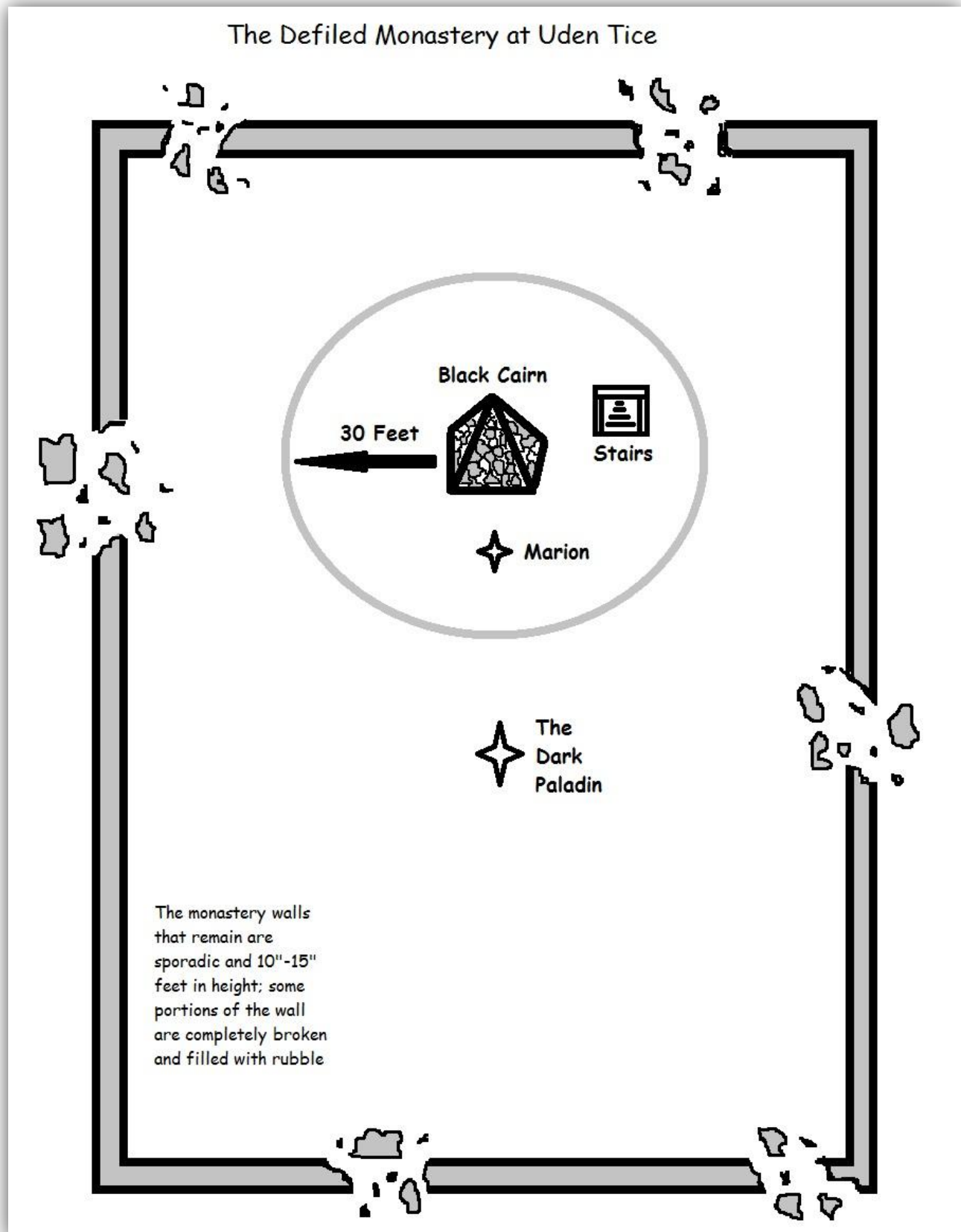
If the PC's don't fall for the trap, then you need to roll with it. There is a very real possibility they might be suspicious and do something different. The biggest threat to the trap is a "detect evil" spell; for sure Donovan will radiate evil. If the cover becomes blown, then attack! Donovan will still try and raise the zombies and also attempt to splash someone with ichor. The defiled priests inside the church can sneak out a back window and flank the adventuring party...etc.

The Aftermath (follow the wagon tracks):

After the battle is over, even if the party searches everything they will find no other helpful clues, valuables or secret doors, etc. The only thing that is painfully obvious are more wagon tracks that lead north toward Uden Tice. The ruins are only a few miles away and it appears the next stop will most likely end up there. If the PC's are clever enough; they could probably figure out that Marion left Donovan at the church in order to guard the rear of the trail.

Donavan	
AC	8
HP	15
Save as	F6
Move	12
# attacks	Special
THACO	Special
Damage	Special
Money	Ogp
Donavan is a priest of Ginian who is blessed with her kiss; though he seems innocent on the outside; inside he is nothing more than a demon doing his masters bidding.	

[Encounter 3] No Holds bar at the Defiled Monastery; Completion: 7200XP
divided among PC's.



Divine Intervention – DarkMoore River Detour:

When the adventuring party departs the church following the wagon tracks north, about a mile from the ruins of Uden Tice those characters that are of good or lawful alignment will suddenly get a strong impression to visit the DarkMoore River. A cleric in the party will especially get an overwhelming impression or desire to leave the trail and visit the river. The impression feels divine; it feels genuine.

If the impression is ignored a few moments later the characters begin to feel thirsty...an unquenchable thirst...almost.

If any character prays, reflects or looks skyward to at least as a bare minimum acknowledge the gods of good, then they will hear in their mind...***"Blessed are those with holy water."***

If the characters are indifferent and arrogant, then skip this detour and allow the party to enter Uden Tice without holy water...a big mistake.

If the adventuring party listens to the gods and makes the small detour to the DarkMoore River, they will arrive to a sight to behold; the entire river seems to sparkle in a way they have never seen before. A cleric will immediately understand the water is blessed, and the gods have intervened. Allow the adventuring party to fill as many flasks and water-skins they have on their person; they must have an exact accounting = #flasks equivalence:

1. One flask of river holy water = 1 flask
2. One water-skin or wineskin of river holy water = 2 flasks
3. 4 vials of river holy water = 1 flask

Unless they actually have these types of containers written on their character sheet...they don't have them! Don't let them cheat! There is no place to go magically get them either. If they try and get inventive...the rule of thumb: it must hold water. A stitched saddlebag or a woven sack won't hold water.

The Ruins of Uden Tice.

When the party arrives at the ruins read them the following description:
"The wagon tracks take you north and just as you expected the trail leads to the Ruins of Uden Tice. It is nothing like you imagined; in your mind you imagined an abandoned city overgrown by trees and shrubs; instead you arrived at a few heaps of rubble overgrown with weeds. It appears time has done its best to wash away the evil that took place here. Your first impression of this place is: "There is nothing here".

In the distance you see what looks like the ragged remnants of a large solitary building; with only a few bits of wall intact. You instinctively know it is there you will make your final stand. Whatever you thought before, is only a memory now as you realize the black plague that everyone feared has been gone for a thousand years and is now replaced by something far more sinister."



When the adventuring party approaches the broken walls of the monastery they will notice 2 human-like figures and a pile of black stones waiting inside the perimeter. The black stones are stacked into the shape of a pyramid or a Cairn. (A cairn is Scottish for a pile of stones.) Draw out the monastery onto the battle-mat as shown and place miniatures in the correct locations.

The figure next to the black cairn is wearing long black robes and is hooded so his face is hidden; there seems to be a vague field of darkness emanating from the pile of stones. The 2nd figure is standing near the center of the monastery and is wearing plate mail armor and wields a 2-handed sword.

From a tactical standpoint, any warrior in the party will easily notice that the two enemies before them are situated to protect the set of stairs leading down to the catacombs. They will also notice that a large number of animal tracks seem to converge at the set of stairs as well. (OK to hint)

If the adventuring party attempts to shoot ranged weapons into the monastery from outside the walls; there is a -5 to hit penalty as the walls do provide some cover. If a PC attempts to climb on top of the wall in an attempt to shoot from that position, he or she must save vs. dexterity each round or fall. (The walls are jagged)

If a PC attempts to enter the monastery through the many broken gaps in the wall, then the Dark Paladin will immediately engage that target in melee combat. The Dark Paladin radiates a protection from good aura in a 5' radius; those creatures of good alignment are penalized with a -1 to hit and -1 to damage penalty. If a good paladin and a dark paladin happen to engage in combat, their auras would cancel each other out. The dark paladin is very clever and will use

Marion, The High Priest of Ginian	
AC	6
HP	26
Save as	C8
Move	12
# attacks	1
THACO	14
Damage	1d4+2
Money	Ogp
Marion has spent his magic ability to open the portal in the catacombs below and cannot cast spells. His only attack is to spit black acid up to 20' for 1d4+2 damage.	

The Dark Paladin	
AC	2
HP	36
Save as	F5
Move	9
# attacks	1
THACO	14 or 12
Damage	1d10+1;+3
Money	220gp
The Dark Paladin wields a two handed sword +1; +3 vs. Good Alignment. As a paladin he projects a protection from good radius 5'. He can also lay on hands for 10hp once per day. He can detect good as well.	

tactics to win! If the dark paladin becomes injured he will lay hands on himself and heal for 10hp.

Marion the high priest will be positioned near the black cairn; his goal is to stop anyone from going down the stairs. Marion has spent all his magical ability and cannot cast spells; his only weapon is to spit acid 20' for 1d4+2 acid damage. Marion is a fanatic and will fight to the death, he is considered to be part demon and the demon slayer sword will function against him.

The Black Cairn Stats:

The black cairn is magical and radiates negative energy out to a 30' radius; any creature of good or lawful alignment will suffer 1d4 damage every round they reside within the aura. (Save vs. Spell for $\frac{1}{2}$ damage) Those creatures of neutral alignment must save vs. spell or be paralyzed for 1d3 rounds, and thereafter must continue to save until they become un-paralyzed and are able to move outside the aura.

The black cairn can only be hit and damaged by magical weapons of +1 or better. The cairn has an AC 0 and 40 hit points; this makes the pile of stones difficult to destroy without holy water. Marion will stay within the 30' aura and continually position himself behind the stones for a +2 AC bonus from the additional cover. (The black cairn is 4' high) He will attempt to goad/lure the PC's into the negative energy aura and spit his black acid at those that come into range. Marion will always move and position himself in order to maximize cover; yet still be able to spit acid without impediment. Note: neither the black cairn nor the aura prevents anyone from going down the stairs; if they do Marion will not follow, instead he will be happy to spit acid at them if they attempt to do so.

Holy Water Stats - An entire flask of holy water gathered at the river:

A. does 5d4 damage against the black cairn; and because a flask delivers splash damage it gains a +5 bonus to hit the stones. In this case, splash damage is considered the same as a direct hit. (The normal rules for throwing a flask are still in effect)

B. does 1d12+2 damage on a direct hit to either Marion, the dark paladin or any demon and 1d8+1 damage on a splash.

Note: anything less than an entire flask does NO damage. A water or wineskin does not break when thrown and therefore must be poured out onto the stones to have any effect.

Both Marion and the Dark Paladin are considered "Gold Shirt" antagonists and therefore roll on the critical hit chart if they happen to roll a natural 20.

Critical Hit Table

A natural 20 on any "to hit" dice rolls is a critical hit.

Roll (%) percentage dice and determine results:

0%-30% - Max damage

31%-40% - Max damage + 1d4

41%-50% - Max damage + 1d6

51%-60% - Max damage + 1d8

61% - 70% - Max damage + 1d10

71% - 80% - Max damage + 1d12

81% - 89% - Max damage + 5d4

90%-96% - Save vs. Wands or die (If victim saves: Max damage + 5d6)

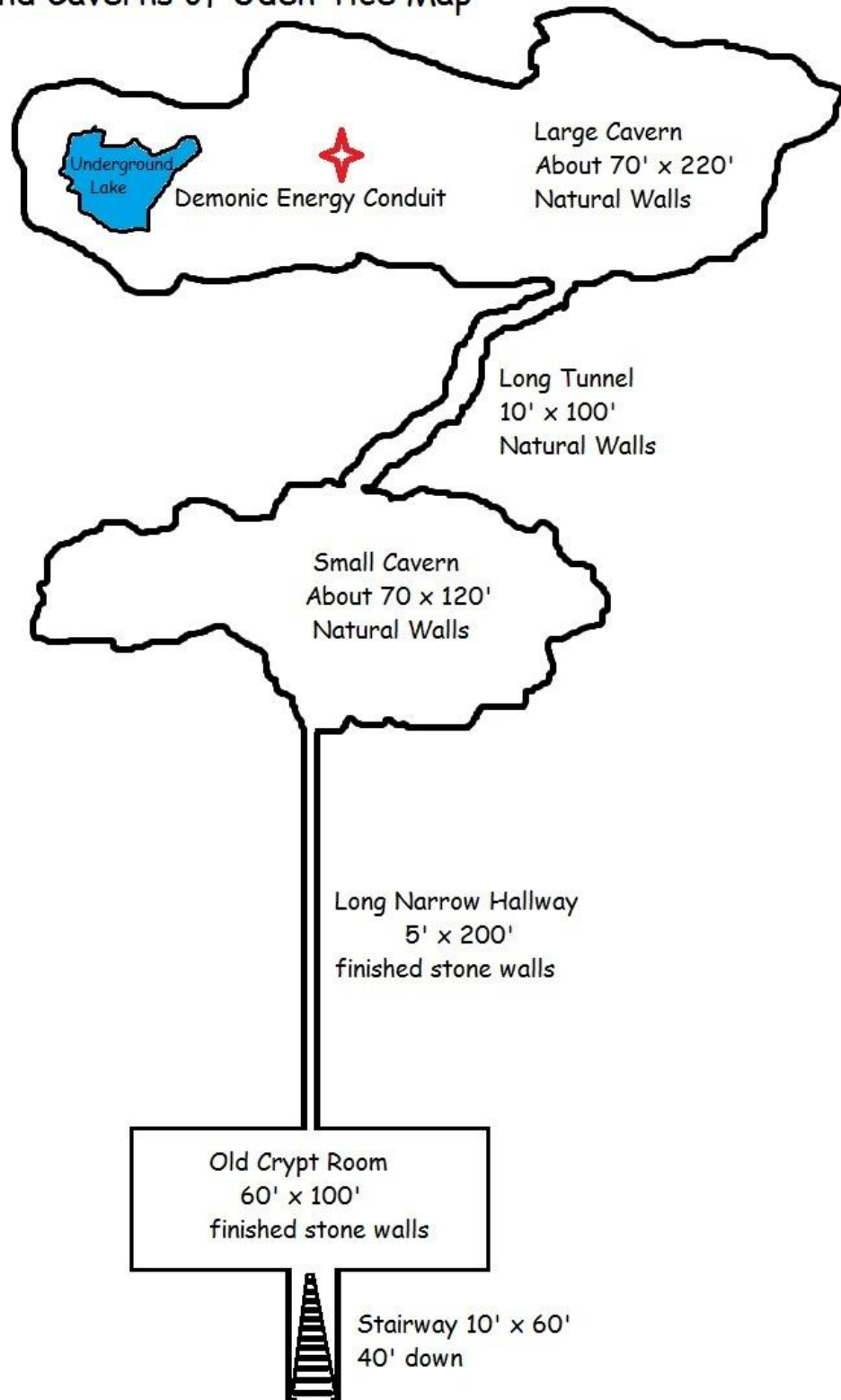
97% - 100% - Death, no saving throw.

*Note: Red-Shirt monsters deliver max damage on a critical hit and do NOT roll on the critical hit chart; however Gold-Shirt monsters do roll on the critical hit chart.

Gold-Shirt Monsters = story antagonists, bosses, etc.

[Encounter 4] What kind of demonic tomfoolery is this? Completion:
12,000XP divided among PC's.

Underground Caverns of Uden Tice Map



Now what did Garrik the paladin say before he died?

Remember, Garrik dropped a bunch of clues; if the adventuring party paid attention and wrote stuff down, then they can get a good idea of what to expect when they descend the stairway at Uden Tice.

1. Garrik said that the medallion did not open up a portal; instead it opened an energy conduit between the prime material plane and Abaddon. The conduit does not allow Marion to summon demons from Abaddon as was his original intent; instead it gave him the ability to harness these metamorphic energies that transform living creatures on this plane into bizarre demonic forms.

As the GM, you have already told them that a bunch of animal tracks seem to converge at the stairway! If the PC's are clever enough they might already assume that a bunch of twisted demonic animals fill the tunnels and caverns below; Marion simply summoned whatever was available for his first grand experiment!

2. Garrik said they would have to fight their way to the great cavern; he understood that with such power available to Marion, the tunnels and caverns would be full of twisted creatures...it is going to be a long drawn out fight.

3. Garrik expressly told the party to activate the Dwarven Key of passage in the portion of the tunnel that contains "natural stone". This is important, because if they activate the cube in the hallway that is constructed from finished stones...it won't work! As the GM, you must make an effort to explain in detail the specifics of each area below Uden Tice so you won't be to blame. If the party forgets...it's their own fault.

Wise characters/players write stuff down; they need to be accountable for their mistakes.



The Stairway Down:

The entire underground area below the monastery is dark; the adventuring party must have light or the ability to see in the dark. There are no monsters visible on the stairway, but plenty of movement can be heard below.

The Old Crypt Room:

This room is filled with 6 giant salamanders that have been twisted by the dark metamorphic energies, and are about the size of a large bear; furthermore the size of the head is out of proportion with the rest of the body. The reason these salamanders have not been able to navigate the stairs out of the crypt room is because their heads are too bulky and heavy to get out. At the moment, the salamanders are physically blocking the exit until something more dangerous comes along and pushes them aside.

The walls of the crypt room are constructed of finished stone; otherwise the room is empty of anything of value.

The Long Narrow Hallway:

The long narrow hallway consists of 200' long corridor constructed of finished stone. As the adventurers move down the long dark corridor they will see nothing in view until they reach about 150' into the hallway; there they will see at the end of their torchlight a massive bull completely filling the hallway not far from them. (The bull's name is branded on the rear as "Borris"...pronounced Boor-ees) In the past this bull would have been a farmer's prize animal, but now it is almost unrecognizable as twisted as it is; the eyes now located near the end of the snout. The horns being twisted in a curl like a ram.

Borris will let out an ear-shattering demon-enhanced bellow; each PC must save vs. paralysis or be paralyzed with fear for 1 round.

Demonic Salamanders	
AC	6
HP	21
Save as	F3
Move	12
# attacks	1
THACO	16
Damage	1d8 bite
Swim	12
Demonic salamanders are immune to fire based attacks. On a roll of a natural 19 or 20 the victim is swallowed within the giant maw and cannot escape unless the salamander is killed; the victim will continue to take 1d8 damage each round as they are being used as a chew toy.	

Borris will immediately charge the party; there is no way to fit past the bull as he completely fills the corridor. Borris does NOT roll to hit victims in the hallway; unless he is stopped he hits everything in the narrow hallway automatically...in the same round! A web spell will only slow his movement rate by $\frac{1}{2}$. The skull of Borris has an AC of 0 and everything behind the skull has an AC of 5.

Initiative rolls are very important and should be rolled individually...including Borris. Basically, there are 5 possible scenarios:

1. **Attempt to kill, hold or incapacitate Borris:** this would be fairly difficult to accomplish as Borris has plenty of hit points. They could try and "called shot" both eyes of Borris with 2 arrows at -4 penalty, but that would make his eyes AC -4. Borris is a demon now, so spells that effect animals won't work on him. Borris is not a summoned creature either, with that caveat he is nevertheless vulnerable to all spells that effect demons.

2. **Outrun Borris:** provided the character had a better initiative roll and successfully saved against the paralysis, it might be possible to run 150' back the other way and then move off to the side. Borris will clear the entire 150' of corridor and more in his initial charge.

3. **Get prone:** not a bad option if you can't escape. You only get trampled for 1d8+1 damage.

4. **If for whatever reason, anyone is hit by Borris while standing up:** The worst of all options. 1st you get knocked prone for 1d10 damage. 2nd you collide with anyone standing directly behind you for 1d6 damage each; (This can have a domino effect) and then finally you get trampled for 1d8+1 damage.

5. **Unstoppable force meets immovable object:** A combined strength of individuals that exceed a total of 60 points of strength will stop Borris in his tracks. The individuals must work as a team pressing up against themselves as a single unit. If the individual at the front who receives the brunt force impact was wielding a

Borris the Demonic Bull	
AC	Skull 0, 5
HP	61
Save as	F6
Move	24
# attacks	1
THACO	13
Damage	2d6 gore
Swim	8
Borris is immune to all fire based attacks. Borris gains a +1 to hit when charging a victim. The skull of Borris is AC 0 and everything else is AC 5. As a demon-kind, Borris will continue to grow stronger the longer he remains on the prime material plane.	

medium or larger iron shield or wearing plate mail armor or better, then he or she takes 1d10 damage and those behind him take none. If the individual that took the impact didn't have plate mail or an iron shield, then he or she must save vs. death; fail = death. Success = lose $\frac{1}{2}$ hit points. Those victims behind him take 1d4 damage each, no save.

Once Borris is stopped in the narrow corridor, he is too dumb to back up and therefore vulnerable to attack. (Without the ability to charge, Borris is unable attack in the narrow hallway...he is stuck) If they kill Borris in the hallway he will fall to his knees; then the PC's can climb over to gain access to the caverns behind him.

If Borris is not stopped, he will charge 240 feet down the corridor and up the stairs to finally escape into the world. It is important to understand that Borris doesn't want to fight; he wants to escape...in fact it is the hook for the next module: *The Hunt for Borris*.

Small Cavern (Natural Stone):

When the adventuring party moves near the end of the hallway they will notice a few crushed goat-like humanoids (satyrs) on the ground; it appears Borris has killed a few demons that got in his way. The small cavern is inhabited by 16 satyrs who will attack the party once Borris is gone. The satyrs have rudimentary weapons; they have fashioned crude spears from wooden sticks tipped with pieces of sharp scrap metal they quickly salvaged from the cavern floor.

Satyrs are quick, intelligent and will use tactics to defeat their enemies; they are the epitome of evil and if it were possible would slay all the adventurers without hesitation. You can probably deduce it by now...one way to create satyrs is through the metamorphic transformation of the common goat by a demonic goddess. These satyrs will not flee, they will fight to the death...this is a fight the adventurers must win.

16 Satyrs	
AC	7
HP	8
Save as	F4
Move	12
# attacks	1
THACO	17
Damage	1d4+1
Swim	8
These satyrs fight with crude spears 1d4+1 damage. Satyrs are evil.	

The Long Tunnel (Natural Stone):

Leading out of the small cavern is a small tunnel made of natural stone; this tunnel is beginning to fill with giant wolf spiders. When the adventuring party enters the long tunnel and takes a look at the view ahead they will notice giant wolf spiders slowly making their way down the tunnel about 50' in front of them. They will also notice a dull glow radiating from the far end of the tunnel; it should be easy enough to figure out that the light from the end of the tunnel is probably coming from the energy conduit that Marion opened in the great cavern. (It's OK to hint here)

When the adventuring party enters the tunnel the giant wolf spiders will close the distance and attack. (No surprise rolls) The spiders are packed one behind the other; these spiders with their long legs fill the entire width of the tunnel. When the PCs look down the tunnel...all they see are giant spiders! They also hear what sounds like a demon-fueled war between massive infernal beasts emanating from the big cavern ahead.

If the PCs engage the wolf spiders in combat, they would have to kill the one in front of them in order to advance to the next square on the battle-mat...it will be slow going. Place spiders one behind the other on the battle-mat! The giant wolf spiders are not poisonous; nonetheless they attack with frightening speed. When in the tunnel, the adventuring party should be made to feel as if the entire army of hell is on the march towards them.

It is here in this tunnel the PCs must activate the dwarven cube of passage; they must point the aiming beam down the tunnel and activate it in reverse without making a mistake. If the PCs are successful it will fill the tunnel with stone, encasing all the giant wolf spiders within the rock forever.

Giant Wolf Spiders	
AC	6
HP	16
Save as	F4
Move	24
# attacks	2
THACO	17
Damage	1d6+1
Web	15'
Wolf spiders prefer to attack; they attack twice per round; if a victim tries to escape they will shoot a single strand of web out to 15' in order to hold the victim in place. (roll to hit) Thereafter they will drag the victim back into melee range and resume the attack in the same round. Giant wolf spiders are not poisonous.	

AC	6
HP	16
Save as	F4
Move	24
# attacks	2
THACO	17
Damage	1d6+1
Web	15'

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How to End This Module (3 scenarios):

Scenario 1: The PCs are successful in activating the dwarven key of passage sealing off the great cavern. They then return and report to Thaddeus who will be congratulatory and will pay them. (Return as conquering heroes!)

Scenario 2: The PCs fail to activate the dwarven cube correctly or worse activated the cube in the wrong place; they might have to sacrifice half the PCs by leaving them in the tunnel to hold back the demonic tide while the others escaped to report the unfortunate events to Thaddeus. (It was too much for us!)

Scenario 3: Too many unlucky dice rolls and/or too many mistakes...the party is killed off or almost killed off. The party may have no one able to return and report; they become that party you always hear about...the one that never returned. (What were we thinking?)

Since time is of the essence during conventions, as the GM you must use your best judgment how and when to end the module.

Note 1: These modules are written for both the experienced and inexperienced Game Masters. I have included most of the essential dialogue to run this campaign; it is intentionally designed for inexperienced GM's; just read the **[Bold Text]** to the players when it is warranted. Experienced GM's may opt to read the text dialogue beforehand and then come up with your own flavor as desired.

Note 2: I use the "comic sans font" because it is one of few codes that stand up to emulators, converters etc. I use it because it happens to make things simple and keep costs low; I value your ability to read the words vs. a more desirable font.

This Tournament Module Ends Here

Part 2: The Hunt for Borris