

Adventure Module AA1

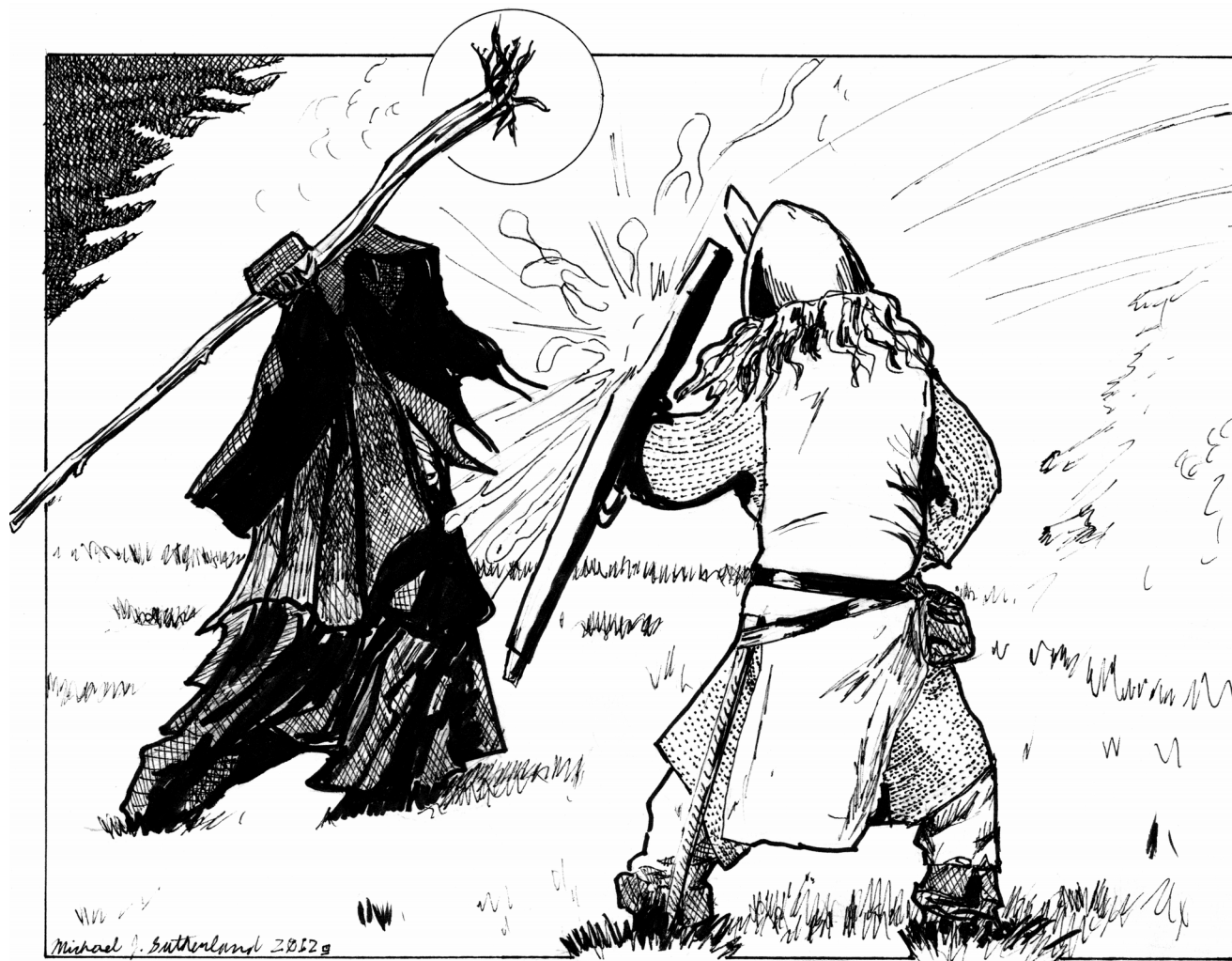
Adventure Anthology One

A Basic Fantasy Role-Playing Game Adventure Module

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1st Edition (Release 21)



Credits

Contributors: Ray Allen, Rob Pinnell, Eldrad Wolfsbane, Mak, The Expert, skisko,
Thomas Kolter, Maliki, Jim Bobb, Stuart Marshall, hjmartin70, J. D. Neal,
David Gerard, Onno Tasler, Jason Reilly, Scott A. Murray, and David Grant Sinclair
Proofreading: David Gerard, James Lemon, J. D. Neal, Jonathan Hoffmann, Alan Vetter
and Chris Gonnerman

Cover Art: Dennis Bamberger

Art: Brian "Glad" Thomas, Michael "Sudsy" Sutherland, Brian DeClerq,
Cory "Shonuff" Gelnett, David Gerard, and Grimfall

Maps: J. D. Neal, Dennis Bamberger, and Authors

Playtesters: Alan Jett, Jason Brentlinger, and Chris Wolfmeyer

Introduction

Welcome to the first Adventure Anthology Series multi-adventure module for the **Basic Fantasy Role-Playing Game**! Herein you will find a collection of small adventure modules, playable in a session or two, submitted by a variety of authors.

Note: Some of the monsters in this work are found in the **Basic Fantasy Field Guide**. As with the Basic Fantasy Role-Playing Game rules and this adventure, it is also available for free in PDF form from our website, www.basicfantasy.org.

Gold in the Hills **Page 3**
by Ray Allen

Gold nuggets have been appearing in the hands of a local goblin tribe, the Black Fangs. It is known that they lair in one of the old dwarven mines... has a new vein been found?

For 2 to 4 characters of levels 1 to 3

Merilla's Magic Tower **Page 7**
by Rob Pinnell

After years of adventuring, Merilla the Magic-User settled in a small tower in a peaceful valley. Recently she seems to have disappeared, and her tower now stands silent. Is she still alive, or has she been slain?

For 3 to 6 characters of levels 4 to 7

The Zombraire's Estate **Page 12**
by Russ Westbrook

Something has happened to the Wrenwalds, but no one in the nearby village knows what. Anyone who investigates is pronounced dead before they even leave town. Can your party of adventurers find out the answers, or will they become more victims of the Wrenwald curse?

For 3 to 6 characters of levels 2 to 5

Beneath Brymassen **Page 18**
A Collaborative Dungeon

A beginning module that can be played one of two ways:

As a Dungeon Crawl: Some unsavory creatures have set up shop under the mill in Brymassen and the Mayor has asked the adventurers to clear them out, for a small fee of course.

As a Rescue Mission: The children of a villager have been kidnapped and a desperate father asks the

adventurers to rescue them. He doesn't have much, but he'll pay what he can.

For 3 to 6 beginning player characters

Ruin of Darkfir Castle **Page 25**
by Onno Tasler

After sacking Darkfir Castle, the Duke found no trace of the traitorous Sir Reginald. But now the villagers speak of ghosts haunting the ruins and of the treasure still hidden within...

For a group of beginning characters

Shepherds of Pineford **Page 29**
by Jason Reilly

An ancient evil is stirring in the highlands above Pineford. At first it was just sheep that were disappearing, but now the town's only priest has been savagely killed just outside the village. Pineford is desperate for someone to solve this mystery before more villagers share the same fate as the priest.

For 2 to 4 characters of about 2nd level

Deathcrypt of Khaldhun **Page 38**
by Scott A. Murray

The mad wizard was buried in a crypt with his followers buried alive beside him. With his last words he swore vengeance on the descendants of those heroes who drove him from their city. A hundred years later, the wizard is stirring from his slumber. Can some new heroes end his curse again?

For 4 to 6 characters of about 6th level

The Vault of Thaire **Page 44**
by David Grant Sinclair

A gritty 'Swords and Sorcery' adventure designed to really challenge your players. A scholar needs someone to recover a lost scroll in an ancient vault across the desert. But the party will find just getting there will be half the battle.

For characters of levels 1 to 3

The Slaver's Fortress

by Chris Gonnerman

Page 50

Slavers brazenly attacked the small coastal village, taking all their young men and women. Though they didn't know it at the time, they also captured the son of the Count and the young woman he eloped with. Can your stalwart band of adventurers rescue them and end the threat of the slavers for good?

*For 3 to 6 characters of levels 4 to 8***Taming the Flames**

by Dave Gerard

Page 57

Two apprentice Magic-Users got in over their heads while their master was away. Can the party set things right, or will it all go up in flames?

*For 3 to 6 characters of levels 2 to 3***The Lost Tome**

by Dave Gerard

Page 61

In a mad sage's library lies a lost tome that could be the key to destroying a great evil. What dangers lie in wait for those who seek to retrieve it?

*For 3 to 6 characters of levels 3 to 4***Insect Valhalla**

by J.D. Neal

Page 64

Deep in the woods lies a warren of caves filled with giant insects and deadly plants. Yet rumors of treasure within still calls out to those adventurous enough to explore its dark twists and turns.

*For 4 to 8 characters of levels 3 to 6***Island in River**

by J.D. Neal

Page 71

Strange creatures are said to live on the island in the river, and some of them are said to be guarding great treasure. Do you have the courage to face the challenge of the island?

*For 3 to 6 characters of levels 2 to 4***Night of the Necromancer**

by Raymond L. Allen

Page 76

Recently Thaeln Ygmay returned to the village of his birth. Skilled in the arts of necromancy and with an army of undead at his side, he has declared war on his former home. Will your band of adventurers help the village of Stull survive the assault and defeat the necromancer?

For characters of levels 3 to 5

*If you might be a player in any of these adventures, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*



Gold in the Hills

by Ray Allen

An adventure for 2 to 4 characters of levels 1 to 3

Background

The ancient dwarven kingdom of Gryk Thalak once spanned The Highlands to the edge of Kingsholm. Several hundred years ago humanoid incursions weakened the kingdom and the southern lands were slowly abandoned to the invaders. About the same time, the dwarves abandoned a few of the lesser mines in the area as they were completely worked out. However, prospectors and adventures of all types continued to investigate the mines in hopes of a missed mother load but all they ever found were monster lairs and quick deaths.

Gold nuggets have been appearing in the hands of a local goblin tribe, the Black Fangs. It is known that they lair in one of the old dwarven mines which has led many to believe that a new vein has been found. This has led to renewed interest in the mines and the Black Fangs mine in particular but most people who go to the mine do not return.

The gold comes from a vein that a recent minor earthquake opened up. Chief Xikek has been using the gold nuggets to purchase weapons, unaware of the history of the mine and that the vein is almost played out. He has had the tribe digging through the collapsed area of the lair in search of more gold but it seems that they have found all that the earthquake revealed.

Getting the Characters Involved

Starting in either Kingsholm or Barrow's Edge is the quickest way for the player characters to learn of the recent events in the area. Perhaps they have encountered goblins with gold nuggets or gold dust in their pouches or have accepted payment or paid for items with these nuggets. Maybe they were guards for a trader who sold the weapons to the goblins. They could be new to town but are clearly adventurers and asked to investigate the Old Dwarven Gold Mine after a group of prospectors fails to return.

The walk to the mine is about a half a day from Barrow's Edge and a full day from Kingsholm. Wilderness encounters should be rolled accordingly. A character that can speak Dwarvish would be useful in this adventure.



The Highlands – Scale: 1 hex = 8 miles

The Mine

The entrance to the mine is a rather unremarkable ten or fifteen foot wide portal on the south side of the mountain. The entrance is dark, and a small stream of dirty water trickles out of it.

If the characters are careful, they can approach the entrance without alerting the goblins inside. If they search the area outside the mine, they will find evidence of many goblins in the area.

If the goblins in area 1 notice the characters, they will fire one volley of arrows and retreat to area 4. One will pause briefly to arm the trap in the alcove in area 2.

The water comes from seepage in the walls and ceiling of the first chamber.

1. THE GUARDS: If the characters did not alert the guards, read the following:

This twenty-five by thirty foot room appears to be a guard area. Sitting on a bench along the east wall are two goblins, apparently asleep.

If the characters alerted the goblins, read the following:

Located near the east wall in this room is an overturned bench. From down the corridor to the north you can hear something screaming.

If any of the characters understand goblin, the screaming consists of things such as, "Help! Help! Intruders!"

2 Goblins: AC 14, HD 1-1, #At 1 dagger, Dam 1d4, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 6 □□□□□ □ 4 □□□□

Each goblin has 1d4 gold nuggets (worth about 1 gp each) and a new dagger.

2. THE PIT OF PROTECTION: There is a 35' long 10' deep pit in this area. This trap was built by the dwarves as a defensive measure for the mine. There is a small alcove with a lever that will disable the pit mechanism on the east wall just north of the pit. Along the west wall is a 1' wide ledge that can be used to avoid the pit.

When the characters reach the corridor "T" they will see a set of stone double-doors to the east and only a dark chamber to the west.

3. THE ELEVATOR TO THE UNDERDARK:

This chamber holds what appears to be a large open pit. Mounted in the ceiling above the pit is a block and tackle. The ropes of the block and tackle are well worn. The rope descends into the darkness.

Just below the edge of the pit is the mine elevator. The goblins played with it until the ropes slipped and the carriage fell. It is now 20' down into the shaft and wedged slightly sideways. A tentacle worm (goblin garbage disposal) now thinks of it as home. As soon as it notices the characters it will crawl out of the shaft and attack.

If the characters repair the elevator, it can be used to descend to other levels of the mine; this is left to the GM to develop. However, the ropes are frayed

and there is a 5% chance that the ropes will break each time the elevator is used. The shaft is 100' deep and the characters take 1d6 damage per 10' fallen if the ropes break (thus, 10d6 damage will be suffered if the elevator falls from the top down).

Tentacle Worm: AC 13, HD 3*, #At 6 tentacles, Dam paralysis, AC 40', Sv F3, ML 9, XP 175

HP 18 □□□□□ □□□□□ □□□□□ □□□

4. THE MINE:

If the goblins are caught off guard:

This large, well-lit area is a mine. To the east is a crevasse which goblins can be seen toiling inside. Along the north wall is a large pile of slag with what appears to be an old piece of mining equipment partially buried in it. There are many goblins and larger hobgoblins in the chamber. The hobgoblins appear to be bullying the goblins and making them mine the gold in the crevasse.

If the goblins are on alert, Xikek, Snerk and Yuliak will be here and the whole tribe will be ready for a fight in this room. They will fight to the death as this is their lair.

15 Goblins: AC 14, HD 1-1, #At 1 dagger, Dam 1d4, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 7	□□□□□ □□	6	□□□□□ □
2	□□	5	□□□□□
5	□□□□□	4	□□□□
3	□□□	2	□□
6	□□□□□ □	1	□
4	□□□□	1	□
2	□□	6	□□□□□ □
3	□□□		

Each goblin has 1d4 gold nuggets (worth about 1 gp each) and a new dagger.

3 Hobgoblins: AC 14, HD 1, #At 1 mace, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□□ □□□ 5 □□□□□
8 □□□□□ □□□

Each hobgoblin has 1d4 gold nuggets (worth about 1 gp each) and a new mace.

The mining equipment consists of a damaged but still operable dwarven mining automaton. The goblins have ignored it as they do not speak dwarven and did not know what it was; therefore they simply piled the mining slag around the machine and have nearly covered it. The automaton looks like a round

steel tube with two legs and two arms that end in drills. The drill bit on its left arm is heavily damaged and has a 20% chance of catastrophic failure, which will destroy the automaton and cause 2d10 points of damage to all within 20' of it when it explodes. This failure chance only applies if the automaton is in motion.

The automaton only understands two word commands in dwarven such as, "go dig", "move forward", "attack enemies". It will only recognize traditional enemies of dwarves. If none are present, it will attack the nearest object or creature. It also obeys single word commands such as "stop" and "wait".

Behind the secret door is another incomplete automaton. It consists of only one leg and an arm mounted on a steel frame. In the back of the room is a toolbox. If the characters have the ability to repair the damaged automaton, it can be walked back to a town or city under its own power and sold for several thousand gold pieces.

Mining Automaton: AC 20, HD 4, #At 2 drill bits, Dam 1d6/1d6, Mv 90' (30') / 15' (5') when cutting through rock, Sv F2, MI 12, XP 400

HP 17 □□□□□ □□□□□ □□□□□ □□

5. THE LAIR:

This area appears to be the lair of the tribe. There are pallets of straw in the room and a small fire with a large pot of something simmering over it. Five goblins are resting in this area. They seem surprised to see you.

The goblins in this room will not go to help the rest of the tribe in area 4 as this is their "day off" and they don't care to see the mine today.

5 Goblins: AC 14, HD 1-1, #At 1 dagger, Dam 1d4, AC 20', Sv F1, MI 7, XP 10 ea.

HP 6 □□□□□ □ 4 □□□□
3 □□□ 2 □□
3 □□□

Each goblin has 1d4 gold nuggets (worth about 1 gp each) and a new dagger.

6. THE CHIEF:

This chamber is better appointed than the rest of the cave complex. On the floor of this room is a bearskin rug. Along the north wall is a bed. A fine oak chair and small oak table stand along the west wall. A chest sits along the wall near the bed. Sitting in the chair is a large hobgoblin. Two other hobgoblins stand nearby. One is dressed in the robes of a shaman.

This is where chief Xikek "the Loud" is resting with his shaman, Yuliak and bodyguard, Snerk. As soon as they see the party, Xikek and Snerk attack; and Yuliak starts casting. If the battle in area 4 persists for more than 6 rounds, they will investigate the problem. Note that the weapons used by these three hobgoblins, like the weapons used by all the others in this adventure, are brand new.

Xikek: AC 15, HD 2, #At halberd, Dam 1d10, Mv 30', Sv F2, MI 10, XP 125

HP 14 □□□□□ □□□□□ □□□□

Xikek has a **ring of protection +1**

Snerk: AC 14, HD 1, #At 1 mace, Dam 1d8, Mv 30', Sv F1, MI 10, XP 37

HP 9 □□□□□ □□□□

Yuliak: AC 11, HD 1, #At 1 dagger or spell, Dam 1d4, Mv 40', Sv M1, MI 7, XP 37

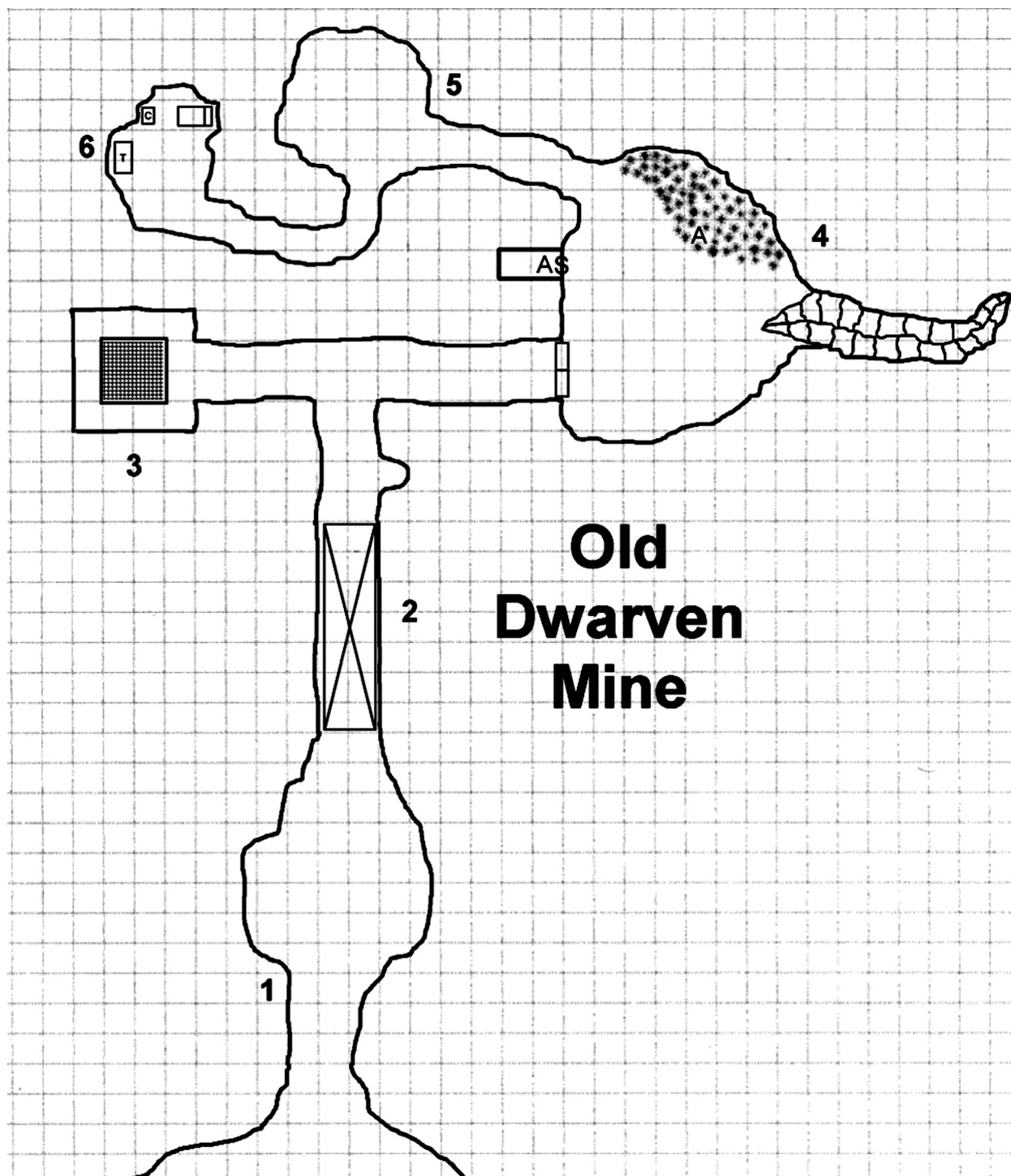
HP 4 □□□□

Spells Prepared: **magic missile**

Spellbook: **magic missile, sleep, read magic**

The chest is trapped with a dart that flies from the top of the chest when opened for 1d4 points of damage. Inside are 400 gp worth of gold nuggets, 326 cp, 168 sp, 48 gp and 2 **Potions of Healing**.

Dungeon Map



Merilla's Magic Tower

by Rob Pinell

An adventure for 3 to 6 characters of levels 4 to 7

Background

Years ago Merilla the Magic-User adventured throughout the lands with a group of adventurers. Together they vanquished many fell creatures and accumulated great wealth. Their fame spread far and wide, and they were called upon whenever the land was threatened. After years of service to the kingdom they finally retired, each going his or her own way. Merilla settled in a peaceful valley and constructed a small tower where she intended to spend the remainder of her days researching spells and creating powerful magical items.

As time passed her library of tomes and scrolls increased, while word of her experiments spread. Soon, Dukes and Lords were sending envoys to her tower with requests for powerful items with which to protect their lands. Some she agreed to, others she did not, for men of power inevitably become greedy, and seek more power by whatever means available. And also, the making of magical items often drained her, leaving her weak and vulnerable for long periods of time.

Though she had special guardians and devices to protect her during these times, there were those throughout the land who took advantage of those periods, sending brigands and thieves to assault her tower, hoping to steal the coveted items. All have failed, so far. Now the word is spreading again of her latest creations: items of such power that, with them, even a common man might rise to unstoppable power.

Located at the far edge of a tiny duchy, deep within an enormous ravine at the base of the foothills, Merilla's tower now stands silent. Is she still alive, or has she been slain? Has someone penetrated the protective forces she has placed within the tower and made away with the items? Many would like to know.

Game Master's Information

This scenario can be run several ways; the most common being that a local authority wishes to send a group in to gather information. Another is that someone hires the group to assault the tower. Either way, or any other the GM comes up with, will suffice.

Note that Merilla is a law-abiding citizen as well as a renowned hero; looting her fortress and/or killing off her guardian creatures wantonly may lead to reprisals by Merilla herself or by the lawful authorities of the land.

In any case, if the party reaches the upper most level of the tower where Merilla sleeps, they may end up saving her life. In such a case she will reward them handsomely (2,500 gp each, plus a minor magical item).

This adventure is full of unique creatures... your players may never have seen the like before. Enjoy!

Tower Key

ENTRY LEVEL:

The main, and apparently only, entrance to this fortress is a large set of double doors facing to the southeast. You notice strange runic writing on the door as you approach.

The east door has a magical trap (a runic inscription) that releases a **fireball**, inflicting 10d6 points of damage (save vs. Spells for half) to anyone within the usual area of effect. The inscription is triggered by reading it; anyone stating that he or she is attempting to read the runes will trigger the trap.

Once the entry chamber is entered:

This room contains two large bookcases along the south and west walls of this chamber, reaching from floor to ceiling. These are filled with various scrolls and tomes.

Along the north wall is a work table. Two shelves, one above the other, run along the north and east walls just above the table. They hold jars and bottles containing a variety of substances.

South of the work table, along the east wall, is a statue of a muscular man, standing in an attitude of parade rest.

A wooden spiral staircase leading up stands in the center of the round chamber.

Most of the books and scrolls are instructional, dealing with ancient magical ceremonies and

rituals, and the materials necessary to conduct them. Others that look like they could be more important are written in a code or language that nobody other than Merilla can read. Trying to decipher these books and scrolls would be a very time consuming task with very little chance of success.

The containers are filled with various components, liquids and solids and even gases! However if a **detect magic** spell is cast on these, none of them have any magical aura.

The statue is, in fact, a Bronze Golem, which will move to attack any intruder approaching within 30' of it or the worktable. Inside its head is a **Ring of Wonder!** (See New Magic Items, below, for details).

Bronze Golem: AC 20 \pm , HD 20** (+13), #At 1 fist + special, Dam 3d10 + special, Mv 80' (10'), Sv F10, MI 12, XP 5,650

HP 60

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Special: Additional 1d10 heat damage when it scores a hit and attackers suffer 2d6 damage from squirt of molten metal if they hit it.

In the southwest corner a 25' foot square Carpet Trapper awaits any who stand in its center. This monster will instantly knock prone anyone who steps into the center of it, then roll the victim up and squeeze for 1d8 points of damage per round.

Carpet Trapper: AC 12 (see note), HD 7, #At 1, Dam 1d8/rd, Mv 0', Sv F7, MI 12, XP 670

HP 34

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Note: any victim trapped inside suffers 1 point of damage per 4 inflicted on the monster. This is a magical construct, and suffers damage from **dispel magic** equal to 1d6 per level of caster, with a save vs. Spells allowed for half damage; this damage will not affect a trapped victim.

Finally, two rust monsters may be found in the ground level of the tower proper.

2 Rust Monsters: AC 18, HD 5*, #At 1, Dam 0 (rusts metal), Mv 40', Sv F5, MI 6, XP 405 ea.

HP 32

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TOWER LEVEL 2.

This level of the tower appears to be where Merilla stores her treasures and other valuables. There are three chests in this room: one against the north wall and one on each of the south-east and west corners of the room. All are closed. There is also a suit of armor hanging on an armor rack against the south wall.

Three chests appear here. The north and southwest ones are trapped with a **fireball** spell, dealing 10d6 points of damage (save vs. Spells for half). A **dispel magic** spell will disable these. Inside each is 15,000 gp.

The chest in the southeast is a *Morphganger*, a special monster created by Merilla. The Morphganger can imitate any nonliving object, then assume a humanoid appearance similar to Doppelganger in its natural form. Only in humanoid form can it attack, but due to its power of mimicry it has a 1-5 in 1d6 chance of gaining surprise (modified as usual).

A suit of **Platemail of Life Protection +3** hangs on the south wall; see the **New Magic Items**, below, for details. It currently contains 6 charges.

Morphganger: AC 16, HD 10 (+9), #At 1, Dam 1d12, Mv 10', Sv F5, MI 8, XP 1,300

HP 60

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TOWER LEVEL 3.

This level appears to be a small living area set up for relaxation and meditation. There are a couple of overstuffed chairs in various places as well as large pillows strewn about. In the northern wall, is a raised stone slab that seems to be the resting place of a very small dragon-like creature that is peering at you through half-raised eyelids.

A *Faerie Dragon*, a creature created by Merilla, lies atop a low stone slab against the north wall. It is mentally linked with Merilla, and will try to awaken her if possible (5% chance per round). Normally it serves more as a "watch-dog" than a guard.

Faerie Dragon: AC 26, HD 8, #At 1, Dam special, Mv 30', Fly 80', Sv M8*, MI 8, XP 875

The Faerie Dragon's only attack is its spell use. The creature's magic is equal to an 8th-level Magic-User. It saves at +5 vs. any sort of magic.

Spells: **charm person, magic missile, sleep, detect invisibility, mirror image, web; hold person, invisibility 10' radius, confusion, polymorph other.**

HP 32 □□□□ □□□□ □□□□ □□□□
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TOWER LEVEL 4.

The central stairs end at this level, but another small spiral staircase climbs to another level from here. This room is devoid of all furnishings and is completely empty except for the two strange creatures stomping around.

This room contains two pipe beasts who are determined to keep anyone but Merilla from ascending the stairs into her private chambers.

2 Pipe Beasts: AC 18, HD 6+6*, #At 2 claws/1 tail or acid spray, Dam 2d6/2d6/1d10 or 4d8, Mv 30', Sv F6, MI 12, XP 555 ea.

HP 30 □□□□ □□□□ □□□□ □□□□
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TOWER LEVEL 5.

As you ascend the stairs into the top level of the tower you can make out the shape of something asleep on the bed in north part of the bedroom. Next to the bed two shadowy figures are engaged in some sort of argument over who is going to end the life of the deeply sleeping mage.

These are Merilla's private chambers. Currently lying incapacitated in her bed, she is unaware of the shadowy figures who have just entered her chamber. Two assassins are presently arguing over which one is going to assassinate her! Having followed the party to the location, they used scaling tools to sneak in through the only windows in the tower while the party unknowingly distracted the guardians.

Assassin, Level 7: AC 16, HD 7d4, #At 1, Dam 1d8, Mv 40', Sv T7, MI 9, XP 670

HP 22 □□□□ □□□□ □□□□ □□□□
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Assassin, Level 4: AC 16, HD 4d4, #At 1, Dam 1d8, Mv 40', Sv T4, MI 9, XP 240

HP 12 □□□□ □□□□ □□

Each assassin wears **Leather Armor +1** and has a **Ring of Protection +1**.

A small chest to the east of Merilla's bed contains her personal jewelry and some fine clothing; a small desk to the west is covered with unfinished scrolls and writing tools.

Merilla cannot defend herself at present; having just finished creating the magic sword atop the table to the south, she is exhausted and semi-comatose. If saved from assassination, she will forgive the intruders for slaying her guardians and reward those involved in her rescue as previously noted. The item she has just created is a **Sword of Smiling +1**.

New Monsters

Pipe Beast

Armor Class:	18
Hit Dice:	6+6*
No. of Attacks:	2 claws/1 tail or acid spray
Damage:	2d6/2d6/1d10 or 4d8 acid
Movement:	30'
No. Appearing:	1d3
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

Pipe Beasts are unnatural arcane constructs, and are generally created to guard and protect specific rooms or items. Because of this singular focus one will attack anyone who enters the room or guarded area, with the exception of the person who created it, until the threat is destroyed or the pipe beast is.

A pipe beast is well-equipped for this type of duty with powerful pincer-like claws and a slashing tail. One can also spew a cone of pure acid every 4 rounds, dealing damage to everyone in its path. A successful save vs. Dragon Breath reduces this damage by half. The acid cone affects an area 60' long and is 20' wide at its furthest point. The pipe beast can only use this attack 3 times a day before it must recharge its supply.

Pipe beasts have a very hard, chitinous exoskeleton which provides ample protection against most weapons; further, because of their construction, fire seems to have no effect on them.

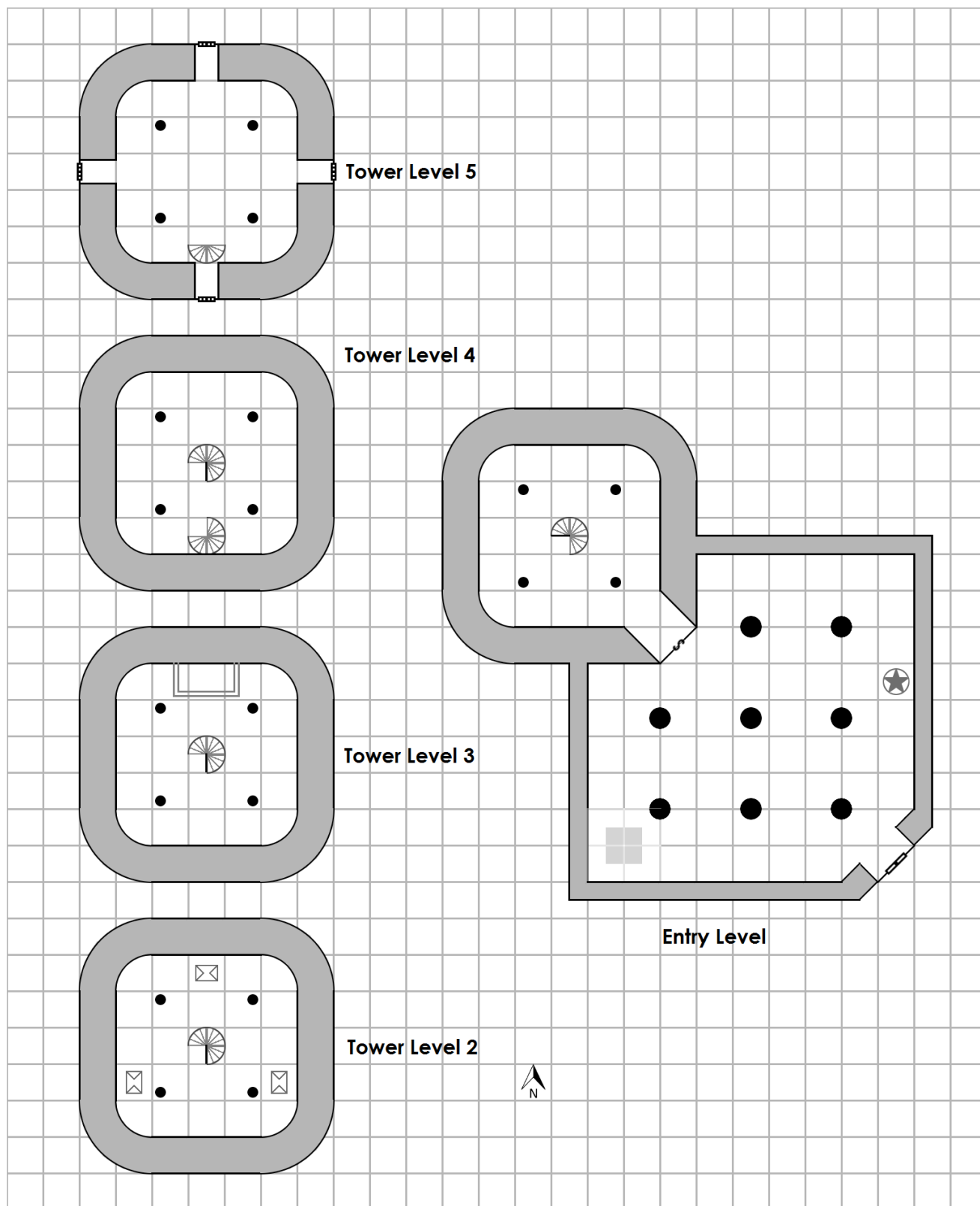


New Magic Items

Armor of Life Protection (armor feature): This armor protects against energy drain. When the wearer is attacked by energy draining creatures, the level loss is taken from the armor first. The armor can only be "charged" by means of a **sword of smiting** (see below). This feature allows the armor to retain up to 6 charges; excess charges are lost.

Sword of Smiting (weapon feature): On any successful hit on a creature with the ability to perform an energy drain attack, in addition to the normal damage it inflicts, this sword will add one charge to a suit of **armor of life protection** (see above), up to the usual maximum charge level. If the user of the sword is not wearing **armor of life protection**, the effect is lost. The sword performs in all other ways as a normal magical sword.

Ring of Wonder: Every day at dawn the function of this ring changes randomly. The GM should secretly roll on the magical Rings chart in the Core Rules to determine the effect, re-rolling any **rings of spell storing**.

Merilla's Tower Map

The Zombraire's Estate

by Russ Westbrook

An adventure for 3 to 6 characters of levels 2 to 5

Background

Long ages ago, when the village near the marsh was settled (on order of the king, being all villagers were disgraced and exiled refugees), a family of Magic-Users known as the Wrenwalds served as the settlement's overlords. The Wrenwalds weren't particularly good or kind, but they did protect the villagers from the ravages of the marsh's beasts, and as long as the heavy and oppressive taxes rolled in, nobody died from by the hands of the wizards.

One night in the reign of Lord Justin Wrenwald III, while the family reveled with friends, the swamp witch Julianne demanded entrance as an honored guest. Seeing the ugly hag, and unimpressed by her reputation, Lord Justin laughed in her face and ordered her put out. For this insult she cursed the family, and horrible magics rose from Dark Realms. Some simply died, while others transformed into undead, and the very estate itself took on the taint of evil.

A few villagers who served on the grounds escaped to tell the awful tale, and since that night the villagers have avoided the grounds. It is said the ghosts of the dead still haunt the estate, and their sounds can be heard from within, but that if anyone goes there, they never return. The current governor, fearing the curse himself, has decreed that anyone entering the ruins who does not return shall be deemed a suicide.

Plot Hooks

1. All their lives the young PCs have been warned about the haunted estate, and strictly forbidden to ever go there. The family farm is threatened by the looming prospect of yet another bad crop and back taxes. Maybe the PCs could save their parents land by sneaking into the haunted ruins? After all, one of their friends swears that the old estate's hen house is still occupied, and more than that, the chickens lay golden eggs! Could this rumor be true?

2. For whatever reason, the party is in the debt of the nearby thieves' (or assassin's) guild. To pay off the debt, the guild "offers" them a job: they want a pail of milk from the ghost's dairy. They don't say why, and they don't like questions, but they expect to

meet the PCs in two day's time with the goods in hand.

3. The local healer can't cure a noted villager who is dying of an ugly disease. The man is considered saintly in the village, and many will mourn his death. Rather than accept defeat, the healer hires the party to go to the graveyard in the old ruins; according to legend, Lord Wrenwald II was a great healer himself, and was buried with a powerful staff which might save the victim. The villagers are only able to offer 50 gp apiece to the adventurers, but perhaps they will do this for the good of the village?

4. The PC's religious order has had enough of Wrenwald for whatever reason, and it's time for this shrine of evil and all its foul inhabitants to go!

Area Key

1. **ROAD:** The road to the estate is rutted and grownup, with little sign of traffic. It is three miles to the abandoned property through a light woods, which become more unhealthy looking and dead the closer one comes to the ruin and strays from the village. The last mile of the trek is marshy, with the accompanying problem of biting insects. Sick looking black birds live in the trees near the estate, and eye the party hungrily. Near the ruins itself the trail splits, with a smaller path leading deeper into the bog around behind the estate, ending at the iron gate of the holding's ancient cemetery.

2. **BREACH:** The road ends in a gap in the estate's walls, where a dirty circle shows the former entrance. An old cart rests in the circle, and the bones of three dead men lay at twisted angles about the cart, along with a dead mule. From the looks of their clothing and the moldered remains in the cart, they were some kind of cloth merchants. When the party draws near, they animate and attack. The three human s have dirty staves.

3 **Skeletons:** AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 4 □□□□ 4 □□□□
4 □□□□

Skeletal Mule: AC 13, HD 2, #At 1, Dam 1d6, Mv 40', Sv F2, MI 12, XP 75

HP 12 □□□□□ □□□□□ □□

3. WALL: This stone wall surrounds the property, and while old and moss-covered, it appears relatively intact. It rises to 15 feet in height, and a ladder in the northwest corner gives access to its crenelated battlements. Bric-a-brac litter this walkway, as well as an occasional skeletal arm or skull.

4. GARDEN: This garden is a horrifying sight to behold. The plants here are being tended by 7 zombies- 4 female, 1 male, and 2 children- who will shamle over towards any living beings they see (and they are capable of seeing most of the courtyard) and attack. They have old rusty hoes. The plants are growing, but they are dead- undead plants growing from the ground growing rotten fruit. Flies buzz all about this ever putrefying yet ever growing mass of tangled plant "life", and the smell of rotteness permeates the whole of the property. Anyone foolish enough to eat of this undead growth must save vs. Poison or die, and rise as a zombie under the Zombraire's control the next day.

7 Zombies: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea., always lose initiative in combat

HP 10 ☐☐☐☐☐☐ ☐☐☐☐☐☐
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Any battle here which is excessively loud, in the GM's opinion, will be heard by the Zombraire at Area 8e4. He will be annoyed, and release the Stirges at Area 8e3 to deal with his unwanted guests; these will descend from the manor and aid the zombies. If this occurs, the Zombraire will not be surprised by the party later on.

5. WELL: This stone well gives off a foul stench, and anyone who uses its bucket and wench to draw liquid from it will find it to be a putrefied sludge. Anyone foolish enough to ingest such a revolting sludge suffers a level drain as if touched by a wraith, and if slain by this returns as one the next night. Leaning against the well is a skeleton in rusty chain armor with a rusty sword and broken spear. A short sword pierces his breast. The short sword looks old and dirty, but is actually a magical **Shortsword +1, +2 vs. Elves and Fairies**.

6. BARN: This is an old stone barn with rotten wooden double doors. The thatched roof of the barn is rotted through in many places, and hordes of mice play here and there. The floor is of packed earth, and the walls hold pegs with many and various farm implements- none of any value or worth anymore except maybe to be grabbed and used as a makeshift club. In the southwest corner of the barn, there are piles upon piles of dead looking seeds of many and various types: These seeds are in fact undead, and when sown upon the estate grounds can grow dead and decaying vegetables such as in the garden at area 4. These piles magically regenerate slowly due to the curse upon this place; they will never run out. If the seeds are taken from the estate, they turn to dust; however, if buckets of this dust are liberally sown onto healthy crops, it will kill them and render them undead like in area 4, and capable of producing zombies. Anyone ingesting these seeds must save vs. poison or die, and the next day raise as a zombie under the Zombraire's control.

In the northwest corner of this building a moldering stack of ruined hay sits with a pitchfork stuck in it. The "pitchfork" is actually a **Trident +1** (treat as a spear), but its head cannot be clearly seen in the hay. The pile is infested with several colonies of rot grubs (a total of 16 of the little wiggles live in the pile), and anyone touching the hay has a 35% chance per round to encounter 1d3 of the little monsters.

16 Rot Grubs: AC 10, HD 1 HP, #At 1 bite, Dam death in 1d3 turns unless flame or cure is applied, Mv 5', Sv F1, MI 12, XP 10 ea.

Note: each checkbox below represents one grub

HP 16 ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐

Five stalls fill out most of the building. These are made of rotten wood with decaying gates, and rise to 5 feet high with wide spaced slats. Each of these stalls has an undead cow in it; three are skeletal and two are zombies. These creatures will attack any living being which comes close to them, but won't attack until approached. The cow zombies still give milk- a grayish foul smelling liquid which if drunk drains a level like a wraith; anyone slain by this milk rises the next night as a wraith. Milking both of these cows are two female zombies each, who are collecting the milk into buckets. One of these buckets is silver, and worth 30 gp. Four other zombies, three men and a child, mill about the barn. The formerly human zombies will drop what they are doing and attack any living being they perceive within the barn.

8 Zombies: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea., always lose initiative in combat

HP 10 □□□□ □□□□ 10 □□□□ □□□□
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2 Zombie Cows: AC 13, HD 3, #At 1, Dam 1d6, Mv 30', Sv F3, MI 12, XP 145 ea., always lose initiative in combat

HP 16 □□□□ □□□□ □□□□ □
 16 □□□□ □□□□ □□□□ □

3 Skeletal Cows: AC 13, HD 2, #At 1, Dam 1d6, Mv 40', Sv F2, MI 12, XP 75 ea.

HP 12 □□□□ □□□□ □□
 12 □□□□ □□□□ □□
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7. PEN: This pen is made up of a slatted three-foot high wooden fence which is well decayed, and the southern stone wall of the barn. A gate gives entrance, and within, a colony of 30 zombie chickens have their lair. A rotten wooden chicken coop stands in the southern area, and the chickens mill from within to the yard, with 3-30 being visible to the PCs at any one time. These foul undead aren't terribly aggressive, but they will move 5 feet or so to peck at any living being within reach. They WILL become aggressive however, if they perceive any living being enter the chicken coop. Within, there are 30 little nests, 14 of which have a varied number or highly smelly rotten eggs. In two of the other nests however, there are good-looking eggs (for a total of 6), and these are filled with liquid gold (worth 100 gp, each), a valuable but highly fragile treasure. These are pressed down in the straw and feathers however, and must be searched out.

30 Zombie Chickens: AC 12, HD 1/4, #At 1, Dam 1, Mv 40', Sv F1, MI 12, XP 10 ea.

HP 2 □□ 2 □□ 2 □□ 2 □□ 2 □□
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Note: Unlike normal zombies, these creatures do not automatically lose initiative. Due to their small size, they are turned as skeletons.

8. MANOR: This stone house must have had an elegance in former times, but now it sits forlorn with

all its windows solidly boarded up. The windows beneath the boards are mere arrow slits anyway; even a skinny Halfling cannot fit through them. The GM can assume all the rooms have some, except for areas d & e (the lower level). The thatch roof is well decayed, letting in the elements in many places. In the northeast corner, a high bell tower rises out of the structure, and the windows in the higher levels of this tower aren't boarded. The doors are of wet, moldy wood, and the floors within are of flagstone. Each room has sconces for torches, but these contain only burnt sticks from eras long ago. The ceiling is 8 feet high, except in area(s) "e", where the ceilings are 15 feet high.

8a. GREAT HALL: This room is dominated by two long mead tables with benches. A fireplace stands on the north wall, and tapestries in various states of decomposition hang from all the walls. On the east wall is a large and heavy portrait of three generations of the Wrenwald family in happy times which has escaped times ravages, and now would be worth 250 gp. Below this is a podium placed to address the tables, and on it is a brass gavel worth 15 gp. The skeletons of 15 people are splayed about this chamber, intermeshed with old filthy wooden goblets and plates and rusty knives. These corpses are merely dead; they do not rise. However, the chamber is haunted by a wraith. One round after the PCs enter this chamber, its maniacal laughter will be heard echoing throughout the stone room, and then the next round it will emerge from the fireplace and sweep about the chamber to attack, laughing all the while. If the fireplace is later searched, a dwarf's skull set with two emeralds for eyes (worth 250 gp each) will be found on a ledge within.

Wraith: AC 15 $\frac{1}{2}$, HD 4**, #At 1, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320

HP 15 □□□□ □□□□ □□□□

8b. KITCHEN: This ancient kitchen was once well-equipped, but now the stone mills, cupboards, utensils, and ovens are overrun with mice, roaches, spiders, and other vermin. No matter how long the adventurers search, nothing of value will be found in this room.

8c. MASTER BEDROOM: This bedchamber contains its own northern fireplace, a draped master bed, a writing table, a wardrobe, and a night table. All the furniture is in moderate condition, old, worn, and faded, but usable. On the writing table is a quill and ink, and five parchments. Three of these are uncompleted spells, but one is a **Sleep Scroll**, and

the other is a **Shield Scroll**. A silver candlestick holder sits beside the parchments, worth 15 gp. A fancy pair of gnome-made spectacles are on the night table, worth 50 gp. The wardrobe contains faded garments from a long forgotten era, none of any value. This chamber is currently being cleaned by four skeletons dressed in tattered maid's outfits carrying filthy rags and feather dusters. These will attack any living beings they encounter.

4 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 4 □□□□ 4 □□□□
4 □□□□ 4 □□□□

8d. SECRET ROOM: This hidden chamber (accessible only via secret wall panels) is a mage's library. The walls are lined with shelves, and there are two tables with chairs in the middle of the chamber. Everything is covered in ancient dust; it appears this chamber hasn't seen guests in a very long time. On one of the tables a glittering crystal ball sits; it is however cracked, and totally devoid of magic or value. Hundreds of books line the shelves – unfortunately, should they be handled, they will crumble to dust. There is a curse that remains however. Anyone other than the zombraire who touches one of these volumes must make a save vs. Spells, or be cursed with the head and tail of a donkey! A **remove curse** spell will be needed to counteract this effect.

8e. SECRET ROOM: This is another chamber accessible only via secret panel. This is the lowest chamber of a four-story tower, with a set of stone stairs running along its walls connecting its levels. The floors are of wood higher above, and each ceiling is 15 high. This level is a private commode, with a wooden structure over an out-pit. The chamber smells awful, yet the smell is old and musty with age.

Lying on the wooden structure are a few (4) scrolls of esoteric philosophy written in the gnomish tongue, which might bring 15-25 gp each (2d6+13, if you want to roll for it) from the right collector.

Within the ancient pit full of putrefying offal, 10 feet down, just the tip of something golden can be seen if a light is shown within. This is just the last tip of a finely carved staff of gold, worth 1000 gp for its metal and artistry. This prize must somehow be worked up out of the sucking mire however, and therein lays danger. A slip could cause someone to fall in, and the muck behaves much like a quicksand. Those who fall in have only 3 rounds plus their Dex. modifier to be extracted, before they sink totally (and most

likely irretrievably). Also, the pit is home to 20 rot grubs, and 2d4 will swarm anyone who enters the mire. Anyone who merely places an appendage in the goo will be attacked by 1d3 of the deadly vermin.

20 Rot Grubs: AC 10, HD 1 HP, #At 1 bite, Dam death in 1d3 turns unless flame or cure is applied, Mv 5', Sv F1, MI 12, XP 10 ea.

Note: Each box below represents a single grub.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

8e2. SECOND TOWER LEVEL: This level contains a table and three rickety chairs, and a series of old rusty instruments for navigation. The windows of this chamber are open to the outside. The walls are covered with tattered yellowed maps of the world. Most of their information has faded away, but what secrets they must once have held!

8e3. THIRD TOWER LEVEL: This room was obviously an alchemical laboratory once, but the tables are broken and overturned, and almost all the glass work is broken. Interesting stains and acid burns can be seen here and there. A very large bird cage sits in the middle of this chamber; it is the home of a flock of seven stirges the zombraire keeps as trained pets. They can deliver messages for him, and serve as his spies, for one of the dark gifts the zombraire possesses is the ability to understand the chattering



of stirges and to be able to speak to them in a rudimentary fashion. The cage isn't locked. The stirges will attack if the cage is opened. They will also squawk loudly upon the entrance of any intruders (alerting the zombraire above), and will not simply be fish in a barrel to be killed; anyone who tries to skewer them with anything short of a spear will also be open for a counter swipe with their proboscis.

Buried in the debris are 3 well-hidden potions. They are pink, green, and purple liquids, and each if ingested requires a save vs. Spells or the drinker suffers a curse. The pink potion causes wererat lycanthropy (to be discovered at the next full moon). The green potion causes a chronic disease that causes abdominal cramps, applying a -2 penalty to all the victim's attack and saving throw rolls until it is cured. The purple potion causes the drinker to age 20 years, losing one point of Constitution in the process.

7 Stirges: AC 13, HD 1*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9, XP 37 ea.

HP	5	□□□□□	5	□□□□□
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	5	□□□□□	5	□□□□□
	5	□□□□□		

8e4. FOURTH TOWER LEVEL: This room is where the zombraire which was Justin Wrenwald III will be found (this is the "ghost" all the villagers fear). Two very large windows open to the north and east, but this cannot be seen because a permanent **illusion** spell hides the existence of any windows on this level at all. The roof here rots like everywhere else in this forsaken house. Inside is a telescope (quite bulky, but worth 2,000 gp to a sage), a table covered with parchments with scrawled astrological notes and mystic symbols, an umbrella case full of rusty implements of torture, and manacles hanging from the rafters which could imprison up to four occupants (the zombraire has the keys on his belt). Lord Wrenwald may speak to the party, but he will never surrender, and will fight intelligently to the death. Hidden in the rafters (found as a secret door) is the zombraire's spell book, which contains **Magic Missile, Floating Disk, Protection from Good, Mirror Image, and Continual Light**.

Zombraire: AC 14, HD 3*, #At 1 dagger or spell, Dam 1d8, Mv 20', Sv M3, MI 10, XP 175

Spells: **magic missile, protection from good, mirror image**

Items: **wand of illusion** (7 charges), ring of keys, ruby **ring of protection +2**

HP 18 □□□□□ □□□□□ □□□□□ □□□

9. GRAVEYARD: This area is a graveyard surrounded by a wrought iron fence. The gate is padlocked with a rusty (but sturdy) padlock and chain, and all within is swamp. The actual bounds of the graveyard go off the map, and the leaning, fallen, and broken tombstones account for nearly 40 graves within. Here and there a coffin has resurfaced, and shows signs of having been chewed into. Nothing of value lays within the common graves. There are three above ground vaults however. These would require breaking into using 60+ Str. points and crowbars, but they do contain things of interest. These are labeled and detailed below.

A warren of giant rats honeycombs the swampy ground here. Each "x" on the map indicates a concealed warren entrance. These tunnels are too small for even a Halfling to fit into, but they contain 26 giant rats. Any loud noise or activity will bring 1d6 of the critters from random tunnels to investigate, and the monsters are hungry. If this leads to further noise, it will also lead to further rats. If the party makes a really large amount of noise here, the zombraire will spot them, and send his flock of stirges to deal with trespassers as well (see areas 8e3 & 8e4).

26 Giant Rats: AC 13, HD 1d4 HP*, #At 1 bite, Dam 1d4 + 5% chance of disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

HP	2	□□	2	□□	2	□□	2	□□	2	□□	2	□□
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	2	□□	2	□□	2	□□	2	□□	2	□□	2	□□
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	2	□□	2	□□								

9a. TOMB: This stone chamber contains the remains of a man and woman dressed in ancient apparel. The woman's jewelry is worth 700 gp.

9b. TOMB: This stone chamber contains the remains of a man and woman, also dressed in ancient regalia. He holds a **Staff of Healing** (with 9 charges left), while her jewelry is worth 400 gp. Both are actually undead monsters which will rise up and do battle if their persons or property are disturbed.

2 Crypt Dwellers: AC 12 ‡ (hit only by magic weapons), HD 2*, #At 2 claws or 1 weapon, Dam 1d6/1d6, Mv 60', Sv F2, MI 12, XP 100 ea.

HP 8 □□□□ □□□
8 □□□□ □□□

9c. TOMB: This chamber contains the body of a woman. She is dressed regally, but has no treasure. Trapped within the stone box is a **shadow** which will attack if freed, surprising on a roll of 1-4 on 1d6.

Shadow: AC 13 ‡, HD 2*, #At 1 touch, Dam 1d4 + 1 pt. Strength loss, Mv 30', Sv F2, MI 12, XP 100

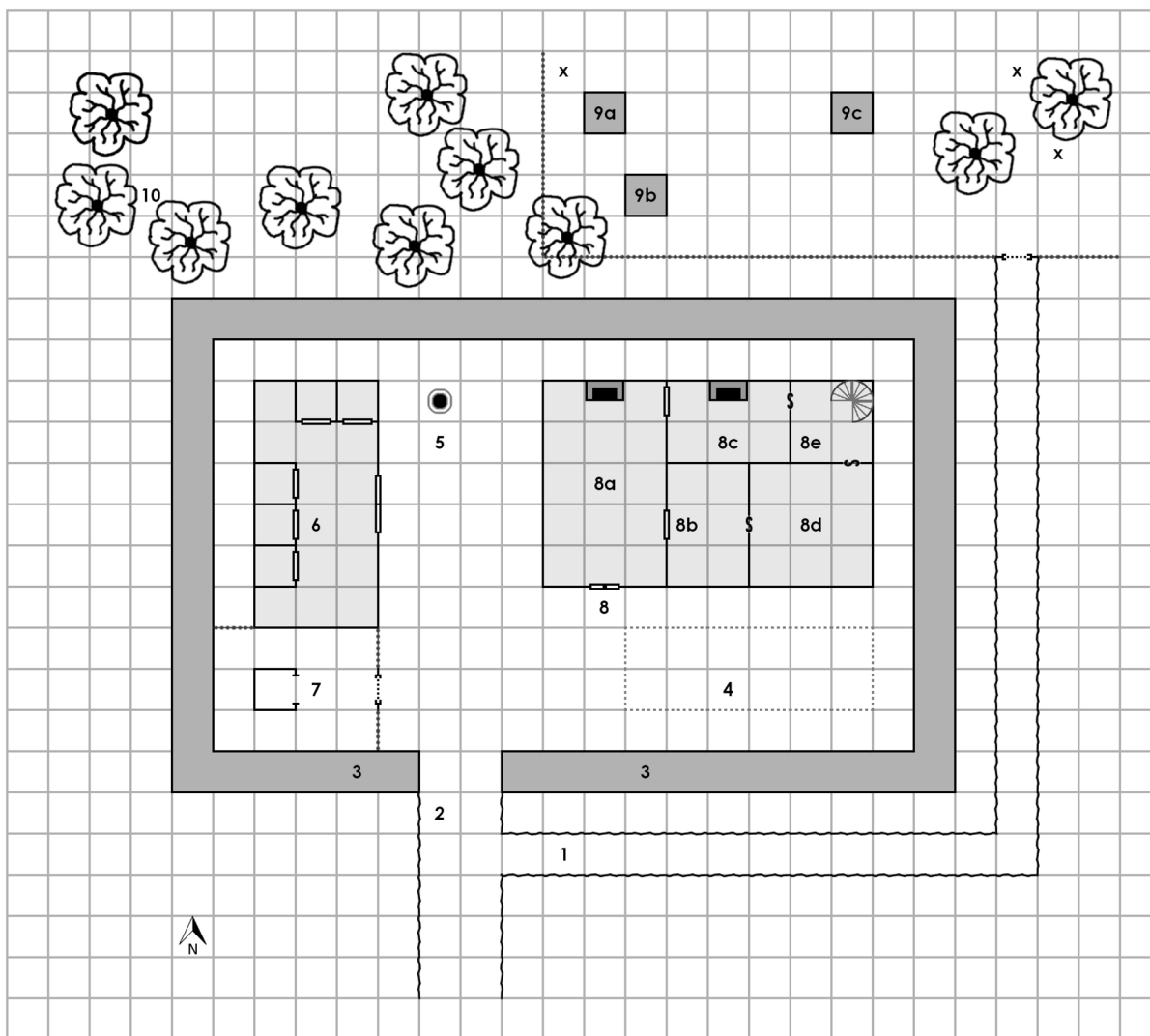
HP 8 □□□□ □□□

10. DRYAD TREE: At this point in the swamp, a forlorn Dryad-Tree stands. The curse on the area hangs over the tree, and the dryad within is affected by the

curse so that she is slowly turning to evil, although she is fighting the change. Her name is Luacia, and if she discovers the presence of the PCs, she will send a raven to summon them so she can beg them to slay all the undead and so set her free from the curse (at least she believes this will end the curse; whether it will or not is up to the GM). Luacia is able to cast spells as a 3rd-level Cleric, and is prepared to cast one **cure light wounds** and one **bleed**. She will offer her help if the party will promise to destroy all the foul walking dead; however, she will not leave the area of her tree. She is beautiful, but has turned cold and vindictive. She possesses no treasure.

Dryad: AC 15, HD 2*, #At 1, Dam 1d4 or charm, Mv 40', Sv MU4, MI 6, XP 100

HP 7 □□□□ □□□



Beneath Brymassen

A Collaborative Dungeon

An adventure for 3 to 6 beginning player characters

Background

This dungeon can be used in two different ways: As a "standard" dungeon, to be cleared and looted at the party's leisure, or as a rescue mission. Room 14 of this dungeon is presented in two ways, one identified as "storyline" representing the rescue mission, and the other marked "non-storyline" for the traditional dungeon crawl version.

Dungeon Crawl Background

If you wish to run the traditional dungeon crawl version of this adventure, you should read (or paraphrase) the following to the party:

You found your way to the only tavern in the little rural town of Brymassen, and settled in for an evening of washing away the dust of the road with cheap beer. As you all sat at a table drinking your first mug of beer, a man came rushing in; he stood in the doorway for a moment, peering into the gloomy tavern, before he caught sight of you.

He came straight to your table, walking boldly as if he owned the place; two other men come into the tavern behind him, and follow him to your table. "You are the adventurers, recently come to town? Greetings! I am Forsythe, Mayor of Brymassen, and I have a business proposition for you. It seems some humanoid monsters, goblins perhaps, have dug a hole into the basement beneath the local mill, and the little monsters have been raiding the mill and surrounding houses, stealing everything not nailed down. If you would be willing to enter their lair and slay them, we would be able to pay you five gold pieces for each goblin or similar smaller monster, and ten for each larger creature. Of course, you'd have to bring back proof; we're willing to accept the right ear of each slain creature for this purpose. What say you?"

The mission is exactly as described. The GM may wish to place a church or temple with a mid-level Cleric in the town, willing to provide a few **cure light wounds** spells per day in return for a small donation, perhaps 20 gp per spell.

Rescue Mission Background

If you wish to run the rescue mission version of this adventure, you should read (or paraphrase) the following to the party:

You found your way to the only tavern in the little rural town of Brymassen, and settled in for an evening of washing away the dust of the road with cheap beer. As you all sat at a table drinking your first mug of beer, a man came rushing in; he stood in the doorway for a moment, peering into the gloomy tavern, before he caught sight of you.

He came straight to your table, almost running. "You are the adventurers, recently come to town? Please, sirs, you must help me. My children have been taken, dragged away into a hole in the wall of my cellar by hideous monsters, goblins perhaps. Please, please, come and see!"

Assuming they choose to come with him, the man leads them to his leather-working shop; his family lives in a small apartment in the back of the building, but he will lead the adventurers to the cellar entrance behind the shop. His wife will meet the party there, and she will also beg them to rescue her children. They don't have much money, but they'll give all they have (a total of 45 gp) in return for the party's help.

The cellar is a circular room perhaps 10' in diameter; a 3' wide hole, looking rather like a large mouse hole, is visible in the back of the cellar, and small humanoid footprints (from some creature having feet with blunt claws) are visible in the dirt floor of the cellar.

Dungeon Key

1. ENTRANCE ROOM:

The tunnel you have been crawling through opens into a room about four feet from the floor. The room is 30' by 30' with openings to the east and west near the center of the walls.

If the PC's check for traps or otherwise exercise caution before exiting the tunnel they will notice a

differently colored stone set into the floor near the tunnel exit. If this is not detected, each character exiting the tunnel has a chance equal to 1-2 on 1d6 of triggering a spear trap in the ceiling (which fires straight down). If triggered, the character who set it off must make a save vs. Death Ray or be hit for 1d6 points of damage.

2. HIDDEN SHRINE: The secret door to this room has a cleverly designed lock, hidden behind a swiveling nub of rock. The key is on the corpse in the southernmost pit in area 3, below; otherwise, it could be picked normally.

The secret door opens to a brightly lit room that was turned into a makeshift shrine. The cold stone walls are decorated with chalk symbols and a makeshift altar made from a large wooden crate covered in a moldering white cloth holds a simple golden chalice. On the far side of the room, there is a figure mostly obscured by the altar.

The room was blessed as a sanctuary by a long-dead adventuring Cleric. The Cleric's body is behind the crate in a kneeling position, facing the altar, still clutching her holy symbol. She is nothing more than barely held together skin and bones. Her gear is long gone, except for her holy symbol (a silver starburst worth 20 gp) and the tattered remains of her robes.

The room itself will detect as magical and is under the effect of a permanent **protection from evil** spell (as a 6th level caster). The golden chalice (worth 100 gp) radiates a soft golden light that fills the room. If holy water is poured into it and then consumed, it will provide the imbiber with a **cure light wounds** spell; this effect works at most twice a day. The chalice will not function outside of the room.

3. THE PITS:

As you round the corner, you smell the strong odor of death. Ahead you see an open pit. A very narrow ledge leads around it on both sides.

There are two pits in this section of hallway. The one to the north is the open pit described above. It is 10' deep, and thus does 1d6 damage to anyone falling into it. Any character attempting to cross on a ledge must roll a Dexterity ability roll to avoid falling in.

The southern pit is covered by a very well hidden trap door that will open if 100 or more pounds of weight are placed on it (such as a character walking

on it). It will spring closed in a single round after opening. Anyone falling into this 10' spiked pit takes 1d6 points of damage for the fall plus 1d4 points of damage from the spikes; a saving throw vs. Death Ray may be rolled to avoid the spikes. In the bottom of the pit is the corpse of an adventurer, dead about three weeks. On his body is 3 gp, a short sword, a key (to area 2), and a **Potion of Healing**.

4. CENTIPEDE ROOM:

As the party approaches this room, read the following:

You smell a terrible stench, like a midden or a rotting garbage heap.

Both doors into this room are stuck, and both are rotted through at the bottom. If opened, read the following:

This room is about knee-deep in sludge and rotting debris, but otherwise apparently empty.

The room can be crossed in perfect safety by simply wading through. However, a character poking around with a 10 ft pole, spear or whatever has a 1 in 6 chance per round of disturbing a nest of immature giant centipedes. If this happens, 1d20+20 immature giant centipedes will emerge. Owing to their blinding speed, they can move up to 10 ft before the player characters can react, and will climb up poles or spear-shafts onto the probing character if at all possible.

Any centipede that survives the first round of combat may crawl beneath the player character's armor, if the character is wearing any. If this is done, the centipede gains the character's armor class, and may not be attacked without harming the character until his or her armor is removed. Meanwhile the wearing character becomes AC 11 to the invading centipede, ignoring any Dexterity bonus.

Optional Rule: Any elven character with a baby giant centipede crawling beneath his or her armor must make a save vs. Death Ray with Wisdom bonus applied or start to panic. If the character panics, he or she may take no action except standing still, shouting, screaming, sobbing, or begging comrades for help.

Immature Giant Centipede: AC 11, HD 1 HP,
#At 1 bite, Dam Poison (save at +5), Mv 40', Sv NM,
MI 7, XP 10 ea.

Each checkbox below represents a single creature; there are 40 boxes, but note that only 1d20 + 20 will be encountered.

HP 40 ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

5. OCTAGONAL ROOM:

The oddly shaped room has doors in the north, west and east walls. The floors are littered with the dung and detritus of various creatures passing through this room. There is a slight breeze coming from the east door; the air seems slightly fresher here.

If the party opens the east door they will find a hallway heading east that narrows down into a roughly-hewn natural passageway. If the passageway is followed it will eventually lead into a well hidden small cavern open to the outside world.

6. BATTLE AXE TRAP: The door to this room is not locked. When it is opened, a large axe will swing down from over the door, striking as a monster with a +3 AB and doing 1d8 damage if a hit is scored. The door opens into the room, forcing the character who opens the door to walk into the axe's path. Of course, a very careful character might be able to discover a way to avoid the axe.

The room is laid out like a bedroom, with a bed, side table, four chairs and a table with a deck of cards on it, spread out as if four players had just laid their cards down and walked away. The back wall is covered with tapestries. Also on the card table are a pair of bowls made of a rust-colored metal; 20 gold pieces are in one of the bowls, and each bowl is worth 2 sp each.

7. EMPTY:

This room appears to be empty. The floor is broken and cracked, with chunks missing, although none of the holes are more than a finger length deep. What appears to be the faint outline of a door is on the wall between the north and west door. The east door has a sign on it hanging askew that reads in neat common letters "STORAGE" under which is scrawled "Not any moor" (in Common, crudely in yellow paint and misspelled). Scrawled on the north door is "My wife is a cow, but her melk

is clabberd." On the west door in the same yellow hand writing is "Push button to opin." and a small yellow dot under it. The south door is tagged with "Hear be trolls and gnolls."

This room is indeed empty and has no other features. A close inspection reveals that the outline of the door between the north and west wall was scratched there by someone with a knife or other instrument – there is no "secret door". Pushing the small yellow dot on the west door does nothing.

8. KOBOLDS ON THE RUN:

Listening to this door will reveal a lot of quick, whining speech coming from multiple voices.

Upon opening the door, you see six dog-faced reptilian humanoids sitting around a small fire in a circle discussing something.

Anyone who understands kobold can determine they are hiding from the big boss of their tribe after stealing the tribal treasure, and are arguing over where to go next.

When the party has a chance to look around the room, they see the following:

The room itself features well-crafted busts on pedestals (four against the north wall and four against the south) of old and venerable visages, a few of which can be recognized as more famous members of local clergy or government. There are ragged tapestries on each wall, but they are quiet ancient and rotten.

The tapestries show some of the past history of the local region.

The kobolds are not wearing armor but five have clubs and one has a dagger; and three have slings with a pouch of stones. They are hiding out after having stolen what they believe was the tribal treasure but is only part of it. On the floor behind them are two bags, each tied to a four foot long pole for carrying between two people: one holds 1,000 sp (in one) and 400 cp (in the other). Each has and additional 3d8 cp and 3d6 sp on their person.

The busts are plaster with thick layers of paint, which itself is darkened and old. Their value is roughly 5 gold pieces each. They are just one of hundreds that were molded and painted cheaply to



celebrate a founding father's day – any long time resident of the area will likely identify them instantly.

6 Kobolds: AC 11, HD 1d4 HP, #At 1 weapon, Dam 1d4 or by weapon, Mv 30', Sv NM, MI 6, XP 10 ea.

HP	4	□□□□	2	□□
	3	□□□	1	□
	3	□□□	2	□□

9. STOREROOM: The lock on the heavy wooden door leading to this room is visibly broken; only a few twisted, rusting pieces of iron remain. The door swings open easily. The place was once a storeroom but most of its contents have long since been looted. Now it contains a small patch of Green Slime on the ceiling.

Peering through the doorway, you see an unlit room, about 10' square, that is mostly empty. The remains of some broken barrels and crates lie scattered along the walls and in the corners.

Read if the PCs are using a torch, lantern, or other light source:

You see a faint glinting, a reflection of the light you're carrying, apparently from some small objects lying in the middle of the room.

Upon closer inspection these prove to be the badly corroded buttons and buckles from the clothing and gear of the last victim of the Green Slime that clings to the ceiling. It has been a while since the Green Slime has eaten. It occupies a 5' x 5' area in the center of the ceiling and is easily visible to anyone who looks upward with a good light source or Darkvision. The creature will detect and attack the first character venturing into the center of the room (for instance, to examine or retrieve the metal objects on the floor). It will also attack any pole or similar object that is used to test the floor.

Green Slime: AC can always be hit, HD 2**, #At 1, Dam turns victim to slime in 6+1d4 rounds, Mv 1', Sv F2, MI 12, XP 125

HP 5 □□□□□

10. CATACOMB:

The walls of this room are lined with small shelves. Each shelf is piled high with bones, and with shards and splinters and fragments of bone—as far as you can tell, mostly human. The ceiling is decorated with a stucco mural that appears to be of a religious nature. Judging by the steatopygous muliebrity of the deity depicted, perhaps she is some long-forgotten goddess of fertility and death.

There are literally thousands of bones on the shelves. A thorough search has a 1% chance per round of dislodging something from among the bones, determined randomly on the following table (roll 1d6):

1. Tucked into a hollowed-out femur, a **Scepter of Healing**. This scepter resembles a wand with a thickened end, and may be used only by a Cleric. When the Cleric touches someone with the wand, he or she will be healed for 1d12-1 HP. If a natural "1" is rolled (i.e. the roll totals "0") then the enchantment of the scepter has been exhausted and it will permanently cease to function.
2. Glued to the inside of a skull, a garnet worth 200 gp.
3. Wrapped around a child's ulna, a **Scroll of Magic-User Spells** with a single spell: **invisibility**.
4. The searcher dislodges a tiny but extremely poisonous spider from a

bone fragment, which will bite. The searcher must roll an immediate saving throw vs. Poison or die.

5. The searcher cuts him- or herself on a fragment of bone. He or she must roll a saving throw vs. Poison (adjusted for Constitution) or contract a blood-borne wasting disease; while diseased, the character loses 1d4 points each of Strength, Dexterity, Constitution, Charisma and Hit Points. Provided the character does not die from this, he or she will recover naturally in 2d6 days, regaining the ability scores and hit points lost.
6. The searcher disturbs a bone formerly belonging to the high priest of the death-goddess. He or she is immediately cursed. Until the curse is removed, that character will be unable to refuse any request made of them (no matter how foolish or unreasonable) in a language they can understand. Note that orders and instructions are not requests; the benchmark word for something to be a request is "please." The cursed character may not delay or procrastinate in fulfilling the request. A **remove curse** spell is the only way to lift this curse.

11. HOBGOBLIN'S ROOM:

This 20'x30' room is carved from greenish stone and layered with carpets and tapestries, and all manner of decorated pillows lay strewn about. A large, grizzled and apparently ancient Hobgoblin is seating among the pillows reading a large tome.

Grizzled Hobgoblin: AC 16, HD 2*, #AT 1 pillow filled with gravel, Dam 1d6+2, Mv 4', Sv F2, MI 9, XP 100

HP 13 □□□□□ □□□□□ □□□

The hobgoblin wears a **Medallion of ESP** and has put it to good use over the years. The denizens of the dungeon routinely seek him out for information, and in return they provide him with food and luxuries. He will attempt to barter with the PCs, offering information that they may seek by using his medallion. Since he genuinely knows little about the PCs or much else beyond these halls, he will usually

lie but offer enough hints at treasure and magic to be interesting. He knows some information about this dungeon, and will trade it for gold coins (GM's discretion).

He will not be hostile unless outright attacked. The large tome is a cookbook (value 2 gp). The tapestries, carpets and pillows are worth 75 gp but are very bulky, dirty, and difficult to move. A purse containing 20 gp lies in a pouch under a pillow the hobgoblin is laying on.

12. ROOM OF GLOWING SKULLS:

As you enter this octagonal room you are struck by an odd sight. Each wall has a small niche in it, and in each of them is a glowing skull. Over by the north wall there are five humanoid creatures doing their best to pry out one of the skulls.

The five humanoids are orcs; if the player characters are familiar with them, the GM may choose to call them by name. They are busy trying to get the skull out of the wall and won't hear the party entering unless they make significant noise within 30' of the room. If the party is reasonably quiet, the orcs are surprised on a roll of 1-4 on a d6; otherwise, roll surprise as usual.

The skulls are cemented into the walls. If a player character tries to remove any of the skulls by brute force, there is 90% chance the skull will be destroyed. If a Thief attempts it, the usual chance to Pick Locks is applied; failure results in a 50% chance of the skull being destroyed. Each skull generates illumination as if affected by a **light** spell. This effect is permanent.

5 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□□ □□□ 8 □□□□□ □□□
 5 □□□□□ 5 □□□□□
 6 □□□□□ □

13. SARCOPHAGUS ROOM:

The secret door opens to reveal a twenty foot square room. A large stone sarcophagus rests in the center of the room. A skeleton stands in each corner of the room, each one gripping an ancient spear, but all remain motionless.

The skeletons only move and attack if they themselves are attacked or the sarcophagus is touched.

The outside of the sarcophagus is covered with carved images a man in robes casting spells at an array of foes. A search of the sarcophagus reveals no traps, and the lid slides easily off. Once opened a **magic mouth** spell activates and says:

Many baubles did I plunder from the dead, now it is my turn to give up my baubles to the living, may they serve you as they have served me.

A single skeleton lies in the sarcophagus, dressed in the tattered remains of a once fine robe. It wears a jeweled ring on its right hand, and a plain silver ring on its left hand. If tested, both rings detect as magical; the jeweled ring is a **Ring of Protection +1** and the silver band is a **Ring of Fire Resistance**.

4 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	4	□□□□	5	□□□□□
	4	□□□□	7	□□□□□ □□

14. THE JAIL CELL: (STORYLINE)

A huge wooden cage hangs suspended from the ceiling in this smoky room. Four small children can be seen huddled together inside of it; five dog-faced reptilian humanoids stand around poking at them with various weapons and laughing. A larger creature of the same species is seated next to a cooking fire near the north wall.

The children in the cages are the ones stolen from the town, and the kobolds in this room, and their compatriots in **Room 8** are the kidnappers. The large kobold in the back is the kobold chieftain, who is rather grumpy about the loss of some items recently stolen from him by members of his own tribe.

If the party has members that speak kobold and can hear the conversation in the room before entering, they will hear talk from the kobolds trying to decide whether to ransom the children back to the town or sell them to orc slavers who are due to be stopping by soon (the orcs in **Room 12** are the ones they are speaking of).

Since the theft of some of their treasure the kobolds will be less than enthusiastic about surrendering the children, especially while the chieftain is still alive.

The cage is suspended by a rope that is tied off to a ring on the east wall. It will probably take two characters to successfully lower it to the ground to free the children.

If the chieftain is searched the party will find a large leather pouch containing 220 sp and 30 gp hanging from his belt.

5 Kobolds: AC 13, HD 1d4 HP, #At 1 weapon, Dam 1d6 (shortsword), Mv 20', Sv NM, MI 8, XP 10 ea.

HP	3	□□□	2	□□
	3	□□□	2	□□
	1	□		

Kobold Chieftain: AC 14, HD 2, #At 1 shortsword, Dam 1d6+1, Mv 20', Sv F2, MI 8, XP 75

HP 8 □□□□□ □□□

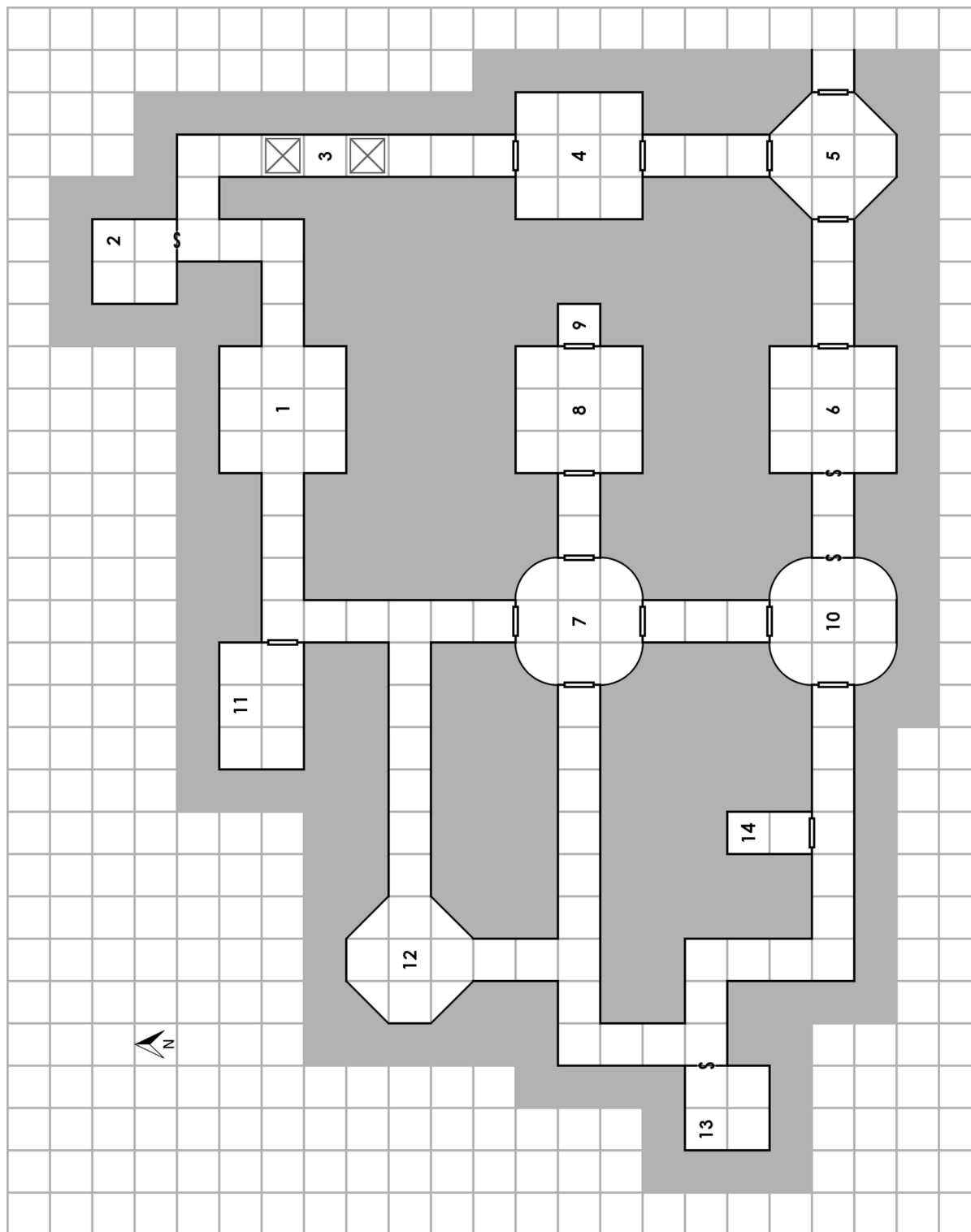
14. THE BIRD CAGE: (NON-STORYLINE)

A huge iron cage lies on its side in this room, the door knocked open. Underneath it lies the obviously dead body of a goblin, crushed by the cage. A chain can be seen hanging freely and the flapping of wings can be heard coming from the ceiling.

The cage at one time held the stirges now flying around the room. The poor dead goblin somehow managed to be under the cage when it was freed from the chain and died as a result. If the goblin is searched the party will find a pouch containing 220 sp and 30 gp.

7 Stirges: AC 13, HD 1*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9, XP 37 ea.

HP	2	□□	4	□□□□
	8	□□□□□ □□□	2	□□
	5	□□□□□	5	□□□□□
	8	□□□□□ □□□		

Dungeon Map

Ruin of Darkfir Castle

by Onno Tasler

An adventure for a group of beginning characters

Prelude

Set amidst a deep fir wood (hence its name), Darkfir Castle was home to the Sires of Darkfir. The last member of this family, Sir Reginald of Darkfir, did not adhere to the knightly virtues of his forefathers, but fell to vice, greed being the strongest of them. He turned to robbery and became the bane of the whole duchy. For a long time, the Duke was occupied by demi-human raiders, but finally he called his vassals and laid siege to Darkfir Castle, storming it and burning it to the ground. Yet, no trace was found of either Sir Reginald or his treasures. Soon after the siege, locals tried to take stones for their homes, but fled in panic as they saw a ghost haunting the castle, which quickly fell to ruin. Up to now, treasure and knight remain lost — but rumors about both hidden in the haunted castle are still far spread.

Approaching the Ruin

Finally, after several hours of marching through a dark forest full of gnarled trees, stumbling over treacherous roots and passing through thorny bushes, hearing nothing but your curses and the wind in the leaves, you come to a clearing around a hill. Up the hill, you can see a tower, crumbled from time, black from smoke and green from ivy. It is clearly abandoned, as the topmost level is shattered and open to the elements. Strangely, no bird seem to have built his loft atop the tower and thus it remains barren and deserted.

As you draw closer to the tower, you see the remains of what most likely was once Darkfir Castle: crumbled walls, overgrown by mosses and lichens. On the other side of the wall, opposite to the tower, is a big pile of garbage and dirt, which has partly been conquered by ferns and bushes. Almost in the middle of the former keep is a spot bare of life.

The Tower

OUTSIDE THE TOWER

The tower — or what remains of it — stands three levels tall and is overgrown by ivy beneath which you can hardly spot the original stonework. Only the lower two levels are still complete; the west wall of the third level is missing. Occasionally, the wind carries a sharp stench from the tower; the closer you walk, the stronger this scent becomes. The ground around the tower is littered by debris, which probably fell down when the upper levels collapsed, and forces you to watch your step, lest you break your ankle in one of the many holes. There is one gap in the tower's wall, which might be wide enough for an average man to squeeze himself inside.

This was once the castle's tower and last line of defense. The upper levels collapsed under the intense heat when the castle was burned, but the lower levels somehow survived. Today, the second level is inhabited by a darkling and his giant bat companions. Their guano causes the stench and they are also responsible for driving off all other birds.

Inside the Tower

FIRST LEVEL:

Except for the western side, where you entered the tower, the floor is free of debris but the omnipresent dust makes you sneeze. The stench became even stronger. The little light falling through the entrance illuminates the inside poorly but allows a cursory search. You can see a still usable spiral staircase next to the broken wall, a rotten table and some heaps of garment.

This room has been carefully plundered over the years and there is nothing of interest to be found inside, but the room can be defended quite well and its interior is not spotted easily from the outside and thus would probably make a safe resting place — though due to the overwhelming stench, not a very comfortable one. Also, any watch would be in danger of seeing the ghost.

If the heroes examine the floor, they can find a loose stone a bit north of the room's center. If removed, an iron grip can be seen. This grip is part of a concealed trap door which shuts off a secret passage into the wine cellar. It has not been used for a long time (and never been found by the duke's troops), therefore it is stuck and needs to be forced open.

SECOND LEVEL:

The higher you get, the stronger the stench becomes. As you finally enter the second level of the tower it becomes nauseating. The room is pitch-dark, but you hear a very faint sound, as if tiny feet were walking in the distance.

This is the darkling's lair, where he sleeps during daytime and where he starts and ends his hunt each night. The darkling is a giant bat which was altered by foul sorcery. He is always accompanied by a group of giant bats and sleeps among them. Should someone or something disturb their sleep, he will use his stunning scream as first action. If the enemy seems too strong, he will flee and plot some ambush later.

Neither the darkling nor the giant bats carry any treasure, but a well preserved darkling trophy is worth 15 silver pieces to some collectors and scholars. There is also a small interest in living darklings for research or as part of a zoo; those interested might pay up to 300 gp, depending on the darkling's status.

Darkling: AC 14, HD 2, #At 1 bite or 1 scream, Dam 1d4 + 1/round blood drain or Stun, Mv 10', Fly 60', Sv T2, MI 8, XP 100

HP 13 □□□□□ □□□□□ □□□

6 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10', Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

HP 6	□□□□□ □	8	□□□□□ □□□
5	□□□□□	2	□□
5	□□□□□	5	□□□□□

Stunning Scream: The darkling's scream is just below the range humans can hear, and causes the victim to be stunned (knocked unconscious) for 1d4+1 rounds; a successful save vs. Dragon Breath is allowed to resist. The darkling's scream may only be directed at one target per round, up to 30' away. A darkling may either bite or scream in any given round, but may not do both.

THIRD LEVEL:

When approaching the third level, a gust of wind howls through a jagged hole in the wall. The ivy covering the tower is partly sucked inside and falls back once the squall subsides. The west wall has nearly completely collapsed and took the ceiling down, too. You can see far westwards, but except for woods and hills, nothing particular catches your eye.

CURSED CHAPEL:

Forming almost a perfect octagon, a spot in the castle's center is devoid of life, not even the slightest plant grows there and no animal's burrow can be seen. Exactly in its center lies a large stone, which once probably was formed by a craftsman but meanwhile suffered from wind and weather and is mostly covered by mosses and lichens. Within all this green, a dark stain, curiously as devoid of life as everything directly around the stone, draws your attention.

This is the former chapel of Darkfir Castle. Reginald was not nearly as pious as his forefathers and thus, when a priest came to stop the robber baron, he only laughed at him. But as he was afraid the priest might be a spy, he allowed him to pray inside the old chapel, but slew him during his prayer. Since, the chapel is cursed and the murdered priest's ghost roams it at night and will attack anybody it meets inside.

If killed in combat, he will simply reform the following night. To release his spirit, a human (or other sentient mortal being) has to pray a whole day and a whole night for the ghost's eternal soul at the desecrated altar in the middle of the spot. During daytime, this includes only danger from beings with evil intentions coming along, but during night, he has to remain there despite the ghost. Luckily, the ghost won't attack anybody praying at the altar, but its mere presence is sufficient to harm the praying adventurer as strongly as three successful attacks would. Should the character survive, the ghost will try to magic jar him at dawn, should this succeed, the character will not only be completely healed from all damage suffered while praying, but also gain one additional attribute point (roll 1d6: 1 STR, 2 DEX, 3 CON, 4 INT, 5 WIS, 6 CHA).

PILE OF GARBAGE:

On the other side of the wall, opposite to the tower, is a big pile of garbage and dirt, which has partly been conquered by ferns and bushes. There grows a big bush at the corner of the dirt, adjacent to the stump of the former wall. You hear the twittering of a small bird from somewhere within the green leaves. This beauty seems somehow out of place in this otherwise rather barren ruin.

Hidden behind the tree lies to entrance to the former residential building, which somehow got over the fire and the wall collapsing onto it. If the adventurers search under the tree, they will see a the lower end of an almost rotten door, including a way leading into the pile of garbage. If they succeed a listen check, they will hear some movement inside (the sounds of the bandits moving around).

FORMER RESIDENTIAL BUILDING:

It is dark inside, the tree keeping out the little light the door might allow to pass. The air is stale, hardly any wind enters this place and you smell mold and dust. The floor seems quite clean, only seldom your foot hits stones or garbage.

When searching carefully, the adventurers will find a trap door leading down into the larder cellar and a lot of junk. A small band of bandits hides at the western wall behind and under some rubble.

A small group of highwaymen took refuge here after their gang was defeated by the local militia. They are few survivors, hungry, tired, and wounded and have no interest to fight, therefore they will try to hide if the characters approach and flee as soon as possible. Should the adventurers somehow promise an easy target the highwaymen will try to ambush them, but will flee quickly if the fight turns against them.

They will surrender if the character offers them the chance, as they have no interest in being slaughtered by well-armed adversaries. If offered food and shelter, they will ally themselves with the adventurers but it will take some time before they become fully trustworthy.

The highwaymen have few possessions: a light weapon, few coins and ragged armor. They are wanted by the authorities and know it; a bounty of 10 gp will be paid for each one if caught alive and brought to justice. The bounty will not be paid for dead highwaymen, however.

5 Highwaymen: AC 13, LV NM, #At 1, Dam 1d6, Mv 30', Sv NM, MI 6, XP 10 ea.

HP	4	□□□□	2	□□
	3	□□□	3	□□□
	2	□□		

Each highwayman has 1d8 cp and 1d8 sp, and is armed with a light weapon, either a hand axe, a club, or a spear.

Underground**LARDER CELLAR:**

The steps have been cut out of the bedrock, air and walls feel chill and moist and you notice the typical smell of underground storage rooms. Inside, you find trash and junk, the remains of shelves and rotten food. There is a small passage which is closed by a rusted door.

This is the castle's former storage room, but what food wasn't plundered has become rotten meanwhile. There is nothing of interest to be found in this room. The rusted door can be opened by force only and leads to the wine cellar.

WINE CELLAR:

This cellar was plundered as well as the larder cellar, only the rotten and broken remains of wine casks remind you of what this cellar's use was. Otherwise, it is similar to the larder cellar.

TREASURE:

Somehow, a small cask of wine get over till today and still remains hidden under a pile of garbage in the north-eastern corner. This is excellent wine and worth (2d6×10) gold pieces.

SECRET DOOR:

The third wine cask when counted from north has a double walled end. Between the walls is enough space for an adult human. The rear wall can be swung outside, it then opens into a secret passage.

SECRET PASSAGE:

The passage is roughly cut from stone, the air even worse than it had been in the cellar. Still, you can breathe even though it feels uncomfortable. Within the passage, you hear nothing except your own feet on the ground and there is no wind but your own breath.

This passage connects the wine cellar and the first level of the tower.

TRAP:

A trap on the stairs up to the tower should prevent would-be-assassins from entering this way. When stepping on the second step from the bottom, the trap shoots a bolt from under the eighth step, doing the same damage as a heavy crossbow bolt. There is just one bolt left. (When the characters take a close look at the stairs, it will be obvious that the trapped step is much less worn than the others.)

SECRET DOOR:

About one third the way from the tower to the cellar, a brass badge, covered by verdigris, can be found on the right side. If cleared, one can read the following inscription: "Only those with a sparkling personality will find the treasure." If one somehow creates a spark on the badge, a secret door opens and grants access to the treasury.

TREASURY:

As you enter a small, natural cavern you feel as if you could smell the rough stones themselves. You feel a slight current passing by your ears when you step

through the door, but lose this feeling once you are inside.

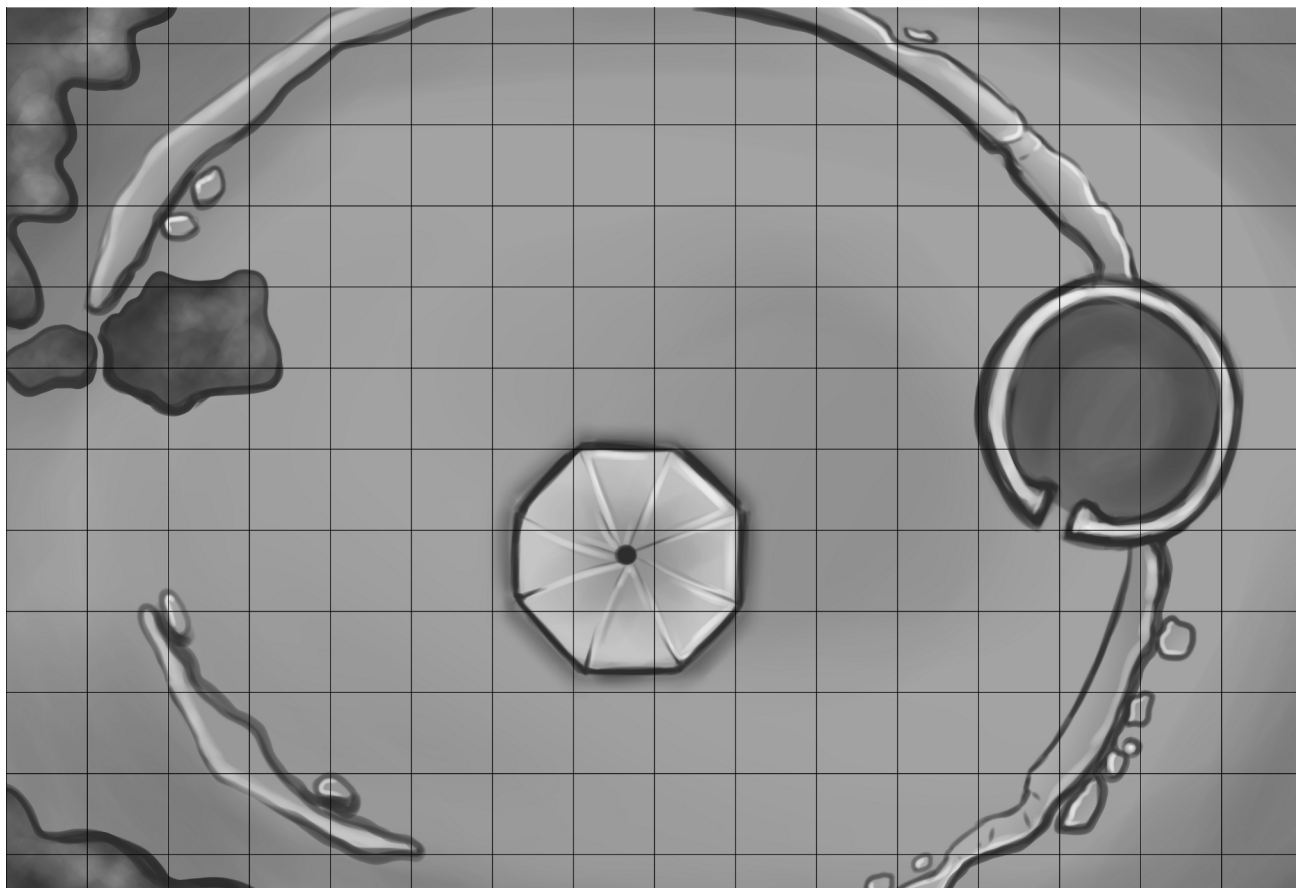
Though the ground is rough and uneven there are no truly dangerous parts, unless one stumbles into the breakthrough on the left. The room is quite empty, except for the huge chest in the middle of the room.

TREASURE CHEST:

This chest is only secured with a simple lock, and would not be difficult to open by force. It is truly filled with coins — copper coins. 4,320 of them, to be exact.

It seems something or somebody else plundered the treasury already, for this simply cannot be all of the fabled robber baron's riches! Someone searching for trails will find grooves leading towards the breakthrough, as if something heavy has been drawn this way. Behind the breakthrough, a shaft descends into the depths...

The next part is up to you, the GM. Create a dungeon of your own, or perhaps slip in one found in another Basic Fantasy module. Enjoy!



Shepherds of Pineford

Jason Reilly

An adventure for 2 to 4 characters of about 2nd level

Background

Many years ago, an adventuring band pursued an ancient lich to the mountain highlands near the village of Pineford. Here, in a dilapidated temple, the lich made its last stand. Summoning vile magics, the creature prepared itself. After a long and devastating battle, the temple and the lich were no more, and the adventurers took their treasure and left the highlands behind. The villagers of Pineford avoided the area, but rumors swirled that all was not well. An evil presence haunted the highlands, and those who dwelt there felt the darkness.

The local priest did all he could to ward off the evil and fight it, and for many years he was successful. However, a few months ago, as the fall storms began, sheep began to disappear from the grazing lands. At first only one or two would disappear, and this was attributed to the wolves that hunt in the nearby forests. But as more sheep began to disappear the shepherds grew concerned. Shouldering his stout mace, the priest entered the forests, looking for the ruins of the ancient temple, hoping to find there the source of this latest curse and destroy it.

A day passed, then two. Finally a week with no word. The village elders gathered together and assembled a party of those willing to go into the forest. The group set out, but did not need to travel far. There on the ground, the remains of the priest were found, his body torn and broken, a path of dark blood leading deeper into the forest. Quickly the group returned to the village to determine what action should be taken next.

Note: A lich is a powerful undead wizard, similar in nature to a zombraire but able to continue to advance in levels and power. As the monster does not appear in this adventure, it is not described further here.

Plot Hooks

The adventurers may hear about the mystery in Pineford in any number of ways. Rumors of powerful magic, spells, and even the treasures of the old temple still circulate through the local communities. Although many consider the rumors to be just that, occasionally they do attract adventurers to the area, each eager to find the lich's lost gold.

If the promise of magic and gold is not enough, a messenger will arrive at the Inn, market, wherever the adventurers happen to be, with news of the disappearances and the murder of the priest. The village elders have prepared written notices to be handed out, and the messenger, probably a young boy, is happy to give the adventurers one. It speaks of what has occurred with the sheep and the priest, and asks for all those who bravely bear arms to come to the villages aid. A reward is offered to those that defeat whatever evil has come to Pineford.

Finally, Pineford is a convenient location for travel. It is at a high elevation, but the simple sheep path that allows the herds to travel between pastures, could also allow the adventurers to travel quickly through the mountains to get to some other important location. As such, many might recommend that the adventurers stop at Pineford to buy provisions and get reports of the lay of the land. When they arrive, the adventurers, being armed and obviously dangerous, would be approached to solve the problem plaguing the village.

The Village of Pineford

Pineford is a small village. Most of the region is small homes and cot holds scattered about, but the primary interest of the party will likely be the village proper. The village consists of homes and structures made of granite blocks and stones. Each has a slate roof, chimney, and usually an enclosed yard. The main part of the village consists of 14 primary structures, based around a large stone bridge built over the stream. The large dirt road that the village is built around is obviously well traveled. At any given time the human and halfling inhabitants of the village can be seen moving back and forth in the

enclosed fields or taking a herd of sheep northwest out of the village and into the enclosed pastures.

As the adventurers come to each building, read the quick description at the end of each building section.

A. TEMPLE:

This beautiful building stands quietly against the stream. The strong stone seems to rest comfortably on the grass and seems more a natural extension of the landscape than a building. However, despite its beauty and obvious importance to the local village, there is a quietness, a sense of emptiness around it. In the adjacent graveyard are rows of graves, with tall trees here and there among them. Wherever you stand in the area, the sound of the stream is clearly audible, and over the moors the sound of sheep bleating can also be made out.

The temple is a large structure made of stone, with two prominent oak doors, each carved with images of Oshakira, the Halfling god of shepherds. The building overlooks the stream and has a large number of glass windows.

A graveyard lies to the west of the temple, surrounded by a low stone wall. Tall, well-trimmed trees are scattered throughout the graveyard, and a stone crypt is in the far northwest corner.

Inside, the building is a very plain temple, with a small study and library off the main worship room. Above, reached by a small stair case, is an apartment. It's nothing more than a private worship area, a window overlooking the pastures, and a cot and chest. Inside the chest are priestly vestments, and a beautiful holy book and symbol.

Note: Oshakira is a halfling god of shepherds and is represented by a squirrel. The GM may, of course, alter this as needed for his or her own campaign.

B. WEAVER'S GUILD:

This building is marked as a local chapter of the Weaver's Guild. The stout door is made of oak reinforced with bronze bands, and the windows are covered in metal grates. A small wooden plaque hangs over the door, on it an artistic representation of a loom has been lovingly painted. In a large walled in yard next to the

Weaver's Guild are large wooden vats, being tended to by an older gnome. He walks with a cane and wears a finely-woven robe and cloak.

The Guild is interested in controlling sources of wool, and has established a local presence in the village. This is both a home for the resident weaver and also a place to store wool until a caravan can make a pick up. As such the weaver, a wizened old gnome, usually has a large stash of currency available to purchase the best wool from the local shepherds. The place has a good strong door, and barred windows for security.

The gnome's name is Klostice, and he is a master weaver. Since the troubles started many years ago, he has worked hard to develop some kind of protection for the local villagers. He is willing to trade and talk with the adventurers. He has created thick overcoats and vests using nothing but wool and leather which can be used as padded armor.

Type	Cost	Weight	AC
Padded Overcoat	25 gp	25	14
Padded Vest	10 gp	10	12

Note: If there are no gnomes in your campaign, a dwarf or human provides a fine substitute. Klostice represents a "foreign" presence, and should be an older individual who could perhaps give an outsider perspective to the adventurers.

C. PINEFORD INN:

The Inn is a large, white washed structure that is obviously the center of village activity. A set of stairs leads from the street, over the gutter, and into the main part of the building. A walled yard has a small stable and plenty of room for a market. Behind the building near the stream is a two story building with a large water wheel. Obviously a mill of some kind. From the door, into the Inn, comes the smell of fresh bread and stew. Inside a small crowd can be seen having a meal, being served by a pleasant halfling in a badly stained apron. The floors are old and worn smooth by years of passing feet. Even the granite steps have a slight polish to them!

The Pineford Inn is a large two story building with multiple chimneys. The building itself includes a common dining room with five tables, a bar, and a large fireplace. Over the fireplace is a shield and warhammer, once used by the proprietor in his more

adventurous youth. The upstairs consists of two rooms: one full of bunk beds where those who stay the night can rest, and the other a private chamber for very wealthy guests, such as a caravan master. A small kitchen provides the inn fare, mostly stews and breads. The Inn also has a walled yard which has a rickety stable and a small two story mill and waterwheel. Here bread is made for the village.

The proprietor is an older halfling, with thick grey hair and a large smile for any who enter his Inn. He has lived here his entire life and is happy to talk about the beautiful vistas, bountiful land, and the very good neighbors. He offers bread for sale, iron rations, and of course meals and lodging for reasonable prices. His home and family live in the wheel house, on the second floor.

D. FARMER HOMES:

A small cluster of homes sit facing the road. Around each are large plots of land, cleared from wall to wall to provide room for farming. Unlike the farms passed further south, these are far smaller affairs, and probably just provide enough food for the needs of the village. Men, women, and children, human and halfling, dot the fields, either working the earth, tending to the plants, or carrying the tools and material needed for their trade. A few look up at you, but only for a moment before returning to their work.

These small structures are clustered together on the south east side of the stream. Here small farming plots have been cleared from the forest and are tended to by the farming families. As the adventurers pass them, at any given time of day, the fields probably have workers in them; the workers are about equally likely to be halflings or humans. This is a very simple community, and activity focuses around survival: farming, shepherding, or gathering wood and supplies from the forest. As such people spend their time working, rather than adventuring.

E. BUTCHER & TANNERY:

This low building has a large number of chimneys as well as large vats and wooden structures in the yard. There is a slight stench to the yard, however, it is clearly a very busy place. A few poles come out of the roof and from them dangle two deer carcasses, obviously being cleaned and prepared for food. A sign proclaims "Fine Leather Goods" and another near the building declares "Game

Meats". Here a man is working, a large number of skins have been spread out on a table in front of him, and he is methodically cutting into them with a large knife. The man nods to you as you watch him, but seems very focused on what he is doing.

Here the three hunters of the village live and work. Two usually enter the forests in the morning and do not return till the evening, usually with a large buck, or a large number of rabbits. The meat is processed and sold or bartered to the villagers, and the skins are used to create leather goods such as bags, gloves, boots, and belts. The hunters are two humans and a halfling. The halfling is an expert trapper and slinger, usually returning with rabbits, pigeon and other such game. Although there is currently no leather armor made and available for sale, the three are willing to make a set for any interested player. This will take a few weeks, and will be expensive: 30 gp instead of 20 gp. However, it will be tailor made, and will last longer than regular armor without maintenance. For an additional 20 gp the local blacksmith will add bronze buckles and pins. This provides an additional +1 armor class bonus and makes the leather armor studded.

F. BLACKSMITH:

The sound of metal striking metal reverberates from this building. Black smoke billows out of the chimney, staining the roof a soot black. The front entrance is actually overly large, made of two iron reinforced oak doors, easily able to take in a small cart or wagon. The building itself is one and half stories in height, with a slate roof. A sign showing an anvil and hammer make it clear that this building is home to the blacksmith. Looking through you can clearly see that another pair of doors go straight out into the backyard. Around are work tables, and shelves covered in iron working tools and various goods. A single apprentice stands near the forge heating metal with a pair of tongs. Outback a loud voice calls out requests, probably the blacksmith looking for some necessary item.

The smithy has a large open area and a loft where the blacksmith and his family live. Most of the first floor is dedicated to the business, with a large area for showing off finished goods, such as plow blades. The yard in back is full of small wooden structures used for storage. Here wood is stored for the furnace, and ore is stored to be processed. This area

is also used to test the equipment made here. Also in back is a large and docile pony, used by the blacksmith to carry his items to his customers. Here the adventurers can buy basic iron and bronze goods, such as pitons, lamps, nails, horseshoes and so on. In addition to this, there are number of tools that are easily converted to weapons, such as axes; however, he has no particular ability as a weaponsmith or armorer.

G. SHEPHERD'S HALL:

This building is large, with great glass windows. The walls are white washed, with a strong slate roof. Over the door is a small holy symbol, the same as the temple. A sign above the door reads "Shepherd's Hall." The building has a large grassy yard, carefully tended, and the building itself is but a single room, dominated by a large table, and row after row of benches. The hall was built to regulate trade and is the last building of the village before you enter the pasture lands. Here shepherds can leave notices for each other, trade their herds, and also regulate the use of pasture land.

This hall is the center of all shepherd trade in the valley, as well as the *de-facto* city hall. The hall is where shepherds arrange trades and breeding of their herds as well as make important decisions such as which grazing fields go to whom. It is also used by the village council, made up of the eldest villagers, who gather here to drink tea and discuss important matters.

If the adventurers wish to help the village, they will need to come here and meet with the village council. They will be told about the history of the village and the evil that haunts the forests and valley. The adventurers will be offered 150 gp if they successfully discover what is going on and defend the village from further evil. Further, various villagers offer to pledge support. The blacksmith, for example, might offer lanterns and oil, and the Master Weaver might be convinced to offer up a set of padded vests or overcoats.

The Forests of Pineford

The forests around Pineford are where the majority of the adventure takes place. To begin, the forests stretch to the south of the valley, with the village nestled between the forests and the upper valley

pasture lands. The old temple was built long before the village was settled. It is about three days walk through the woods, built against the mountains.

It is here the lich came to hide itself from those who pursued it. The creature was powerful and devious and knew that it would need time and protection. So it used its perverted and evil magic to warp the energies of the forest and the old temple. The forest provided both shelter and the raw material in which to rebuild. Using **growth of plants** throughout the area, the lich formed a thicket pulsating with evil. It then began to warp and distort the plant and animal life, seeking to raise an army from the forest. The creature was successful, though its dark magic did not fully take effect until well after the creature's destruction.

In this aura of evil, a new plant took root, a twisted and perverted vine, turning away from soil and seeking blood instead. This creature slowly stalked and killed the other animals that had congregated around the temple, until only it remained, bloated and evil. Now it hunts the fields, looking for more flesh to consume. It is responsible for the missing sheep.

Eventually it encountered the priest, who fought the monster but eventually lost. Now it stalks the forest the adventurers are about to enter.

Assassin Vine: AC 15, HD 6*, #At 1 + special, Dam 1d8 + special, Mv 5', Sv F6, MI 12, XP 555

Note: An assassin vine does 1d8 points of damage on a successful hit, plus it entangles the victim, causing an additional 1d8 points of damage each round the victim remains trapped.

HP 30 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□

The assassin vine spends as much time as it can in the forest, but, it is dimly aware that docile pray lives in the open fields. As such it will lay in wait near a stone wall, and as sheep come near, it will rear up, strike out and grab one, and lift it up and over the wall to feast on it in the forest. Such a meal will keep it satisfied for a few days. A party that wishes to observe what is going on, rather than charge recklessly into the woods might eventually witness such an attack.

There are several strategies the player characters may employ to defeat the assassin vine:

STAKEOUT: For each day that the adventurers spend watching the fields, roll 1d6 for each character watching. On a roll of 1, that character witnesses the assassin vine in action. When this happens, read the following:

You have been watching this particular herd for a while, and nothing has happened. The sheep bleat at each other, graze and wander about. In fact, the watch has been uneventful for hours. Not even a large rabbit has broken the ritual of shepherd and sheep. Just as you began to feel that the day could not get any longer, it happened. One of the sheep approached the wall bordering the forest, and as it stood and stared about, a large green vine whipped out from behind the wall to snag the creature, dragging it screaming into the forest. You swear it looked like some kind of evil plant.

If the adventurers follow the vine they can easily catch up to it. If instead they retreat to the village, the elders will recommend researching the evil at the village temple, where there is a small library of books in the Priest's study. Here the adventurers have a 10% chance of learning what the creature is.

SEARCHING THE FOREST: For each hour the characters search the forest, roll 1d6. On a 1, they encounter the assassin vine; on a 6, they do not actually see it, but it becomes aware of them.

In addition, the GM should roll a regular encounter check three times a day (and three times a night, if the adventurers choose to hunt into the night). Use the standard Basic Fantasy RPG stats for these creatures, but describe them as feral and dangerous; also, increase the morale of living creatures encountered by one point. Use the wilderness encounter table in the Core Rules and feel free to replace any creature that you feel the party could not handle.

The chances of spotting the creature in the forest are slim: it is dark, it is a plant, and the adventurers might not know what kind of creature it is they are pursuing. When they meet it at last, if it has already become aware of the adventurers, the assassin vine will have no chance to be surprised, but will surprise the adventurers on a 1-5 on 1d6 (as it has arranged an ambush). If it is encountered before it is aware of the player characters, it still surprises on 1-3 on 1d6.

AFTER THE ASSASSIN VINE IS DEFEATED:

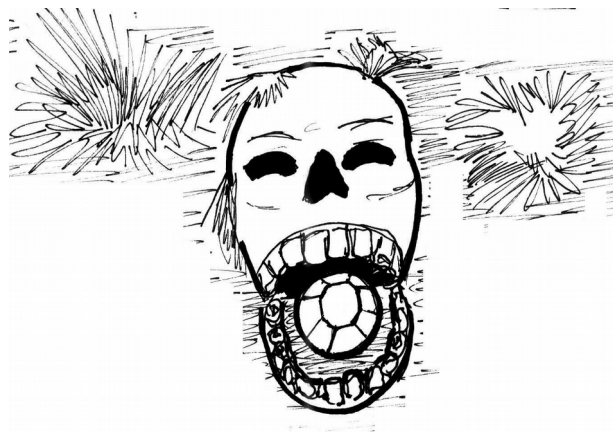
Killing the assassin vine will only temporarily stop what is going on. The true threat lies in the ruined temple.

The Ruined Temple

It will take the adventurers three to four days to travel from the village to the temple. They will find it surrounded by evil looking thickets, trees sprouting thorns, and dripping black sap. The area has a strong aura of evil: the soil is dry and dead, the air is cold and clammy, and the vegetation is sickly and wilting. As the adventurers approach the temple read the following:

The air seems dark and cold, and dry vegetation crackles under foot as you continue through the forest. Ahead, the undergrowth grows extremely thick. The air has grown still, cold, and clammy. As you push forward the way becomes difficult, thick vines, overgrown thistle, and low hanging branches all seek to slow you down. Your progress has almost been reduced to a stop. However, eventually you do push through the thicket, and enter a clearing. Here the dirt is bare and cracked, and tumbled stones lay everywhere. In the center stand the remains of the temple: tall pillars, a few walls, and what looks like an altar with some kind of obelisk on it.

Twelve pillars rise out of the ruins which once supported a grand arching dome, a beautiful structure long since crumbled to rubble on the floor. When the adventurers enter the ruins, they should note that light seems to dim, be it torches, spells, or natural daylight. At the base of each pillar is a human skull, bits of the scalp and hair still attached. Inside each skull's mouth is a bloodstone. Any



casting of **detect evil** will show that the whole area radiates evil.

The bloodstones form the basic matrix of the spell structure the lich was building. However, it was never completed, and thus is easy to destroy. All the player must do is reach into the each of the skulls and pull the gemstone out. Doing so will release the skull from the spell; in 1d4 rounds it will form into a skeleton which will attack immediately. Note that the adventurers will probably remove a number of stones before the first skeleton forms. After each skeleton is defeated, it crumbles into dust, as does the gemstone removed from its skull.

There is really no way for the adventurers to recover the bloodstones; if they flee, taking the stones with them, the skeletons will pursue them. Each skeleton will follow the holder of its stone, tracking that character unerringly.

12 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	8	□□□□□ □□□	7	□□□□□ □□
	4	□□□□	6	□□□□□ □
	6	□□□□□ □	6	□□□□□ □
	8	□□□□□ □□□	5	□□□□□
	8	□□□□□ □□□	5	□□□□□
	7	□□□□□ □□	7	□□□□□ □□

Read the following when the last skeleton falls:

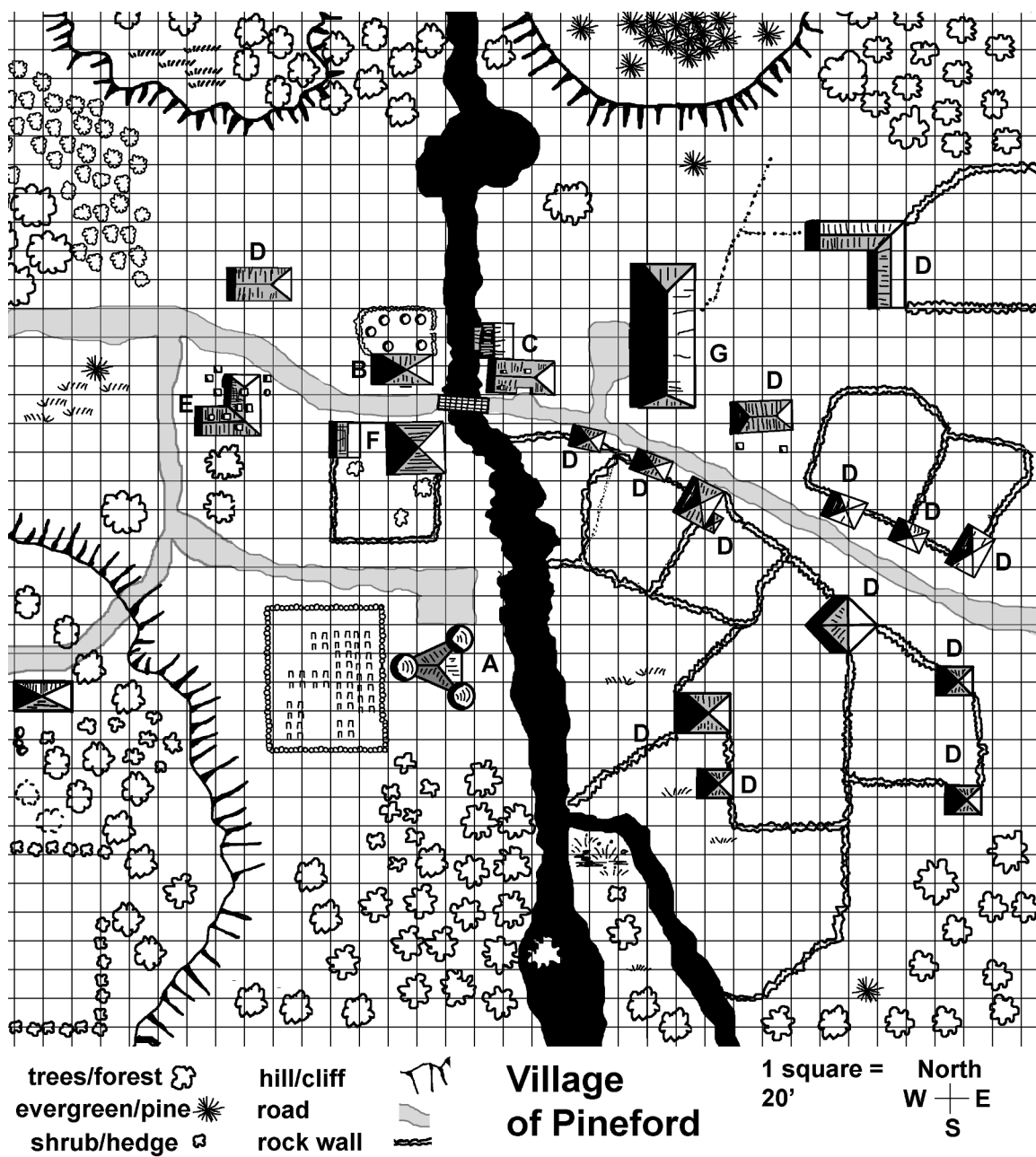
The battle is over. The last skeleton collapses into dust, falling to the ground. A small tremor shakes the ground and the bloodstones also begin to shake and hum, then they also turn to dust. As you watch, small chips fall off the pillars and the altar. The ground shakes a while longer, and when it stops you can see that cracks have spread throughout the pillars and what is left of the walls. The sense of evil has gone, replaced by a peaceful feeling, as if rest has finally come to a person long tormented. With a final sigh the altar cracks loudly and falls in on itself. A number of stones fall loose and a chest can be seen among the ruins of the fallen altar.

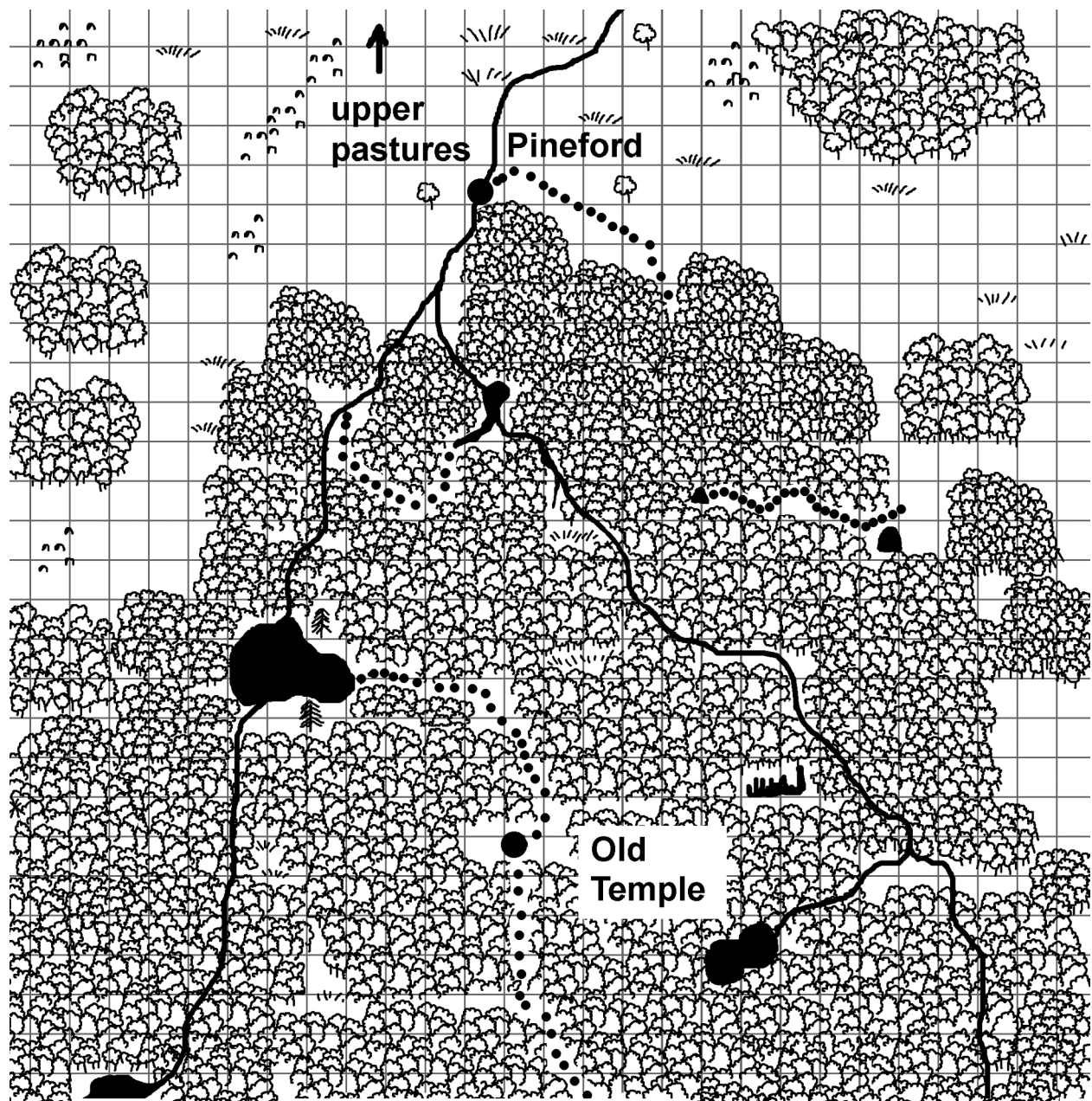


The chest is obviously very old, and was missed by the general looting of both the lich and the adventurers who followed. Inside is a great treasure: **five old tomes** from the order that once occupied this temple, an invaluable treasure to the mother church. These tomes are worth up to 250 gp to a collector. All five are in good condition.

Also in the chest is an **oaken rod** capped by a golden holy symbol. The rod is a powerful cudgel against evil creatures, which does 2d4 points of damage when striking undead and 1d4+1 to any other evil creature. It carries no magical attack bonus, and does only the normal 1d4 points of damage of a cudgel when used against non-evil opponents. (The GM must judge "evil" as befits his or her campaign; review the spell **detect evil** in the **Basic Fantasy RPG Core Rules** for guidance on this.)

The last items in the chest are **two tapestries**. If they are stretched out, they will reveal a beautifully embroidered fabric. Two Magic-User spells of the GM's choice may be found embroidered into the cloth. These should be 1st- or 2nd-level spells. *This is equivalent to a spellbook, not a spell scroll; it is not possible to cast the spells just by reading the tapestries.*






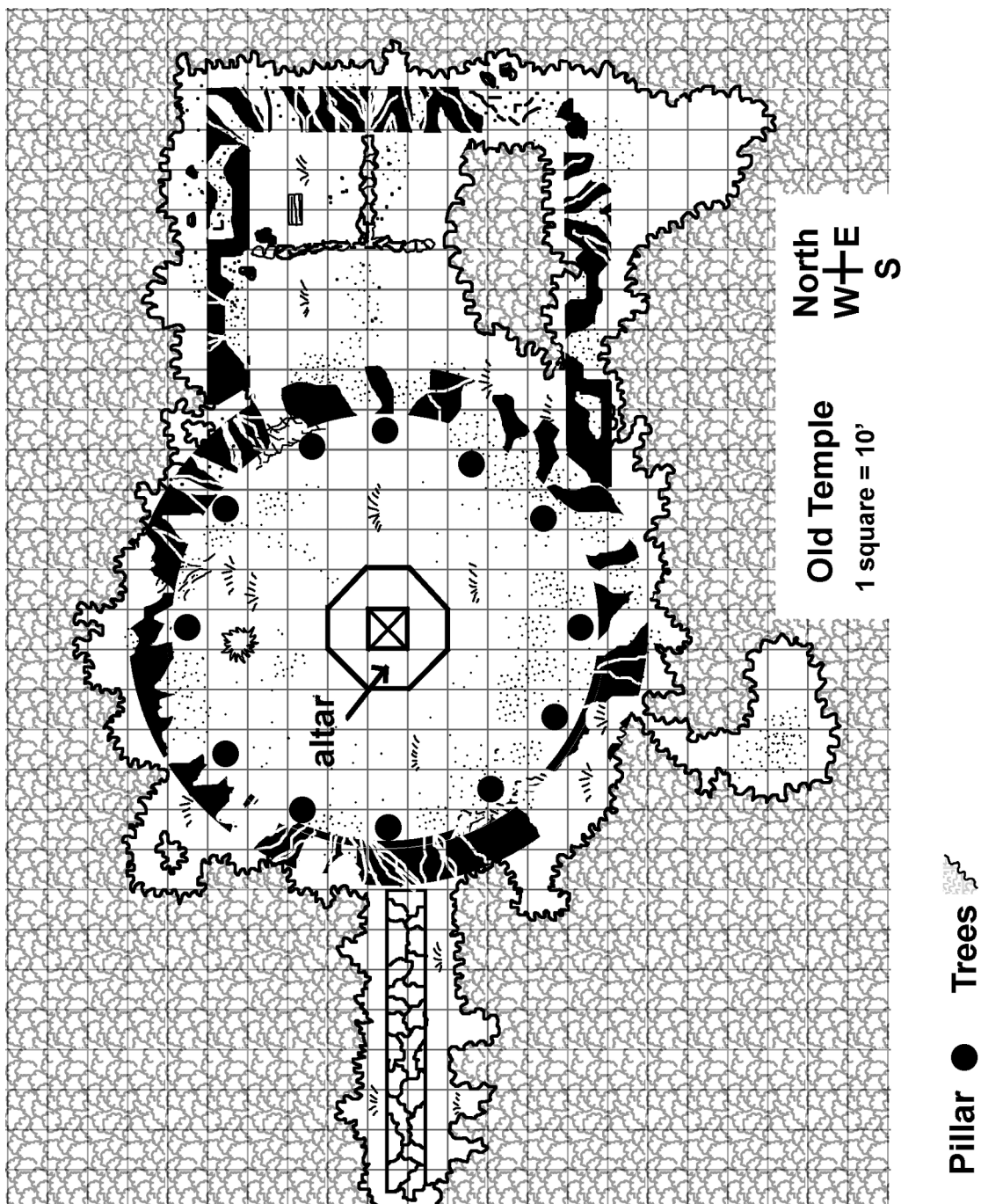
Pineford Valley



1 square = 2 miles

Forest 
 River/Stream 
 Trail 

Rocky 



Deathcrypt of Khaldun

by Scott A. Murray

An adventure for 4 to 6 characters of about 6th level

Background

A century ago, adventurers working for a sorcerer known as Khaldun unearthed a strange tome bound in the flesh of a medusa. Only one member of the troupe survived the return trip, the rest falling ill with an inexplicable disease that twisted the mind. Upon receiving the book, Khaldun sequestered himself in his underground study and dismissed his guards and hirelings, not emerging for five weeks.

When he finally surfaced, Khaldun ravaged the region with pestilent magic. Hundreds fell to disease during the first night, and those that were not burned rose again as undead horrors at the bidding of Khaldun. Resolved to put an end to the terror, the bravest warriors of the territory drove Khaldun into the wilderness, where he died in the bitter cold of winter.

However, it was not to be his end. Before his passing, he instructed his followers to not only build him a crypt, but to also seal themselves in the tomb as well, where they would die of starvation and rise again as maddened undead guardians. At his death, Khaldun swore to take his revenge on the descendants of those who exiled him. Now, on the eve of the 100th anniversary of his banishment, you, the descendants of those mighty defenders, stand ready to put an end to Khaldun's curse as he stirs from his slumber...

Adapting the Module

While this module is intended to be run as a standalone adventure, it can easily be integrated into an existing Basic Fantasy RPG campaign. Perhaps the deathcrypt is hidden within a larger dungeon complex, rather than beneath a chapel. The background provided for the module might also be discarded, with the GM casting Khaldun as "merely" a powerful lich or mummy.

Dungeon Key

1. THE CHAPEL:

Patches of loose snow and ice cover the broken stone floor of this small chapel. The dull orange flames of burning braziers cast deep shadows along

the frost-bitten walls. A frozen fountain sits against the west wall, and a spiral stairwell descends into gloom. An icy wind howls through the evergreens outside and whips through the opening of the chapel.

The chapel is the characters' last chance to make preparations before descending into the crypt. The stairwell descends to area 2.

2. FALSE CRYPT:

When the characters reach the bottom of the stairs, read:

Dusty bones litter the floor of this wide, cobweb-choked tomb. A crumbling sarcophagus lies beyond an imposing demonic fountain that regurgitates black liquid. The whisper of the fetid water breaks the eerie stillness of the chamber. A pair of ornate pillars to the west supports a high vaulted ceiling above, while another pair of pillars lies broken to the east.

This chamber is in fact a false crypt designed to lure adventurers to their death. A throng of zombies and skeletons rise from the floor when any adventurer moves within 15 feet of the sarcophagus, each attacking the nearest target until destroyed.

6 Skeletons: AC 13, HD 1, #At 1 sickle, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	1	□	3	□□□
	3	□□□	4	□□□□
	4	□□□□	6	□□□□□□

5 Zombies: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP	3	□□□
	5	□□□□□
	5	□□□□□
	6	□□□□□□
	9	□□□□□□□□□

The collapsed pillars to the east have formed a pile of rubble 20 feet in diameter (movement rates halved while crossing). If any creature moves into the 10'x10' trapped area shown on the map, a portion of the ceiling collapses. Characters in the

affected zone must make a save vs. Death Ray or take 2d6 points of damage and be knocked down. Monsters in the trapped area are instantly destroyed. This trap only activates once per adventure.

A character may choose search the debris. The GM should secretly roll a 1d6, adding 1 to the result if any of the searching characters' Intelligence scores is greater than 15:

1	Collapsing ceiling trap (as above, may activate even if already triggered)
2-3	Nothing
4-5	Equipment (a flask of holy water and a lantern)
6-7	Sack containing 1,600 cp, 800 ep, and 2 greenstones (value 75 gp each)

Characters moving toward the pillars to the west notice the stairs are partially blocked by enormous spider webs. While the webs can be passed through with a few minutes of effort, disturbing them awakens a mated pair of giant black widow spiders. They attack any creature that tries to pass through the web, but will not pursue retreating enemies.

2 Giant Black Widow Spiders: AC 14, HD 3*, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8, XP 175 ea.

HP 13 □□□□ □□□□ □□□
15 □□□□ □□□□ □□□□

The water in the fountain is murky and tastes foul, but is not harmful. A character searching in the fountain will find a cracked ceramic bowl that holds about a quart of water.

The sarcophagus is empty.

3. SHRINE:

A narrow flight of cracked stone steps descends into darkness.

The stairs lead to a small corridor that contains a hidden pit trap (see map). Any character that steps onto the pit must make a save vs. Death Ray or fall 60 feet, taking 6d6 points of damage. Once the pit trap is triggered, or if it is found, a character may leap across with a successful Dexterity check.

The door beyond the pit is carved from polished bone. When it is opened, read:

A bloodied altar sits amid a gloomy, cramped charnel house. Beetles scuttle across the stone floor, and a chilly draft filters in from some unseen corner. Racks of bleached bones line the walls. A wax idol carved into the shape of a black dragon stands perched atop the altar. The idol seems to radiate strange whispers, whose melodies suggest a hymn.

The black dragon idol is cursed. When a character manipulates the idol in any way, the GM should secretly roll 1d6, adding 1 if the character has a 15 or higher Wisdom:

1-3	Curse (couplet of ruin, save vs. Magic Wands or take 4d8 points of damage and lose 1 held or worn magic item, if any)
4-7	Nothing

Casting a **detect evil** spell will show the idol as emanating evil but nothing more. A Cleric of 4th level or greater can identify the idol as being cursed with a successful ability roll check at a -4 penalty (adding Wisdom bonus to roll). Casting **remove curse** on the idol negates the couplet of ruin curse and no roll is needed before manipulating it.

If the idol is searched, an iron skeleton key and a small scarab amulet (a **Scarab of Protection**, with 5 charges) are hidden inside.

If the couplet of ruin is triggered, a pair of wraiths emerges from thin cracks in the walls after 1d6 rounds, pursuing the characters until destroyed.

2 Wraiths: AC 15 ‡, HD 4**, #At 1 touch, Dam 1d6+energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320 ea.

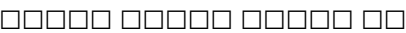
HP 16 □□□□ □□□□ □□□□ □
20 □□□□ □□□□ □□□□ □□□□

4a. ANTECHAMBER:

The odor of dried parchment and embalming fluid hangs heavy on the stale air. A rusted suit of ceremonial plate mail stands against the south wall, and a stone sarcophagus, bearing the imprint of a hand, leans against the north. Around the corner, a wide flight of broad stone steps ascends into darkness. A cruel skull painted in dried blood is visible on the stairs.

The suit of armor is in fact an iron living statue, and will attack when the sliding stairs trap is triggered.

Iron Living Statue: AC 18, HD 4*, #At 2 fists, Dam 1d8/1d8 + special, Mv 10', Sv F4, MI 12, XP 280, non-magical weapons can stick inside

HP 17 

A character detecting the secret door to the south (see map) notices that many of the masonry blocks in the wall are decrepit. These blocks can be pulled down or burst through with a successful Strength check. The secret door reveals a steeply sloping corridor that ends at a similar secret door.

If the characters inspect the sarcophagus more closely, they will find that it does not lean, but in fact is set into the north wall and cannot be moved. The lid is very heavy and requires a successful "open doors" check to remove. Opening the sarcophagus reveals that it has no back – instead, a secret corridor leads from this chamber to a banded iron door coated in ashen dust. This corridor can be sensed while the sarcophagus is closed with a successful "detect secret doors" check made on a 1d10.

If a character climbs the stairs to the south and reaches the last 5 feet of the steps, it triggers the **sliding stairs trap**. The steps shift position, becoming a steep chute, and at the base of the flight a 20 foot-deep pool of acid opens (see map). The triggering character and all characters on the stairs must succeed on a save vs. Death or be cast into the pool, taking 8d6 points of acid damage initially and 2d6 points of acid damage for each subsequent round spent in the liquid. A character suffers 1d3 points of acid damage each turn for 1d6 turns after escaping. If the trap is detected ahead of time, it can be jammed (with a successful Remove Traps roll) such that it will not activate.

A character may leap over the pit with a successful Dexterity check, however, that character must also make an immediate Strength check to climb the chute or fall into the acid.

4b. SEPULCHER OF VETULA:

When the characters ascend the stairs in area 4a (or, alternatively, when they pass through the secret corridor), read:

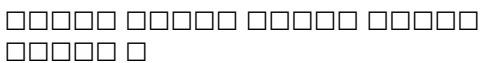
This wide sepulcher is bathed in the ominous red glow of a brazier, which sits in the clawed hands of a domineering necromancer statue ahead. A brass gong hangs in the far southeast corner, glistening in the firelight. A skeletal armored figure

is silhouetted by the light, and it turns to face you as you approach. Its broken armor is midnight black, and a red skull is painted onto his heavy shield.

'I am Vetula,' it says in a raspy whisper, 'guardian of the tomb of Khaldun. You shall pay for your intrusion with your soul.'

Vetula moves toward the gong when the encounter begins, attempting to ring it with the hilt of its axe. If the gong is rung, a demonic gargoyle emerges from the brazier and rolls initiative. A pair of shadow hounds emerge from two of the sarcophagi 1 round after initiative is rolled.

Vetula the Battle Wight: AC 20 †, HD 5*, #At 1 serrated axe/1 touch, Dam 1d8+1/energy drain (1 level), Mv 15', Sv F5, MI 13, XP 405

HP 26 

2 Shadow Hounds: AC 14 plus incorporeal, HD 3**, #At 1 bite or 1 breath, Dam 1d6 or 3d6, Mv 40', Sv F3, MI 10, XP 205 ea.

HP 7 
11 

Demonic Gargoyle: AC 19 †, HD 4**, #At 2 claws/1 bite/1 horn, Dam 1d4 fire/1d4 fire/1d6 fire/1d4, Mv 30' fly 50', Sv F4, MI 11, XP 320
Note: takes half damage from fire

HP 19 

The large necromancer statue in the center of the crypt is imbued with strange magic. When any character casts a spell of 3rd level or greater, the GM should secretly roll a 1d6:

- 1 The statue comes to life!
- 2 All numeric effects of the cast spell (range, damage, etc) are halved
- 3-5 Nothing
- 6 All numeric effects of the spell are doubled

Stone Living Statue: AC 16, HD 5*, #At 2 lava sprays, Dam 2d6/2d6, Mv 20', Sv F5, MI 12, XP 405

HP 30 

A brass skeleton key is hidden amid the coals of the brazier. The statue sets the brazier down in an open spot nearby when it animates. The water from the

fountain in area 2 can be used to douse the flames, making it safe to search; otherwise searching the coals deals 1d6 points of fire damage per attempt.

A character examining the brazier notices that the rim is made of scorched brass.

5. FINAL APPROACH:

When the characters come to the first door, read:

This stone door is reinforced with rusted iron bands and set into an ornate archway. A large brass keyhole is visible above the door's pull rings. An inscription above the keyhole reads: YOU SHALL FIND YOUR KEY IN THE HEART OF THE FIRE.

This door requires the brass skeleton key to open. A Thief can attempt an "open locks" check on the door, but he or she makes the check as if they were five levels lower, and may only attempt the check once.

When the characters open the first door, read:

Down a crooked flight of steps looms an iron door reinforced with blood red bands. An iron keyhole seals the portal, and on its surface is an inscription: 'YOU SHALL FIND YOUR KEY IN THE HEART OF THE DRAGON.'

This door requires the iron skeleton key to open. A Thief can attempt an "open locks" check on the door, but he or she makes the check as if they were five levels lower, and may only attempt the check once.

When the characters open the second door, read:

Part of an ancient stone door has collapsed here, granting passage into a black marble corridor beyond. A fell wind blows through the opening, sending dust and cobwebs drifting through the air.

When the characters pass through the rubble, or if any of them glance through the archway, read:

Candles illuminate a demonic fountain that spits clear water into a shallow pool. Along the rim of the fountain are magic runes that glow with a faint purple radiance. Obsidian stairs descend to the north, but they appear to have fallen away, leaving a yawning crevice.

The water is safe to drink and bestows healing upon those who consume it. Once per day, a character may drink from the fountain, regaining 2d6+6 hit points.

The runes are a **slay living trap** that activates if any character attempts to read them (save vs. Spells or die, 2d6 points of damage on a successful save). The runes fade once the trap is triggered.

The crevice is 20 feet long, 10 feet wide, and 40 feet deep. A character may attempt to balance along the edge of the crevice to cross; doing so requires a successful Dexterity check at a -4 penalty.

6. VAULT:

When the characters pass through the sarcophagus into the corridor leading to area 6, read:

A narrow, crooked passageway leads towards a reinforced iron door caked in ochre dust.

Attempting to open the door while it is locked triggers a **charnel dust trap**. All characters in the hallway are blasted with noxious bone dust that sprays from hidden holes in the ceiling. Affected characters must make a save vs. Poison or lose 1d3 points of Constitution. This trap automatically resets after one minute.

Opening the lock on the door disables the trap. If a Thief fails his or her "open locks" check by 25% or more, the trap triggers (unless it has not yet reset from a previous triggering).

Beyond the door is a small chamber covered in murals. The murals depict a cloaked necromancer raising skeletons from an abyss. Two wrought iron chests contain:

1,400 sp, 2,700 gp, set of obsidian skull earrings (value 1,200 gp), **scroll of protection from undead**, **cursed dagger -1**

1,600 cp, 4,000 sp, 1,200 ep, 2,200 gp, 2 greenstones (value 100 gp each), **Energy-Draining Mace +1** (on a natural 20 attack roll, this item drains one life energy level from any living creature struck, in addition to normal damage done)

7. TRUE CRYPT:

As you pass through the obsidian archway, you emerge in a vast crypt. Bones are scattered across the black marble floor, and a great square wall rises in the center of the chamber, upon which the visage of a sneering helmeted skull is engraved. Alcoves filled with bones are set into the east and west walls, which seem to rattle in anticipation. The flicker of green torches cast skeletal shadows dancing along the vine-choked walls.

When the players round the wall and spot the sarcophagus, read:

From an open sarcophagus ahead, a frail mummified humanoid rises. Its red eyes shine through the gloom, and it speaks to you in a low, disembodied gurgle.

'I have waited many seasons to take my revenge on the living. I am pleased to see that the mortal kingdoms have already sent unto me an offering...'

Khaldun attacks immediately, as do the skeletons that emerge from the alcoves.

6 Skeletons: AC 13, HD 1, #At 1 sickle, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 1 ☐ 3 ☐☐☐
3 ☐☐☐ 4 ☐☐☐☐
4 ☐☐☐☐ 6 ☐☐☐☐☐

Khaldun, Mummy Cleric: AC 17 $\frac{1}{2}$, HD 6**, #At 1 touch, Dam 1d12 plus mummy rot, Mv 20', Sv F6, MI 9, XP 675

HP 30 ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

In addition to its normal abilities, Khaldun may cast the follows spells as a 6th-level Cleric:

cause fear ☐
inflict light wounds ☐
bane ☐
spiritual sickle ☐

When Khaldun is reduced to 15 hit points or fewer, read:

Red eyes burning with rage, Khaldun raises his skeletal hands, wisps of purple energy trailing from his fingertips. He utters a phrase of blasphemy, and

the sound of clattering iron and bones resonates from the alcoves.

An armored minotaur skeleton rises from a collection of bones, acting on Khaldun's initiative. It fights until destroyed.

Armored Minotaur Skeleton: AC 16, HD 5, #At 1 gore or greataxe, Dam 1d6 or 1d12+2, Mv 20', Sv F6, MI 11, XP 500

HP 23 ☐☐☐☐☐☐☐☐☐☐
☐☐

When Khaldun is reduced to 0 hit points, read:

Khaldun falls to his skeletal knees, his red eyes fading like the last embers of a campfire. A curse escapes his fleshless throat, and he reaches towards the ceiling with arms engulfed in magical black flame. As his body is disintegrated by the arcane energies, the square wall begins to slowly lower into the floor, filling the crypt with a terrible grinding. From a hidden chamber within, the armored skeleton of a black dragon shudders, casting off a wave of dust and cobwebs. Slowly, it rises and unfurls its sinewy wings, while acid begins to drip from its broken fangs.

A hoarse cackle escapes Khaldun's throat as he disintegrates to ash.

Armored Black Dragon Skeleton: AC 20, HD 7**, #At 2 claws/1 bite or 1 breath/1tail, Dam 1d6/1d6/2d10 or 7d6 acid/1d6, Mv 20', Sv F7, MI 8, XP 1,200

HP 65 ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
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☐☐☐☐☐☐☐☐

When the dragon is defeated, read in an appropriately resounding voice:

The bones of the undead black dragon tumble to the floor in an avalanche, kicking up great plumes of ashen dust that sting at your eyes. The bones in the alcoves rattle and scatter across the ground... The cataclysmic noise slowly fades, and soon the only sound breaking the deathly silence is the cracking of the torches, which still burn with a dull emerald flame.

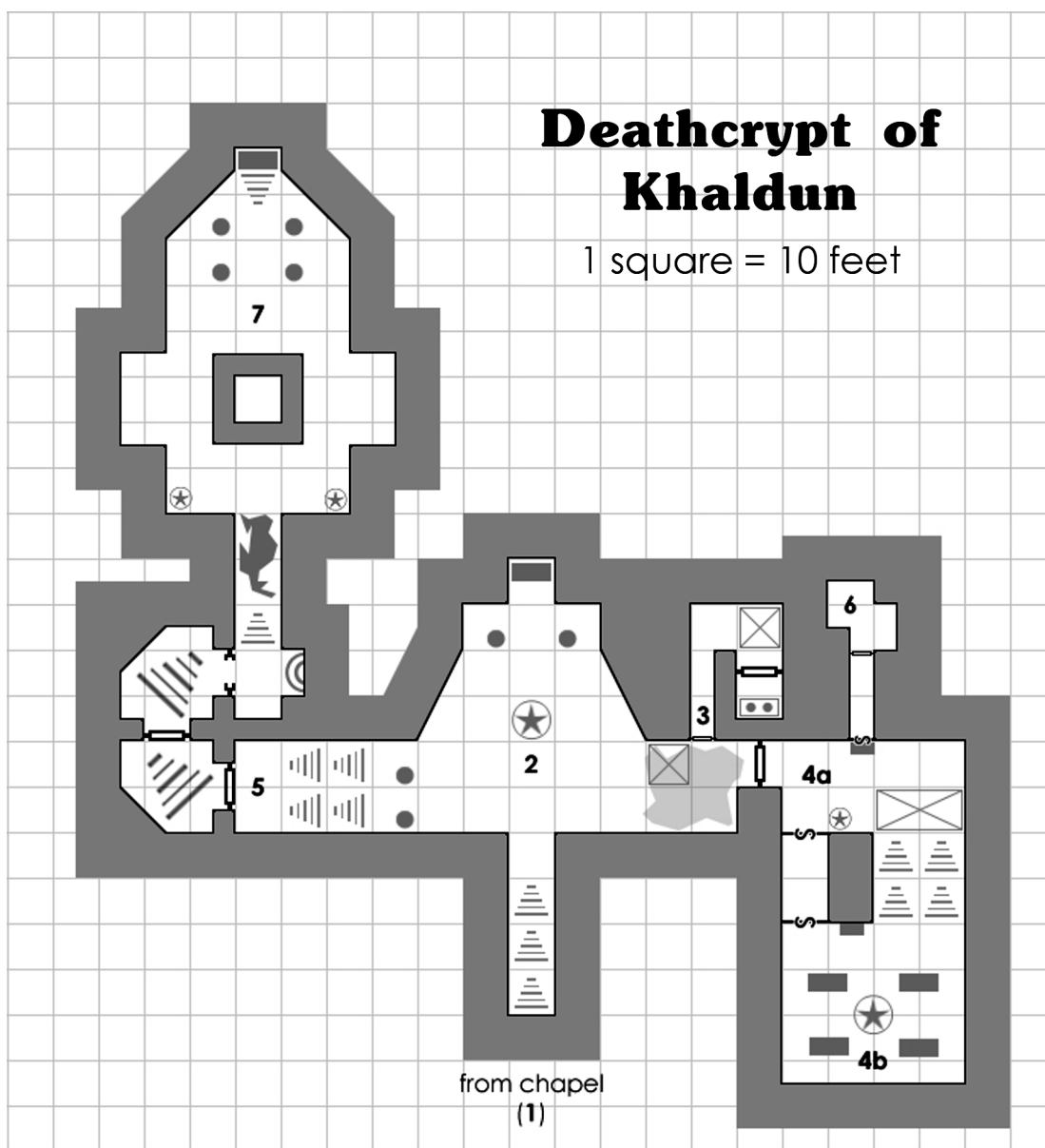
With Khaldun defeated, the characters are free to search the crypt and any other unexplored areas of the dungeon. If a character looks into the sarcophagus, they find:

5,100 cp, 1,000 sp, 14,500 gp, 3,600 pp, bloodstone (200 gp), a skull medallion of flawless obsidian with ruby eyes (value 2,100 gp), **potion of invulnerability**, **scroll of protection from elementals**, **ring of protection +2**, **Book of Khaldun**

Concluding the Adventure

Grateful for their bravery, the magistrate of the territory honors the characters in a public ceremony and rewards them with 10,000 gp. If this module was adapted to be part of a larger dungeon adventure, add this 10,000 gp to the hoard in Khaldun's sarcophagus instead.

The Book of Khaldun has no official abilities, and is written in a language unfamiliar to the characters. Depending on how this module was used, the Book might serve as merely a token of success, a hook for a future adventure, or even an artifact around which an entire campaign is based.



The Vault of Thaire

by David Grant Sinclair

An adventure for characters of levels 1 to 3

Author's Introduction

In short, the genre of this adventure is known as "Sword and Sorcery," which means that it is really gritty, most magic is bad, and **cure light wounds** spells are hard to come by. If you're the kind of GM that likes to dish out a little punishment, then this just might be for you.

This adventure starts in a town called Ung, and it takes the characters on a short trek through the desert and into some ruins. Make sure your characters are prepared for what awaits them! Please also make sure to read this adventure all the way through before running it because the final scene is open-ended: there are many ways this adventure can play out. There are also many ways to continue the adventure as well.

If anything, please have fun with this. If the setting doesn't work for you but you want to run the adventure, change it! To run this you really should have at least 4 player characters, but am I or anybody going to get in your business if you reduce a monster here or add a baddie there? No! Not only will I not know, I won't care. And that's the way Crom would want it!

So what are you waiting for? Let me tell you of the days of high adventure!

Prologue: Proposition

The characters start in the city of Ung. A young boy, perhaps 11 years old, finds PCs one by one. He approaches the PC and explains that a rich man had instructed him to tell anyone carrying weapons that entered the town to meet him at the Snake's Rattle Inn at dusk and that he was buying drinks for everyone. The boy gets 1 copper coin for every person that shows up.

When you arrive at the tavern it is easy to locate the boy's employer. He is a gaunt, older man with a shaved head, fair skin, and bright grey eyes. He wears robes of yellow silk, and a blue sash tied about his waist. He notices you and motions for you to join him at his table. The bartender brings each of you a foamy mug of beer as the man begins to speak.

My name is Banthus, and I am a scholar. I have called you here because I require mercenaries to assist me in the recovery of a lost relic I believe to be in a neighboring kingdom, not far from where we now sit. I would go myself, but the area is treacherous and I am unfit for such dangers. If you agree, you will each be paid 25 gold pieces up front, and an additional 75 gold pieces apiece upon the safe delivery of the relic. Any treasure you recover along the way other than the relic you may keep. Attalus, my personal guard, will escort you to the location of the relic and assist you along the way. What say you?

If the PCs agree, Banthus will go on to inform them that he seeks ancient scrolls that are to be found within a lost vault located in the ruins of an ancient temple. If the players ask about how to find the lost vault, Banthus will quote from an ancient scroll, roughly translated, "Through a glassful of moonshine, the enlightened will know the way." It will take two days of northward travel through a desert to get there. Banthus claims that the Scrolls he seeks are old and fragile, and Attalus knows how to care for them.

Read the following aloud if a PC makes a successful Intelligence roll.

In ancient times this desert was fertile grassland that was home to an extensive civilization whose name is now lost to time. A great curse fell upon the civilization which turned the land to desert and buried its ruins under the wind-swept sands. Now the desert is home only to scorpions and sand worms.

Outside the Temple

Scene 1: Dusk Departure

Read the following aloud when the PCs are ready to depart:

As the sun begins to set behind the mountains to the west, you head to the edge of town where Attalus is waiting for you. Bumping shoulders with the colorful locals makes you feel uneasy, and you

unconsciously check your belongings by feel, expecting them not to be there when your hand brushes by. The smell of this city is awful, but you pretend not to notice until you pass through the town gates and welcome the fresh air of the outside.

Attalus sits motionless atop his horse. His eyes are as gray as steel. His face betrays nothing. When you approach him, without a word, he turns his steed north and begins the voyage into the darkness. The four (or however many needed for the party) horses he brought for your use stir anxiously. One turns and begins to follow after him.

Note to the GM: It is important for the GM at this point to keep track of how much water and rations the PCs take with them and how much they consume each day. Depending on the outcome of future events, it may lead to another complication for the PCs to overcome by the end of the adventure.

Scene 2: Worm at Dawn

This encounter occurs near the end of the first night of travel.

A desert worm bursts from the sand and attacks!

Desert Worm: AC 14, HD 4, #At 1 bite, Dam 1d10, Mv 40' Burrow 30', Sv F3, MI 12, XP 280

HP 16 □□□□□ □□□□□ □□□□□ □

More detailed information about desert worms can be found in the **Basic Fantasy Field Guide Volume 1**.

Scene 3: Bandits in the Ruins

Read the following aloud at the end of the 2nd night of travel:

The false dawn begins to illuminate the mountains to the east, and as it does it also reveals the edge of a valley not far to the north from where you are. Attalus silently nods and stares at you with his cold, gray eyes. This must be the valley of the lost temple.

Read the following as the characters approach the valley:

As you peer over the edge you see the ruins of what once must have been a sprawling temple complex. Where statues, columns, and alters once

stood are now only rubble. Basins where pools once flourished are now dry, and giant slabs of marble are misplaced. As you view the expanse of ruin, you notice a column of smoke arising from the floor of the valley. It would appear you are not alone here.

These bandits are holing up in the ruins, searching for treasure. They have had no luck and their supplies are running out. They wear layered hides that count as leather armor, and use spears and short bows.

6 Bandits: AC 15, HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 9, XP 25 ea.

HP	3	□□□	3	□□□
	3	□□□	3	□□□
	3	□□□	3	□□□

Tactics: The bandits set up an ambush to attack the party as they ride in. On a roll of 1-2 on a 1d6 the party spots the ambush while still 80 yards away, if not, the party is surprised. They will flee if the PCs get the upper hand in combat or find a way to frighten them off. If the PCs are captured, the bandits will tie them up intending to sell them for slaves, as well as steal their water and provisions. The GM at this point should allow the PCs to escape and take their revenge somehow. If the PCs overwhelm or parlay with the Bandits, they may be able to pay one of them to join them for 5 to 10 gold coins.

Treasure: Each bandit has 8 sp, except the leader. He has 2 gp, 8 sp, a leather pouch with seven small gems in it (10 gp each), and a leather thong strung around his neck that contains an old medallion with a hole punched through it for the leather thong. In the center of the medallion is a shard of glass. Upon inspection, the characters may notice that the medallion has a rounded fitting on its bottom so as to be placed atop of a staff.

Outside the Temple

Scene 4: The Temple Ruins

Once the characters have dealt with the Bandits, they must search for the entrance to the temple vault. Have them search through the rubble for a while. On a roll of 1-2 on a 1d6 the party will encounter three Giant Rats.

3 Giant Rats: AC 13, HD 1d4 HP*, #At 1 bite, Dam 1d4 + 5% chance of disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

HP 3 ☐☐☐ 2 ☐☐
2 ☐☐

Then read the following aloud:

You notice a headless statue. One arm is missing, but the other is extended before it, and its hand is shaped as if it once held something.

If the medallion is attached to the end of a staff (or a spear), it may be placed in the statue's hand. In sunlight the glass shard will shine brightly but will not create a beam. At the next moon-rise, the medallion will catch the moonlight and focus it to reveal the entrance of the vault. All that must be done then is to have a slab of marble moved. Under the slab of marble is a large door with a ring. Opening it will reveal stairs leading down. There is no illumination.

Scene 5: The Lost Vault

You descend in the darkness with no more to light the way than the torches you carry. The stairs seem to go on forever, taking you deeper into the earth. The temperature begins to drop. There is no noise. Attalus speaks, "Perhaps this is what it feels like in the grave."

Soon enough however, the stairs end and you find yourself at one end of a large antechamber.

Inside the Temple

1. Large Antechamber:

This large antechamber is easily fifty by one hundred feet, with the ceiling over thirty feet above your heads. From where you stand, there does not appear to be any ornamentation or markings on the walls except for the holes that once housed torches.

There is a carving along the south wall in an ancient, forgotten language. If it can be read, it is as follows:

"Only believers may find the true path to that which they seek. Beware infidels! You may not be able to put down that which you call forth! Ia! Shub-Niggurath!"

There is an exit on the west wall.

2. Teleport Trap:

As you leave the antechamber, you come to a split in the corridor. There are passages going left and right.

A search in this spot will reveal a large wooden door that is barely distinguishable from the masonry of the corridor.

The medallion used to find the entrance will open this door and allow the players to escape the teleport trap.

A similar door appears in the west entrance to this room as well.

If the characters walk to the right, repeatedly tell them that after walking for about 50 feet, the corridor takes a left turn. As they continue walking, the floor continues to slope downward at a gentle angle. The fog in the corridors that was barely noticeable at first continues to thicken as they continue down the sloping corridor. Every time the characters are teleported from T1 to T2, the fog will thicken. They will be unaware of being teleported. However, the sensation that the characters are walking down an endless spiral will become stronger and stronger. The only way to escape this trap, is to turn around and walk the other way. To leave this room, they must find the secret door.

If the party travels to the left, they will encounter an endless series of right turns. The fog will grow thicker every time the party is teleported from T3 to T4. This corridor also has the same gentle downward slope.

3. Scary Room:

After opening the solid wooden door and walking out, the corridor makes an all too familiar split. There are passages to the left and right.

If the party travels to the right, the corridor will turn the left. Shortly after the turn, a section of the corridor has collapsed, blocking the way.

If the party travels to the left, they will encounter two right turns before encountering an impressive set of double doors.

There is a large set of double doors in front of you. The doors are barred. You can also plainly see a winch and several large metal wheels on the door.

If the party unbars the door, they will have to turn the winch in order to open the door. Each turn opens the door slightly. Each wheel has a loop of rope that can be used to hold these heavy doors open. Attalus will make sure they are used.

4. Temple Room:

You open the cyclopean doors and enter into an enormous chamber. The floor is polished stone and immense columns rise over fifty feet to the ceiling. As you look around, you notice that torches are fixed to the walls and at the ready to be lit. Between each pair of columns are alcoves in which stand the skeletal remains of warriors complete with light armor, shields, and broadswords. Against the far wall stands a gigantic, monstrous statue of some long forgotten god or demon. It has four shining eyes and six arms that have been carved in such a way as to suggest that it is holding up the ceiling. Between its four legs stands an enormous pot or urn. In front of the statue is an altar, atop of which rests an ornate chest.

Attalus turns to you and says, "This must be the room we seek. Let us light the torches and investigate."

The Altar: Inside of the ornate chest is a large case covered with an unknown animal skin. Inside the case is a scroll (see The Scroll of Kalogi below). If the chest is removed from the altar the skeletal warriors will animate and attack all within the chamber. If only the case or scroll is removed, the skeletons will not animate.

The Statue: The four eyes of this statue are actually Sapphires (worth 50 gp each). It will take a successful Climbing or Dexterity Test to make it to the demon's face to remove them.

The Urn: This huge (20 feet across) urn is sealed across its top with a silky wax-like film and is covered in arcane symbols. A large emerald (worth 200 gp) is embedded in the seal. Removing the emerald will

break the seal and release Thaire from his imprisonment. (see Plot Twists below).

The Skeletons: If the skeletons are disturbed they will crumble and will not animate if the chest is removed from the altar. If animated, the skeletons will mindlessly attack and pursue the characters and Thaire out of the chamber. Defeated skeletons will not reanimate.

4 Skeletons: AC 15, HD 1, #AT 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI12, XP 25 ea.

HP	3	□□□	4	□□□□
	2	□□	6	□□□□□□ □

Plot Twists

ATTALUS: If at any time Thaire is released from his prison, Attalus will scream, "Aiayyee, the Elder God awakes!" then take the scroll and make a run for it. This may involve attacking another character or taking the scroll still in the chest, which will animate the skeletons. Attalus will also cut the rope that holds the doors open as he leaves. This will then require any escaping characters to push open the door with a successful Strength test for two rounds (each PC that helps add a +1 to the roll). He will also close the secret passage and the surface door as he leaves. The secret door may be opened by bashing through it or making a Strength test. The surface door to the ruins may also be opened with a simple Strength test. Attalus mounts his horse and rides back to his master in the city of Ung.

Attalus: AC 16, HD 2, #AT 1, Dam 1d8, Mv 30', Sv F2, MI 9, XP 75
Equipment: **Leather Armor +1**, shield, longsword

HP 9 □□□□□ □□□□

Thaire: The elder god Thaire will immediately emerge from the urn and attack the characters and any animate skeletons. He will also pursue them out of the chamber. Thaire cannot be defeated; the characters should be smart enough to run. If they are not smart however, you may want to give them a clue that they should run such as having Thaire miss a PC and grabbing a column or the altar instead, or having Thaire animate several more skeletons. Thaire will pause while one or all four eyes focuses on whatever is in its grasp before crushing it to dust. Anyone foolish enough to stay and confront Thaire will face the following:

Thaire, Elder God: AC 20, HD 30 (+15), #AT 1 wrestling or crush, Dam 0/ 3d6, MV 15, Sv F20 +5, MI 12

[illegible]

Tactics: PCs that are grabbed by Thaire are telepathically offered the Bargain. If they refuse to serve, they are crushed to death. Those who agree to the bargain are implanted with the brood and may gain magical talents. The brood will hatch from the host's body in 1d10 months.

Magical Item: THE SCROLL OF KALOGI

Written on parchment covered with dried blood stains, the Scroll of Kalogi houses arcane information man was not meant to know. Note that the writing on the scroll is in an ancient language, which most player characters are unlikely to know; however, a **read languages** spell may be used to read it, as it is not totally unknown in the world. Anyone reading the scroll immediately suffers the loss of one point of Wisdom. Once reading the scroll has begun, the character will become obsessed and cannot be convinced to stop. He will spend at least 10 hours a day studying the scroll for 2d6 days, taking breaks only to eat and sleep. During this time a character may take one action only if he or she succeeds on a Wisdom ability roll. If the character attempts more than a single action, then a Wisdom check must be rolled for each one.

Forcibly stopping a character from reading the scroll will leave the character unable to function at all, save to eat, sleep, and beg for access to the scroll once more. This condition will last for 2d6 days, minus the character's current Wisdom bonus. At this point, the compulsion to read the scroll will abate, leaving the character with a faint longing for it. Note that the loss of the Wisdom point is permanent

regardless of whether or not the scroll is completely read.

Once the character has completed reading the scroll, the dark world of the Elder Gods will be revealed to him. The character will have access to the following rituals.

- Summon an Elder God
- Change Form Permanently
- Enchant any Weapon to become a Vampiric Weapon.

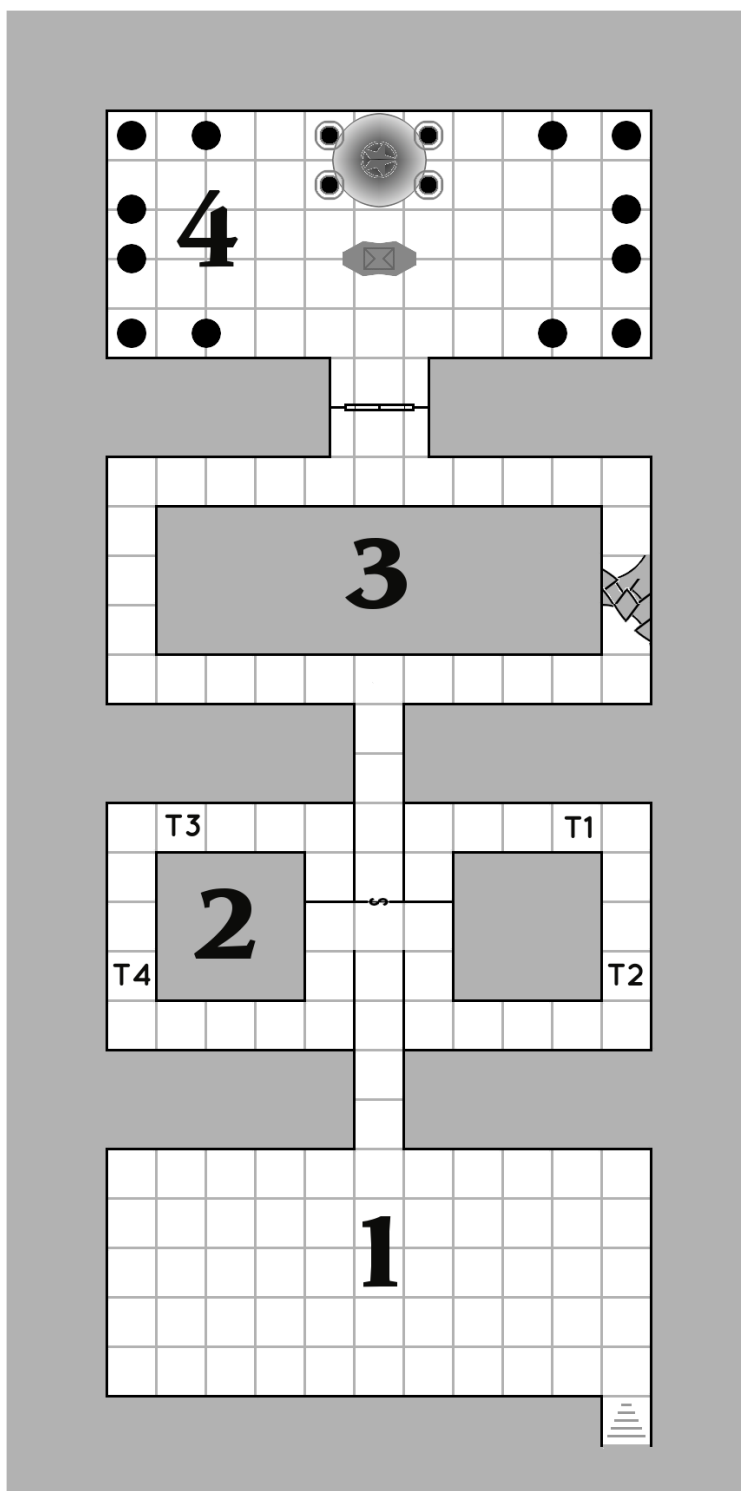
To enact any of the above rituals, the character must complete the following steps:

1. The character must describe and enact the ritual.
2. At the end of the ritual the character must make an Intelligence ability roll to determine success.
3. Regardless of success, the character must permanently reduce his or her Constitution by 1. The only exception to this is if the character enacting the ritual also includes a (demi-)human sacrifice.

The results of the above rituals are up to the GM. The GM may also add other rituals and/or powers as he sees fit.

The character who read the scroll also has a cumulative 1% chance per day of going mad. This die roll is made at the beginning of every day, after the character awakes from a night of rest. If the character goes mad for that day, he acts as if under a **confusion** spell until the start of the next day, at which point the chance of madness is reduced to 1% (and increasing again every day until the roll fails once more).

The character also has now become obsessed with the scroll and must make a roll against his chance to go mad anytime he sees another character touch the scroll or hears anyone talking about it. If he fails the roll, then he will go mad and attack everybody around him for 1d4 turns.



The Slaver's Fortress

by Chris Gonnerman

An adventure for 3 to 6 characters of levels 4 to 8

GM's Background

This adventure begins when the player characters are summoned to the presence of the local Count. He tells them the following story:

It's my fault, I'm afraid. I told my son he could not marry the woman he loved, so he and she ran off together. It would be nothing more than a minor scandal if not for the fact that the village in which they hid was raided by slavers.

I have had word from a captain in the King's navy that the slavers may be hiding in a dungeon complex on the western end of Isolan Island. I know of no one as skilled as you at delving into such places... will you rescue my son?

For more years than any man or elf can remember, Isolan Island has been a place of refuge for the lawless. The island is riddled with dungeons, littered with ruined fortresses, and infested with all sorts of monsters as well.

The count will offer 4,000 gp for the rescue of his son, and an additional bounty of 1,000 gp for the capture of any of the slaver leaders alive. In addition, he can provide a ship to take the adventurers to the island and then pick them up when they are done.

The slavers have a ship (a caravel) which they have outfitted for their purpose; it flies the colors of an enemy nation (in the author's campaign, it flies the flag of Intersia). They have a secluded cove where they hide it so that it is not usually visible from the sea, but they have become overconfident and did not properly hide it this time; thus, the adventurers will be delivered directly to its mooring point. Further, a clear path has been beaten from the cove to the dungeon complex where they are hiding.

Details of the party's arrival at the island and any encounters they may have on the way to the dungeon are left to the GM's discretion, and not detailed herein.

Major NPCs

Morgath Human Fighter Level 9: AC 18, AB +7, #At 1, Dam 1d8 +1, Mv 20', MI 9

INT 15 (+1), WIS 13 (+1), CHA 6 (-1)

Equipment: plate mail, shield, **Battle Axe +1**

HP 43

Morgath was an officer in the military of Alaxtar; he was well respected and influential, up until the day he ordered the massacre of a village in response to a tax protest. He was tried, convicted, and sentenced to prison, but he escaped while being transported there. He maintains that his actions in ordering a massacre were reasonable, and that he was convicted due to the political influence of his enemies. He runs the slaving operation efficiently, and is respected, if not liked, by his men.

Sharana Human Fighter Level 7: AC 21, AB +6/+7, #At 1, Dam 1d8, Mv 20', MI 9

INT 7 (-1), DEX 14 (+1), CON 14 (+1), CHA 8 (-1)

Equipment: plate mail, **Shield +2**, **Longsword +1/+2**
vs. Spell Users

HP 43

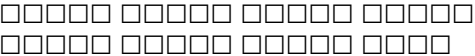
Sharana was a member of the house guard of Duke D'Angelo of Enterone, but her innate cruelty to the other women warriors resulted in a dishonorable discharge from the Duke's service. She wandered north and met Morgath, whom she found irresistible. She will take any opportunity to be cruel to another woman, especially an attractive and/or virtuous one. She particularly hates Valor True, the well-known Enteronean adventuress, whom she met while serving in Castle D'Angelo.

Dumystor Human Magic-User Level 8: AC 11, AB +3, #At 1, Dam 1d4 +3, Mv 40', MI 7

STR 13 (+1), WIS 13 (+1), CON 16 (+2)

Spells: **magic missile**, **shield**, **ventriloquism**, **continual light**, **wizard lock x 2**, **lightning bolt x 2**, **dimension door**, **ice storm**; in addition, he knows **ESP** and **clairvoyance**, but has not prepared them today.

Equipment: **Dagger +2**, **Flames on Command**, **Potion of Delusion** (labeled "Healing"), **Potion of Undead Control** (labeled with a drawing of a skull)

HP 39 

Dumystor is a weak-willed and sniveling sort most of the time, but when he has the opportunity to use magic offensively, he becomes a veritable cackling madman. He has worked for Morgath for about a year. Dumystor is well aware of his limited utility in combat, and will only enter into an engagement if he can do so from behind Morgath or Sharana, or from behind an arrow slit. If he is threatened with harm in any way, he will seek to retreat regardless of any morale check.

Valto Human Thief Level 10: AC 15, AB +6, #At 1, Dam 1d6 +1, Mv 40', MI 9

INT 6 (-1), WIS 8 (-1), DEX 13 (+1), CON 14 (+1), CHA 14 (+1)

Equipment: **Leather Armor +1**, **Shortsword +1**

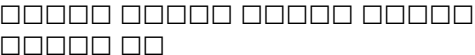
HP 31 

Valto and Renaldo (below) are brothers. Valto, the older brother, is pushy and arrogant. Both thieves act as scouts for the slavers, entering a village and checking for military presence and other risky situations before the other slavers arrive.

Renaldo Human Thief Level 7: AC 15, #At 1, Dam 1d8 +1, Mv 40', MI 9

DEX 13 (+1), CON 13 (+1)

Equipment: **Leather Armor +1**, **Shortsword +1**, **Potion of Levitation**

HP 27 

Renaldo is crafty and cunning, and has a rat-like face; despite this, he is not a wererat (though it would be understandable if someone thought he

was). If he has the opportunity to do so unnoticed, Renaldo will drink his potion, then crawl across the ceiling, Move Silently, and attempt to get behind any enemies for a Backstab attack.

Men at Arms: The slavers maintain a standing force of fighters to man the fortress and handle the slaves. All are armored in plate mail and armed with longswords and shortbows except as noted. Every group of 12 second-level regulars are led by two corporals (third-level Fighters) and a sergeant (fourth-level Fighter), save that the third watch has only 11 regulars.

2 Human Fighters, 3rd Level (Corporals)

AC 17, AB +3 or +2, #At 1, Dam 1d6 +1 or 1d6, Mv 20', MI 9; each is armed with a **Hand Axe +1**

HP 12 
11 

Human Fighter, 3rd Level (Corporal)

AC 17, AB +3 or +2, #At 1, Dam 1d10 +1 or 1d6, Mv 20', MI 9; this one is armed with a **Pike +1**

HP 20 

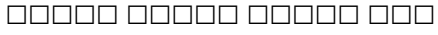

Human Fighter, 3rd Level (Corporal)

AC 17, AB +3 or +5, #At 1, Dam 1d6 +1 or 1d6 +3, Mv 20', MI 9; this one is armed with a **War Hammer +1** and a **Shortbow +3**

HP 11 

Human Fighters, 3rd Level (Corporals)

AC 17, AB +3 or +2, #At 1, Dam 1d8 +1 or 1d6, Mv 20', MI 9; this one is armed with a **Scimitar +1**

HP 18 
15 

2 Human Fighters, 4th Level (Sergeants)

AC 17, AB +3, #At 1, Dam 1d8 +1 or 1d6, Mv 20', MI 9; each is armed with a **Battle Axe +1**

HP 22 
16 

Human Fighter, 4th Level (Sergeant)

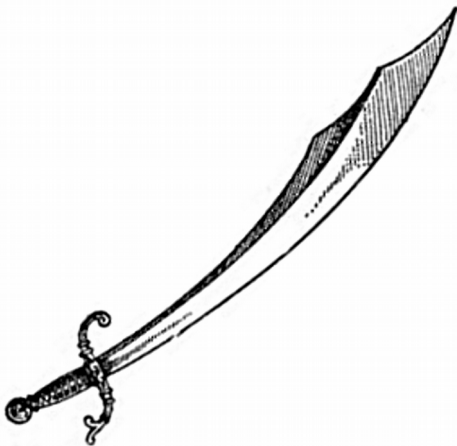
AC 17, AB +3 or +5/+6, #At 1, Dam 1d8 or 1d6 +2/+3, Mv 20', MI 9; this one is armed with a **Shortbow +1** and 7 **Arrows +1, +2 vs. Spell Users**

19 

35 Human Fighters, 2nd Level (Regulars)

AC 17, AB +2, #At 1, Dam 1d8 or 1d6, Mv 20', MI 9

HP 5 □□□□□
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**Dungeon Key****1. ENTRANCE:**

Read the following as the adventurers come in sight of the dungeon; presumably they will still be under some cover at this point.

You see a fortified dungeon entrance, with short tower-like emplacements bracketing it. You can see arrow slits in the emplacements, which would allow guards within them to fire arrows (or worse) at anyone trying to enter.

What happens next depends heavily on how the players choose to proceed. Thus, the GM must make it up as he or she goes along. The following text should be read or paraphrased when an adventurer first sees inside the entrance:

The floor within the entrance is covered in sand, which has been raked into lines.

The sand permits the guards in the various guard posts to see footprints if invisible characters attempt to pass through. The sand continues unbroken all the way through the first and second gauntlets and the reception room (#4 through #6 below).

2. GUARD POST: On all watches save the third, a corporal and a regular will be here; on the third watch, only a corporal will be present. The corporal has a whistle which he can use to communicate with the other guard post as well as with the archer's gallery surrounding the first gauntlet (see below).

3. GUARD POST: On all watches, two regulars will be here.

4. GAUNTLET: On all watches, six regulars and the other corporal will be here; 50% of the time, the sergeant will be here also. They generally wander a bit within the archer's gallery (behind the arrow slits) but if alerted (for instance, by the whistle of the corporal at #2 above), each will be standing at his arrow slit, ready to fire on anyone entering without permission. Also note, if Dumystor hears the whistle, he'll come to the archer's gallery in 1d6 rounds and use his magic to aid the archers.

5. RECEPTION ROOM: This room is generally empty unless visitors are expected. The slavers won't fight in this room if they can avoid it, as the area is too exposed; they prefer to attack with both surprise and cover if at all possible.

6. SECOND GAUNTLET: Three regulars will be here at any time, and the sergeant is 50% likely to be with them. If they are repelling an enemy, regulars from the first gauntlet will arrive in 2d10 rounds to assist, generally around half of those remaining (so as not to leave the first gauntlet completely unmanned); the sergeant will always be with the reinforcements if he wasn't here already. Dumystor will also come here if he can. The door is made of an extremely hard orange-brown wood and is held with a lock that applies a 20% penalty to the Open Locks roll of any Thief trying to pick it. If it appears that the attackers might be able to do so, Dumystor will **wizard lock** the door.

Note that there are two wooden-tined rakes in the archer's gallery here, which are used to rake the sand.

7. PARLOR:

This room contains a high-quality but heavily worn round table and six chairs; a deck of cards, empty wine glasses and a wine bottle lie on the table. A couple of barrels and a crate are pushed back into the far corner, and an exit in the middle of the back wall is covered by a tattered red tapestry embroidered with a knight on horseback. A worn rug lies on the floor beside the table, only partially covering what you are sure must be a large blood stain.

Valto and Renaldo entertain guests in this room. This includes playing cards with the other slavers (and their customers) as well as engaging in sadistic torture games with less valuable slaves. This explains the bloodstain under the rug.

8. BEDROOM:

The first thing that strikes you about this room is how spartan it is. The only thing the room contains are two small beds with a small table next to it and two footlockers at the end of each bed. A lit candle on each bedside table provides the only illumination in the room.

This is the bedroom of Valto and Renaldo. They are used to spending much of their time on the road so they don't see the need to keep their rooms overly decorated.

9. SLAVE QUARTERS:

The smell of this room assails your senses before you even open the door. This is where the slavers keep their merchandise to show them to their prospective customers. The slavers do their best to keep the place clean but the stench of all these people together in a small place has left the room smelling of body odors, human waste combined with the sour smell of fear. There are currently a group of men and women huddled together against the back wall.

This room is where the slavers keep their slaves until they can sell them off. There are around a dozen men and women being currently held in the cell. The Duke's son and his fiancée are among this group although they will be reticent about revealing who they are until they are sure the party is there to rescue them.

10. PARLOR:

This is a small sitting room that contains a plush sofa and two comfortable chairs surrounding a tasteful rug in the middle of the floor. On the west wall is a large picture of a man in a military uniform that was obviously professionally commissioned. The two floor lamps in the opposite corners of the room give the room a warm and inviting air.

This is the parlor where Morgath and Sharana entertain more upscale customers and guests.

11. BEDROOM:

A large bed with black satin sheets and pillows takes up most of the room in this bedroom. It sits at an angle in the southwest corner. Against the east wall is a large wardrobe containing clothing of both the regular and intimate variety. There is a full length picture of a woman in full plate mail hanging on the west wall. You can't help but notice the sneer of disdain that the artist was able to capture on the woman's face.

This is Morgath and Sharana's bedroom. The picture hanging on the wall is a portrait of Sharana that Morgath had made of her when it was found that one of the slaves they captured was an artist. It's not known what became of him after he had finished it.

12. BARRACKS:

This room contains rows of bunk style single beds lined against both the west and east walls. In front of each are small footlockers that most likely would contain the soldiers gear and clothing. Torches burning along the walls every few feet provide for a well-lit environment.

This is the barracks for the men at arms. It's here that they sleep and relax when not manning their posts or away from the fortress on business.

13. WIZARD'S ROOM:

This room contains a worktable in the northeast corner, littered with books, papers, and assorted glassware. A bed resides diagonally across the room, in a state of disarray. The walls are lined with paintings; most of them seem rather poorly executed, and many are in quite bad taste.

This room is where Dumystor sleeps. He keeps the way to the secret door clear so that none of his property is likely to be kicked or stepped on by any men-at-arms that might come through.

14. SECRET PASSAGEWAY:

This passageway connects the wizard's room with the archer's gallery. From this side, both secret doors are obvious and easily opened.

There is a niche here, hidden behind an illusionary wall. The illusionary wall section looks slightly newer than the surrounding walls, due to the fact that the spell was cast long ago when the walls **were** new.

Behind the illusionary wall is the slaver's treasure, protected by a trap:

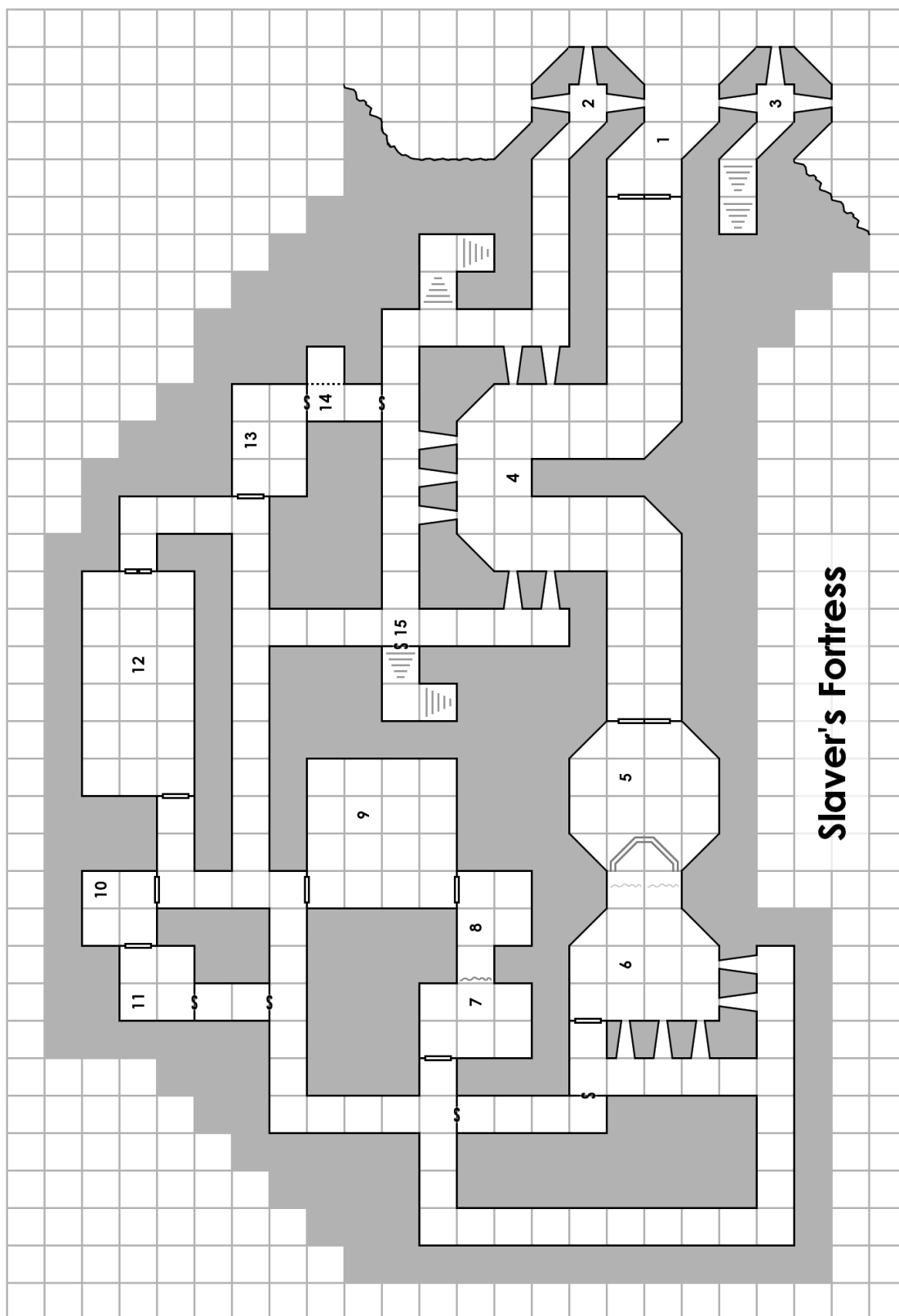
The treasure is in three bags:

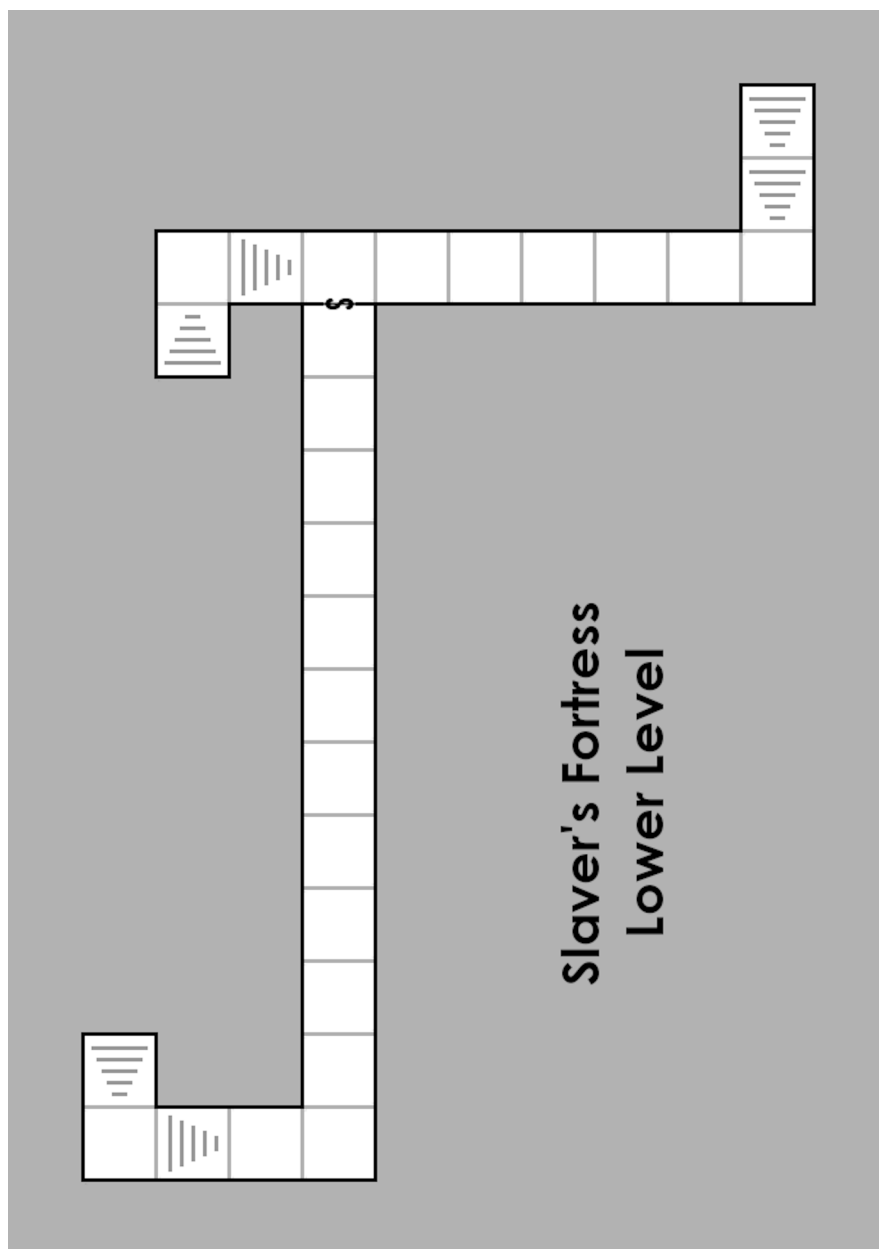
1. 1,452 sp
2. 3,528 gp
3. 198 pp, and a pouch containing the following gemstones:
 - 1 Amethyst (150 gp value)
 - 2 Aquamarines (500 gp ea.)
 - 7 Bloodstones (50 gp ea.)
 - 5 Blue Quartz (10 gp ea.)
 - 2 Peridots (100 gp ea.)
 - 1 Spinel (500 gp ea.)
 - 3 Topaz (500 gp ea.)
 - 2 Tourmalines (100 gp ea.)
 - 1 Turquoise (10 gp)

15. SECRET STAIRS:

The secret door here connects to a secret corridor on the lower level. It consists of a rotating wall section operated by a loose stone near the floor, activated by kicking it.







Taming the Flames

by Dave Gerard

An adventure for 3 to 6 characters of levels 2 to 3

Hook

The adventurers are approached on the road by a young man who asks the party's help to rescue his brother, who he claims was captured by demons.

Note: To complete this adventure, the party will require one or more enchanted weapons, as some of the opponents may only be hit that way. Please review this adventure carefully to ensure you aren't presenting your players with an unwinnable situation.

What's Really Going On

The two brothers, named Pherbius and Finn, are actually students of the Archmage Elias. While their master was away, they accidentally opened a portal to the elemental plane of fire. Some elemental creatures came through, forcing the brothers to flee. Finn went back inside and hasn't been seen since; Pherbius, less bold than his brother, went in search of help.

They live in a small stylish burrow built into a nearby hill; see below for the map. The doors in the burrow are all in good repair and will not need to be forced; however, some of the doors are locked, requiring a key (which Pherbius does not have). Forcing a locked door requires the usual roll, but done on a d12 instead of a d6; thus, a character with 17 Strength (+2) would need 1-3 on 1d12 to force a locked door. The locked doors may be picked or opened with a **knock** spell as usual.

Complicating matters, a group of bugbears has been sent to investigate the home after rumors reached them that Elias was called away; they are hoping to loot it, expecting that an archmage would have many valuable things. The bugbears will arrive around one hour (6 turns) after the player characters enter the burrow; if they manage to complete the adventure quicker than that, the bugbears will be met at the entrance as they are leaving.

When the encounter begins, read the following:

You hear a loud crash, followed by the sounds of heavy footsteps which echo through the burrow. As you listen, you hear shouts in a language that

seems to be goblinoid. It seems that whatever is making the noise, there is more than one of them.

The initial crash heard by the adventurers will be the bugbears entering Room #1. Because they are unsure whether Elias is there or not they will be wary, and thus surprised only on a 1 on 1d6, unless the party takes steps to prepare an ambush.

4 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP 14 □□□□ □□□□ □□□□
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NPCs

The only significant NPC in this adventure is Pherbius. He will not want to return to the burrow, and will only enter if he is allowed to be all the way in the back of the party. Note his morale; he is likely to flee if he feels threatened.

Pherbius Human Magic-User Level 2: AC 11, #At 1, Dam 1d4, Mv 40', MI 6
 INT 16 (+2), CON 14 (+2), CHA 6 (-1)
 Spells: **light, sleep**
 Equipment: walking staff

HP 4 □□□□

Burrow Key

1. STUDY:

This room appears to be a library or study. Bookshelves stand against each of the walls and several piles of books rest on a reading table in the middle of the room. The room smells of old paper and tobacco.

This hexagonal room is Elias' study. The books on the shelf are mostly reference and historical books of importance to a mage. On the table is an open tome that Pherbius will examine. If given two rounds of study, he will find the ritual needed to close the portal in room 5. If the characters don't know the

real story yet, Pherbius will not divulge that he now knows the ritual.

2. COMMON ROOM:

This is the burrow's common room. There is a fireplace surrounded by couches on the east wall and what looks to be a small kitchen and dining area to the west. There has been a large fiery explosion in this room and a badly burned body lies in the middle of the floor.

The body on the floor is Pherbius' brother Finn, who is obviously dead. If the characters have not deduced the real story by now Pherbius will tell them about accidentally opening the portal.

3. STATUE:

The door to this room is trapped; it will fire a fusillade of 2d4 darts from the south wall when opened. The GM should decide which characters might be in the area of effect (in front of the door) and divide them up as he or she sees fit. Each dart does 1d4+1 points of damage, rolling to hit as a monster at +3.

In the center of this room is the statue of a male figure with elven features but the broad, muscular body of a male human. It kneels on the floor as though fallen to that posture. Both its arms reach upward in supplication, and its face is a mask of grief. Two great feathered wings droop from its back, both sculpted to look broken. A large snake is coiled around the statue.

The python is tame, and will only attack if it is first attacked. If he is with them, Pherbius will let the party know that Perry the Python is harmless.

Perry the Python: AC 14, HD 5*, #At 1 bite/1 constrict, Dam 1d4/2d4, Mv 30', Sv F5, MI 8, XP 405

HP 20 □□□□ □□□□ □□□□ □□□□

4. WORK ROOM:

The door to this room from the corridor is locked.

This large chamber is filled with worktables and shelves, and the floor is covered with bits and pieces of various unidentifiable substances. There is a strong smell of sulfur and smoke in the air. Two large, black dogs with smoke curling from their nostrils stand in the far corners of the room; they don't look friendly.



The dogs are actually hellhounds, which will attack as soon as the party enters the room. However, if the party has been quiet thus far, they may be surprised, but only on a 1 on 1d6.

2 Hell Hounds: AC 14, HD 3**, #At 1 bite or 1 breath, Dam 1d6 or 3d6, Mv 40', Sv F3, MI 9, XP 205 ea.

HP 10 □□□□ □□□□
8 □□□□ □□

5. PORTAL:

A tremendous roaring pillar of fire burns in the center of this room. The fire almost reaches the ceiling, some 40 feet high here. A mosaic pattern of abstract design is tiled on the ceiling, though the tiles are so burnt that the pattern is eradicated in places. The floor is covered in ash to a depth of one foot, but drifts and mounds of ash rise higher here and there. The stink of sulfur is strong.

The portal can be closed by attacking it with magic weapons; use the stats below if this is done. Alternately, Pherbius can close it with an incantation, if he is with the party; this will take him 2d4 rounds.

Any fire-based creatures not destroyed will vanish when the portal is closed.

Elemental Fire Portal: AC 17 ‡ (magic weapons required to hit), Save vs. Dragon Breath or take 1d4 fire damage while attacking in melee

HP 50 □□□□ □□□□ □□□□ □□□□
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6. BEDROOM:

This room contains two beds, two tables, and two dressers, and the floor is strewn with furs. A flame, about the size of a campfire, is moving around the room; it almost behaves like an animal. Some of the furs are scorched, and the room smells of burning hair.

This is a small fire elemental, which will notice the adventurers and attack them in 1d4 rounds, unless attacked first, in which case it will immediately retaliate.

Small Fire Elemental: AC 16 ‡, HD 3*, #At 1, Dam 1d6, Mv 40' Fly 30', Sv F3, MI 10, XP 175

HP 14 □□□□ □□□□ □□□□

7. MASTER BEDROOM:

The door to this room is locked.

This is a very nicely outfitted bedroom, with a large bed against the west wall and other well-made furniture throughout. It seems to be untouched by what is going on in the rest of the house.

There is nothing of interest here. The archmage has hidden his truly valuable items elsewhere, and subtle magical wards discourage the monsters from entering the room.

8. MIDDEN:

Before they enter the room, read the following:

There is a strange mark or rune on the wall next to this door.

After the door is opened, read the following:

You open the door, and the reek of garbage assaults your nose. Looking inside, you see a pile of refuse waist high. In the ceiling above and in each wall are small holes that are roughly as wide as a human hand.

If present, Pherbius will explain that this is a garbage incinerator created by Elias to incinerate their trash. The magical sigil on the outside is key to its operation; with the right phrase it can be turned on and off. However, Elias never shared the phrase with his apprentices.

9. COATROOM:

You appear to be looking into a closet. There is a row of pegs on the east wall with various cloaks and jackets hanging from them. The room is quite hot, and you think you smell smoke.

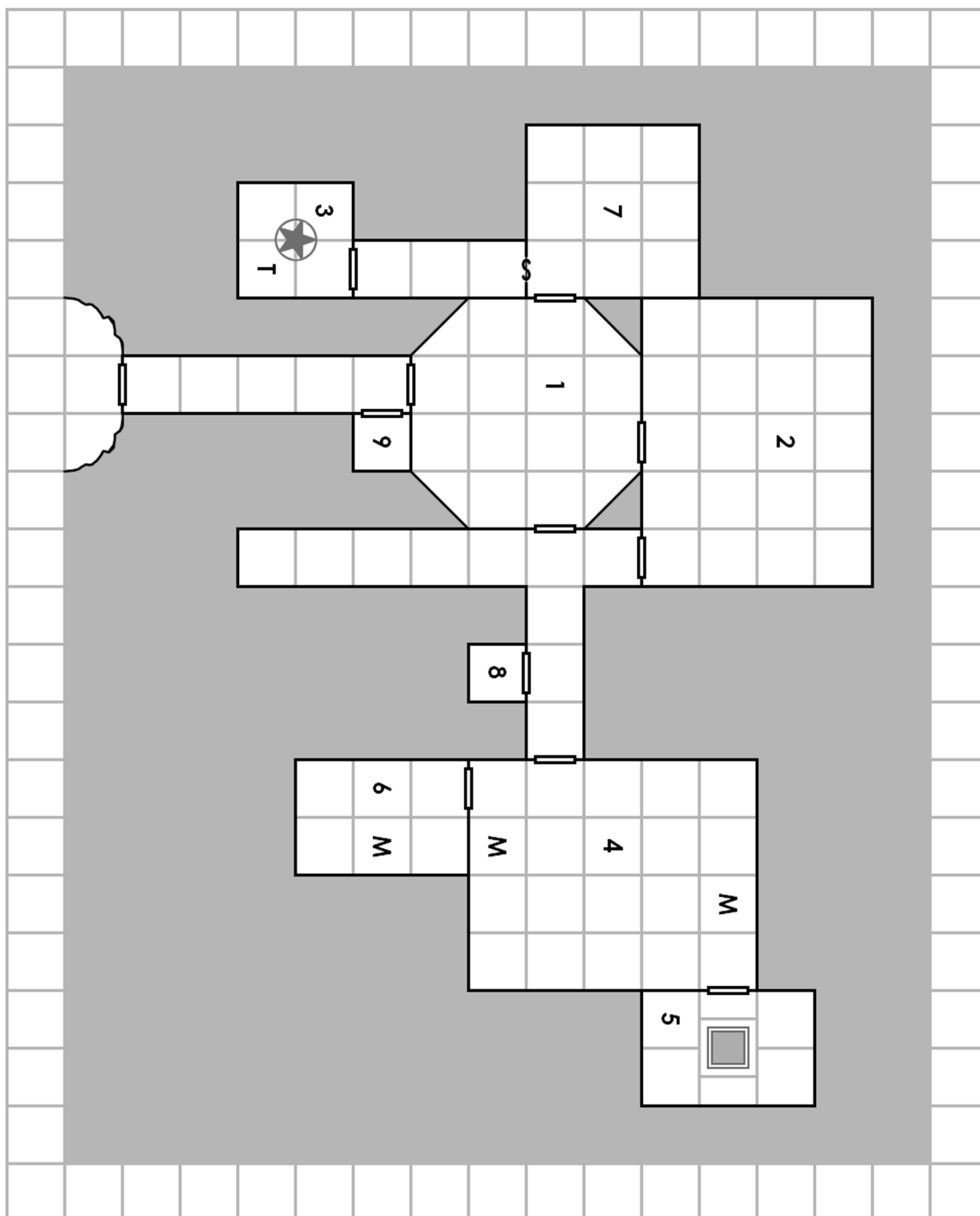
There is a small flame salamander hiding under a cloak in the back of the room, its heat scorching the fabric.

Juvenile Flame Salamander: AC 16 ‡, HD 2*, #At 2 claws/1 bite+heat, Dam 1d4/1d4/1d4, Mv 40', Sv F3, MI 8, XP 100

HP 9 □□□□ □□□□

Outcomes

The adventure concludes after the portal is closed and the bugbear patrol is defeated. If Pherbius is still alive at the end of the adventure he will be devastated by the loss of his brother and will ask the adventurers for help in burying him. They can assist if they would like. There is not a lot of treasure to be had in this adventure so it's recommended that when the adventurers arrive at the next town, Elias or someone acting on his behalf should seek them out to say thanks. As part of his gratitude he will pay each 50 to 100 gp for their assistance. Although Elias was not fleshed out in this adventure, his character could be used in later adventures as either a benefactor, teacher or knowledgeable sage.

Map of the Burrow

The Lost Tome

by Dave Gerard

An adventure for 3 to 6 characters of levels 3 to 4

Hook

The party is asked for its assistance in retrieving a lost tome rumored to be kept in the library of the mad sage Marishelli.

What's Really Going On

Information has been intercepted that the rumored **Eye of Igor** has been found. This is a magical device that can be used to make an army of Flesh Golems. Others are searching for the whereabouts of the relic but the party is tasked with finding the lost tome **Frankenstone's Monster**. This book has information needed on how to destroy the artifact. The Mad Sage Marishelli was known to have held the only known copy in her library. She has not been seen in years and her library is rumored to be guarded by strange constructs and odd beings.

Rooms/Encounters

1. TOMB:

This large tomb appears almost to be a shrine. Stone statues stand in three of the four corners of the room, each seeming to stand guard over the sarcophagus in the center. The sarcophagus rests upon a dais, its stone face bearing the likeness of a beautiful woman who seems more asleep than dead. The carvings in the corners are also skillful but seem perfunctory compared to the lovingly crafted and lifelike carving of the woman.

The statues are actually gargoyles. They will not attack or make any move unless any book from the library is brought into the room. (Of course, if any of them is attacked, they will all fight the attacker.) The sarcophagus in the middle of the room actually contains the remains of the sage Marishelli.

3 Gargoyles: AC 15 $\frac{1}{2}$, HD 4**, #At 2 claws/1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11, XP 320 ea.

HP 24 $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$
 $\square\square\square\square$
 18 $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square\square$
 21 $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$
 \square

2. LIBRARY: The door to this room is locked.

This room is lined with bookshelves. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat. Their broken bodies are bat-like and bug-like at the same time. Each had two sets of bat wings, a long nose like a mosquito, and six legs, but many were split in half or had limbs or wings lopped off. Their forms are little more than dried husks now, and there's no sign of what killed them.

If the room is searched one of the books is false and contains 200 gp, 2 gems worth 10 gp each and a black pearl worth 600 gp. Such a search has a chance equal to 10% per turn per party member searching (so three PCs would have a 30% chance per turn of finding the treasure). The searchers also have an equal chance of finding a note stuck inside one of the books; it has written on it the single word "cyclonic." The word appears to have been scorched into the paper as if by a hot metal rod. This is the password required by the djinni below.

3. STUDY:

This smaller area is also lined with bookshelves. Two braziers stand in the middle of the room. As you look inside, the braziers begin to burn merrily all by themselves.

As soon as any party member enters the room, read this:

Suddenly a gust of wind blows out the flames in the braziers, and at the same moment a large man in exotic clothing appears between them. He says, "Who disturbs my slumber? Say the password or die here today!"

The large man is in fact a djinni. If the password is not shouted by one of the characters he will attack. The password is in a book in the library, as noted above.

Djinni: AC 15 $\frac{1}{2}$, HD 7+1*, #At 1 fist or 1 whirlwind, Dam 2d8 or 2d6, Mv 30' Fly 80', Sv F12, MI 12 (8), XP 800

HP 35 $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$
 $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$

4. NARROW ROOM:

This room resembles more of a long closed off hallway than it does a room. The north and south walls are lined with dusty unused bookshelves.

There is nothing of interest to the adventurers in this room.

5. RARE TOMES AND SCROLLS: The door to this room is trapped. A Lightning bolt trap will discharge from the wall behind the adventurers if it is not disabled; if a character examines the marked alcove, read the following:

You see a strange device, a sort of pedestal about three feet tall made of black stone. Atop the pillar is a shining metal ball about two feet across.

The trap is tripped by stepping on a pressure plate in front of the door, which can be detected by the usual methods of trap detection. The door is made of oak bound with iron. Stepping on the pressure plate will cause lightning to arc from the ball to the iron bands, and any character in the area of effect (the alcove and the 10' square in front of the door) takes 2d6 points of damage (roll separately for each). A successful save vs. Death Ray reduces damage by half. Once the trap has discharged, it requires an hour to recharge itself.

The door is cold, and does not latch properly. If it is opened, read the following.

A sign on the door to this room says "Rare Tomes and Scrolls." The roof has collapsed and the majority of the room is open to the sky. The floor is littered with the remains of the roof covered in sheets of ice. The outlines of humanoid forms can be seen frozen against the walls. A quick perusal of the room shows the reason for the damage; a white dragon has taken refuge in this room.

The dragon is about 50% likely to be awake (90% if the trap went off) and will attack immediately.

Young White Dragon: AC 17, HD 4**, #At 2 claws/1 bite or breath/1 tail, Dam 1d4/1d4/2d6 or breath/1d4, Mv 30' Fly 80' (10'), Sv F4, MI 8, XP 320
HP 25 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□

The chest the dragon is guarding contains 200 gp, an exquisite set of non-magical plate mail armor sized for a muscular human around six feet tall, a **Short Sword +1**, and the lost tome: **Frankenstone's Monster**.

6. FIGHT SCENE: The door to this room is locked, and a trap also protects it. A pressure plate in the floor in front of the door, similar to the pressure plate described in area 5, above, controls the trap. It will cause a javelin to fire at an angle downward from the marked trap location past the door (possibly hitting whoever might be standing there) if the pressure plate is stepped on.

If triggered, the person standing nearest the door must save vs. Death Ray or take 1d6 points of damage. This trap does not reset itself.

This room is choked with humanoid corpses. The bodies of orcs and ogres lie in tangled heaps where they died, and the floor is sticky with dried blood. It appears the orcs and ogres were fighting each other. The bodies are largely stripped of valuables, but a few broken weapons jut from the bodies of the slain or lie discarded on the floor. A few empty bookshelves line the room.

There is nothing of interest in this room, beyond the contents described above.

7. CONTROL ROOM

This tiny room holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. On a nearby wall, you note a drawing of what looks like a statue and a red bell.

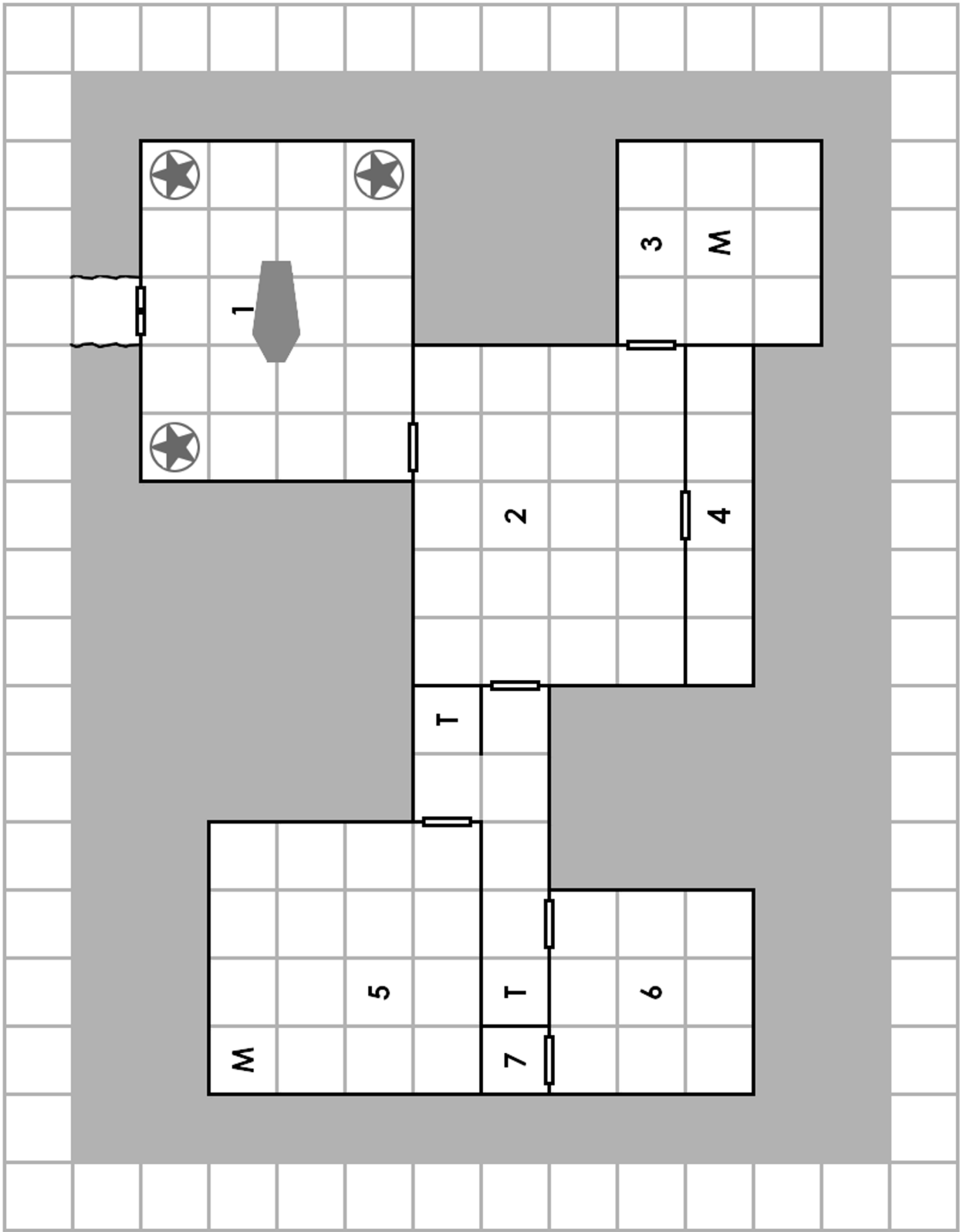
This machine can be used as a way to prevent the gargoyles in room #3 from attacking if a book is removed. Anyone attempting to operate it must make a successful Intelligence Ability Roll or Remove Trap roll.

Outcomes

The adventure concludes with the party escaping the library with the Tome. If the adventurers are successful they can and should return the book as soon as possible; if this is done, they should be rewarded for their service at the GM's discretion.

This adventure can be easily turned into a longer campaign. The adventurers can be sent to help find and destroy the artifact, or to find another sage knowledgeable enough to decipher the cryptic "Frankenstone's Monster" itself. Maybe Marishelli herself isn't dead, but is in fact the one who now controls the Eye of Igor.

Dungeon Map



Insect Valhalla

by J.D. Neal

An adventure for 4 to 8 characters of levels 3 to 6

Setting

This warren of caves is a mixture of roughly hewed mines and natural, water-worn chutes and tubes. It has never been the home of a humanoid tribe, although miners have traveled to it on occasion. The stonework is mostly soft lime (white or yellowish) and some granite, amid hard packed earth, roots and rock.

There are no "ceilings" for most of the tunnels – they are open, letting in light and water. Plant life and small life forms thrive in the rich loam that has spilled down (or been washed down by rain fall) from the upper surfaces. Plants thrive in the surrounding area, growing down into the tunnels and casting seeds onto the floor.

The inhabitants of this maze are a "warring" collection of giant insects, arachnids, worms and such creatures. They haven't been disturbed in a long time and have settled into a domestic life, often as not never leaving the area they have staked out, preying off each other and anything that passes by.

There aren't any doors and many of the areas are open enough to spill in light, so unless the players decide to go through it at night they will have less to deal with in terms of lighting (although deep shadows would make carrying light wise). While the crevices would (in real life) be winding and crooked, they were kept fairly straight to make it easier to map and describe.

The tunnels could be explored by walking outside, but (a) many of the monsters in it can certainly come crawling or flying out at fresh meat, and (b) during the growth season the crevices will be lined by plants and vines that make it difficult to see down into them. If party tries to skirt along the rim, the GM chances of being surprised should be increased. Many insects rely less on eyesight than they do chemical senses or vibrations to detect potential prey and intruders. Mucking around in the brush and trees outside the tunnels is an open invitation to ambush.

Wandering Monsters

Roll: 1 on 1d6 every 3 turns (30 minutes)

1. 1d6 Giant Ants (as in #6)
2. 1d3 Giant Crab Spiders (as in #3)
3. 1d6 Giant Shrews (as in #11)
4. 1d6 Giant Bees (as in #21)
5. 1d6 Cave Locusts (as in #23)
6. 2d6 Giant Centipedes (as in #10)

1. INSECT GRAVEYARD:

This rough, crudely hewed room is full of insect skeletons and bits and pieces of body parts – legs, wings, etc.

These are the dried, empty corpses of beetles, spiders, and ants scattered in odd heaps here and there. Most are old and brittle. A few are fresher; one or two are moist to touch. As insects from other areas die, they are sometimes drug here to be eaten or disposed of.

2. TREE OF WOE:

A great tree has driven its massive roots down into the wide opening here.

A devilish pair of black widow spiders has claimed this nook as their territory. They remain hidden in the darkness of the tangled roots of the tree overhead, motionless and nearly invisible, hunting mainly by noting movement. Anyone moving into the nook has a high chance of becoming entangled in the nearly invisible webs that they have strung across the front. If they detect prey, the spiders come scuttling quickly down, causing any daylight from above to be blotted out and perhaps disorienting prey.

Slumped against the lower roots is the mummified, skeletal figure of a human kept together by webs and dried tissues. It is wearing a silver holy symbol, a magical **Mace +1** attached by a thong around one wrist, and a backpack full of ordinary gear including decayed food, and a small pouch with 3 gems worth 100 gp each and coins totaling 15 gp.

2 Giant Black Widow Spiders: AC 14, HD 3*, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8, XP 175 ea.

HP 16 □□□□ □□□□ □□□□ □
17 □□□□ □□□□ □□□□ □□

3. SPIDERS GALORE:

Plants are thick here, with leaf covered vines and shrubs growing down into the crevice. The husks of dead insects are scattered here and there on the floor.

This rough hallway is the lair of a number of spiders fighting an unplanned war against the other insects. They are holding their ground, catching, killing and eating ants and beetles that come prowling around. The presence of carcasses on the floor will make it obvious who is here. Anyone who takes the time to investigate before entering might see something vague moving about now and then, although the spiders tend to be well camouflaged and strike from ambush. Someone patient enough may even witness a kill.

6 Giant Crab Spiders: AC 13, HD 2*, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7, XP 100 ea.

HP 13 □□□□ □□□□ □□□
8 □□□□ □□□ 5 □□□□□
8 □□□□ □□□ 4 □□□□
7 □□□□ □□

4. WOOD EATING BEETLES:

The floor of this area is thick with old leaves and rich earth. The smell of freshly turned over soil comes to the nose, as well as the smell of raw wood.

A collection of giant bombardier beetles are thriving in the mixture of leaf foliage and crumbled wood on the floor here. If attacked (or someone gets too close) they attack.

8 Giant Bombardier Beetles: AC 16, HD 2*, #At 1 bite + special, Dam 1d6 + special, Mv 40', Sv F2, MI 8, XP 100 ea.

HP 15 □□□□ □□□□ □□□□
12 □□□□ □□□□ □□
12 □□□□ □□□□ □□
8 □□□□ □□□ 5 □□□□□
8 □□□□ □□□ 4 □□□□
6 □□□□ □□

5. HUNTING TIGER BEETLES:

Plant growth is lush here, especially along the rim. A long opening in the ceiling will shed bright light into this area during the day, especially at noon.

At the opposite end of this tunnel lurks three tiger beetles, careful and quiet. They will attack any movement in an attempt to secure prey, lunging out with a good chance of surprise, unless the player characters have some method of illuminating it from a distance to reveal them.

Several humanoid bones lie among the litter in this nest, as well as scraps of armor and clothing. A pouch with 300 gp has spilled onto the ground, alongside a rusted short sword and dagger (how rusted they are is up to the Game Master).

3 Giant Tiger Beetles: AC 17, HD 3+1, #At 1 bite, Dam 2d6, Mv 60' (10'), Sv F3, MI 9, XP 145 ea.

HP 21 □□□□ □□□□ □□□□ □□□□ □
15 □□□□ □□□□ □□□□
14 □□□□ □□□□ □□□□

6. ANTS:

Ahead of you are twin openings in the north face of the crevice. The openings are rounded, cleared of roots and brush, some of which has been snipped off close to the root. There are no large rocks and something has evened out the walls and floors.

Scurrying in constant activity around these tunnels are giant ants. They are so busy keeping the tunnels clean that they will usually be seen outright.

5 Giant Ants: AC 17, HD 4, #At 1, Dam 2d6, Mv 60' (10'), Sv F4, MI 7 on first sighting, 12 after engaged, XP 240 ea.

HP 27 □□□□ □□□□ □□□□ □□□□
□□□□ □□
23 □□□□ □□□□ □□□□ □□□□
□□□
22 □□□□ □□□□ □□□□ □□□□
□□
22 □□□□ □□□□ □□□□ □□□□
□□
19 □□□□ □□□□ □□□□ □□□□

7. GRASSY DEATH:

Thin, young trees dot this relatively open area, which is grown up with tall grasses and cane.

This is home to two giant praying mantises, which stalk prey by blending in with the vegetation. They have a high chance of surprising unwary characters (1-4 on 1d6); a lower chance of surprising those who might be looking for one.

2 Giant Praying Mantises: AC 16, HD 5, #At 1 bite, Dam 1d12 bite, Mv 40' Fly 120', Sv F5, MI 8, XP 360 ea.

HP 28 □□□□ □□□□ □□□□ □□□□
□□□□ □□

HP 22 □□□□ □□□□ □□□□ □□□□
□□

More detailed information about giant praying mantises can be found in the **Basic Fantasy Field Guide Volume 1**.

8. POOL:

The north side of this alcove has a pool of water in it, clear, clean and cool. It lies placid, perhaps the run off of rain water or something that is fed by a gentle underground seep. There is a scattering of cane about, but overhanging ledges keep the area dark much of the time.

There might be an occasional insect here drinking, but few inhabit this area. The pool disappears under a shelf, opening out into the "secret" chamber to the north. Award the party a pocket award of (for example) 50 to 100 experience points for finding it and swimming to the other side.

9. MOSQUITOES:

You see a pool of clear, clean and cool water filling much of this chamber. It is placid, perhaps a cistern formed by the run-off of rain water or fed by a gentle underground seep. The roof is open in this alcove and skinny but tall canes stretch thirty feet high around the rim. An annoying, buzzing whine can be heard, growing more intense second by second.

Here we have giant mosquitoes, which ravage the animals in the outlying area at night. They will come buzzing in to attack warm blooded prey any time of the day. There are a total of 20 + 2d6 of them, although rarely will more than 1d6+1 discover each adventurer at any time.

22 to 32 Giant Mosquitoes: AC 11, HD 1d4 HP*, #At 1 bite, Dam 1d3 bite + 1d3/round blood drain, Mv 50', Sv F1, MI 9, XP 13 ea.

HP 3	□□□	1	□	3	□□□
3	□□□	2	□□	3	□□□
1	□	3	□□□	2	□□
4	□□□□	1	□	1	□
2	□□	3	□□□	2	□□
1	□	3	□□□	4	□□□□
2	□□	1	□	3	□□□
1	□	4	□□□□	2	□□
4	□□□□	4	□□□□	2	□□
3	□□□	3	□□□	2	□□
3	□□□	2	□□		

More detailed information about giant mosquitoes can be found in the **Basic Fantasy Field Guide Volume 1**.

10. CENTIPEDES:

Now and then something scuttles in the dry leaves carpeting this grassy, overgrown area.

The leaf litter and muck in this area is infested by giant centipedes. Roll to determine how many are encountered each minute of exploration. 1d6: 1-3 = 1, 4-5 = 2, 6 = 3. There is a maximum of 1d6+6 (7 - 12).

7 to 12 Giant Centipedes: AC 11, HD 1d4 HP*, #At 1 bite, Dam poison, Mv 40', Sv NM, MI 7, XP 13 ea.

HP 2	□□	4	□□□□	2	□□
3	□□□	4	□□□□	1	□
2	□□	2	□□	3	□□□
3	□□□	1	□	1	□

11. GIANT SHREWS:

This tunnel is fairly open, but overgrown along the rim. Large ferns and bushes are growing thick along the floor. A frantic squeaking like overgrown mice can be heard from amid the weeds.

Attracted by worms and insects, the giant shrews here are voracious and strike at any form of food they detect. Two silver-headed hand axes lie among rubbish on the ground.

12 Giant Shrews: AC 16, HD 1*, #At 2 bites, Dam 1d6/1d6, Mv 60', Sv F2, MI 10, XP 37 ea.

HP 8	□□□□□ □□□	7	□□□□□ □□
1	□	4	□□□□
6	□□□□□ □	3	□□□
4	□□□□	6	□□□□□ □
3	□□□	5	□□□□□
6	□□□□□ □	4	□□□□

12. GUARD FERN:

Large ferns and brush grow thick along the floor here.

This area is defended by a guard fern.

Guard Fern: AC 14, HD 6*, #At 3 thorn, acid, leaves, Dam 1d4 thorn, 3d8 acid, 1d8 leaves, Mv 0' (immobile), Sv F6, MI 12, XP 555

HP 27 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□

*More detailed information about guard ferns can be found in the **Basic Fantasy Field Guide Volume 1**.*

13. SKELETONS:

You can tell that this channel was once much more narrower but has collapsed into a heap of rock and earth some time ago. Mixed in with the rubble are grasses and shrubs, growing up amid white, bone-like sticks and rounded rocks.

The sticks are bones and the rocks are skulls. Here lie the remnants of a human mining party killed by a cave-in, uncovered by weathering and insects. There are about six skeletons, 3 or 4 of which are suitable for being animated. Included among the bones are 180 cp, 13 sp, 13 gp, and 5 pp.

14. SPIDER FOX HOLES:

You see a long tunnel open to the sky and grown over with grass on the floor and long vines along the walls.

Hidden in the north wall of the tunnel are two trapdoor spiders. They have made extremely good covers for their burrows, and rely mostly on sound and vibrations to detect prey. Consider the covers to be well-made secret doors. An aggressive physical search will reveal the coverings (they are soft while the walls and floors are hard). A probing

search will also cause the spider within to attack. If they are not discovered beforehand, roll 1d6 for each person passing by an opening; on a 5 or 6 a spider has noted them and decides to attack.

2 Giant Trapdoor Spiders: AC 15, HD 4*, #At 1 bite, Dam 1d8 bite + poison or wrestling, Mv 50', Sv F4, MI 8, XP 280 ea.

HP 18 □□□□□ □□□□□ □□□□□ □□□
15 □□□□□ □□□□□ □□□□□

*More detailed information about giant trapdoor spiders can be found in the **Basic Fantasy Field Guide Volume 1**.*

15. LITTER BOX:

A collection of many different insect corpses have been gathered in this area, punctured and drained of internal fluids and organs.

Buried under the bodies will be ten pounds of gold nuggets (at 10 coins per pound, they can be valued at 10 gp per pound) and two rough gems, whose uncut values are 200 gp each, but will approach 500 gp each once cut.

16. WATERFALL:

The constant splatter of water announces this pool of water. A stream gushes out of a small hole up top and splatters down into the pool.

The pool is shallow and fresh. The hole up top and is too small for anyone to get into. It slowly drains into the porous rock below.

17. WORM BEDS:

Both branches of this Y-intersection are thick with loam and earth. Something moves through the leaves now and then with a snake-like slither.

These areas are occupied by entirely inoffensive earthworms of quiet large size: a foot or two long, sometimes three or four. They live their blind life enriching the soil and providing food for moles and insects and such. Curious players might find 5d6 x 5 pounds of worms in each place.

18. HISSING ATTACK:

The walls are grown over with tall, narrow trees and vines. Winding down from the roof is a large snake!

Once the hungry inhabitant is dealt with, two crushed and mostly digested ancient corpses of dwarves can be found with a careful search, hidden among brush and leaves. A **Potion of Healing** and a **Potion of Gaseous Form** can be found in a smallish wooden casket underneath one. A mostly-digested leather bag contains 3 gems worth 100 gp each, 12 platinum pieces, and 230 gp.

Python Snake: AC 14, HD 5*, #At 1 bite + constrict, Dam 1d4 + 2d4, Mv 30', Sv F5, MI 8, XP 590

HP 22 □□□□ □□□□ □□□□ □□□□
 □□

19. GEM BED:

This narrow tube leads to a wet tunnel that ends in an area which seems to have been cut by humanoid hands. A broken, rusted iron pick and a very old, rotten leather sock-like shoe are visible amid spilled rocks and clumps of earth. The tunnel walls narrow sharply overhead, almost obscuring any light. Moisture drips down now and then and the floor is muddy and squishy. Sometimes you sink ankle deep in a random mud hole.

Here is what attracted occasional miners: encrusted into the soft matrix of the walls are gem stones. With a few hours of work the characters can recover the following uncut gems (cut values in parenthesis):

Number	Value
3d8	10 gp (25 gp)
2d8	100 gp (200 gp)
1d8	250 gp (500 gp)

20. BLISTER ATTACK:

Trees and brush are thick overhead, creating a dark morass of shadows amid roots, vines, and ferns.

Three giant bombardier beetles lurk in the shadows, preying on whatever passes. Among the litter of their kills is a torn leather necklace with 10 small gems worth 50 gp each lashed to it.

3 Giant Bombardier Beetles: AC 16, HD 2*, #At 1 bite + special, Dam 1d6 + special, Mv 40', Sv F2, MI 8, XP 100 ea.

HP 13 □□□□ □□□□ □□□
11 □□□□ □□□□ □
5 □□□□

21. GIANT BEE NEST:

The opening to this cubicle is fairly open, with random trees and brush providing some shade. Nestled amid tree roots against the south wall is a curious, extremely large lump of gray wood.

A hive of giant bees has built its nest here – a massive structure of beeswax and paper. In general, the party will encounter them in waves of 1d6 or 1d8, unless the PCs do something to irritate the entire nest. Usually 1d6 or 1d8 will be inside the nest itself at any time and as such safe (or at least with a bonus to saves) from various area attack spells. The hive contains 2d6 x 10 gallons of honey which might be priced at 20 to 40 gp per gallon (about 5 to 10 gp per pound).

15 Giant Bees: AC 13, HD 1d4 HP*, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9, XP 13 ea.

HP 2 □□ 3 □□□ 3 □□□
1 □ 2 □□ 4 □□□□
1 □ 1 □ 1 □
4 □□□□ 2 □□ 4 □□□□
2 □□ 2 □□ 4 □□□□

22. ANT ANNOYANCE:

The floor of this passage is cluttered by leaf litter and the remains of old trees.

If the party enters this alcove, they will be swarmed by ants that are much larger than normal ants but are in no way giant ants. They make up two swarms of insects that attack in close combat.

2 Insect Swarms: AC 13, HD 4*, #At 1 swarm, Dam 1d3 (double against no armor), Mv 10', Sv N/A, MI 11, XP 280 ea.

HP 14 □□□□ □□□□ □□□
13 □□□□ □□□□ □□□

Getting rid of them will allow a search of the area, revealing five uncut gems worth 50 gp each (100 gp if properly cut).

23. CAVE LOCUST MINEFIELD:

Vines, brush, and ferns are scattered along this hall. Leaf litter and rotten wood covers the floor. An occasional grinding noise is heard and the pop of something stepping on dry leaves.

Chewing on leaves and browse are giant cave locusts. They bite, jump, shriek, spit goo and so on per the rule book. There is a 1 in 1d6 chance that anyone passing through stealthily will spook them and cause them to react.

7 Giant Cave Locusts: AC 16, HD 2**, #At 1 bite or 1 bump or 1 spit, Dam 1d2 or 1d4* or special, Mv 20' Fly 60' (15'), Sv F2, MI 5, XP 125 ea.

HP 8 □□□□□ □□□
 11 □□□□□ □□□□□ □
 12 □□□□□ □□□□□ □□
 7 □□□□□ □□
 8 □□□□□ □□□
 10 □□□□□ □□□□□
 8 □□□□□ □□□

24. GUARD FERN:

Vines, brush, and ferns are scattered along this hall. The ferns are especially thick near the intersection.

This collection of fern-like plants has developed a series of defenses against animals that might try to eat it.

Guard Fern: AC 14, HD 6*, #At 3 thorn, acid, leaves, Dam 1d4 thorn, 3d8 acid, 1d8 leaves, Mv 0' (immobile), Sv F6, MI 12, XP 555

HP 27 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□

*More detailed information about guard ferns can be found in the **Basic Fantasy Field Guide Volume 1**.*

25. FRUITS AND BERRIES:

There are no ferns here and the vines are laden with red and green berries. Several small bushes covered by purple berries can also be seen. A fig tree is towering overhead and nearby you see a small pear tree.

Several of the plants here produce perfectly edible (and harmless) fruits and berries during the growing season. Around 1 week of rations for one person can be gathered each week during the growing season.

The Game Master must decide when the growing season is.

26. GIANT ANTS:

Overhanging plant growth along the rim of this hall makes the tunnel dark. The tunnel seems to have been neatly cleaned of roots, rocks, and other obstructions, perhaps with even more diligence than human miners would put into the chore.

A nest of giant ants has this corridor staked out and are renovating it. Piled back inside the nest are small rocks including eight uncut gemstones worth 50 gp (100 gp cut).

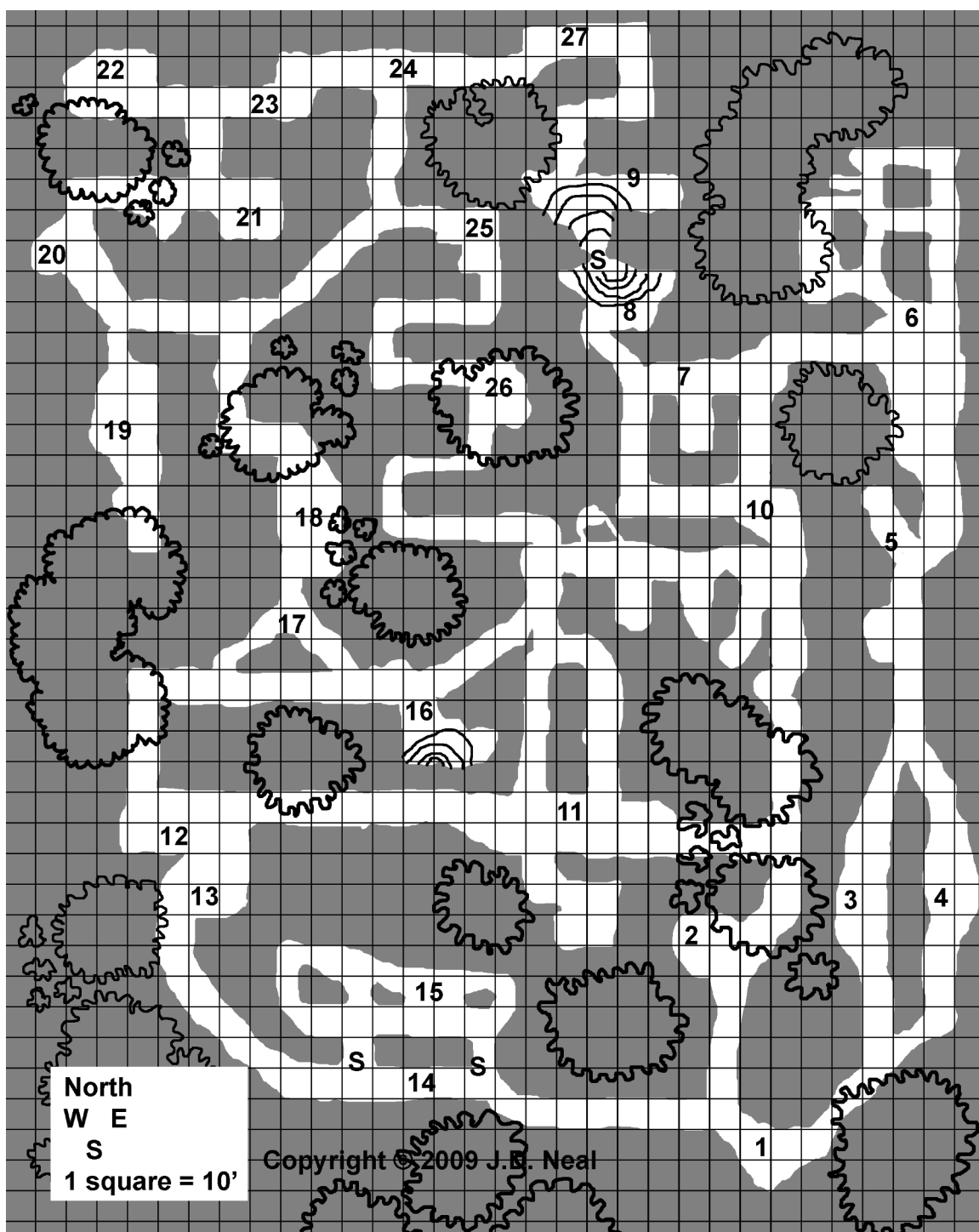
5 Giant Ants: AC 17, HD 4, #At 1, Dam 2d6, Mv 60' (10'), Sv F4, MI 7 on first sighting, 12 after engaged, XP 240 ea.

HP 23 □□□□□ □□□□□ □□□□□ □□□□□
 □□□
 18 □□□□□ □□□□□ □□□□□ □□□
 16 □□□□□ □□□□□ □□□□□ □
 18 □□□□□ □□□□□ □□□□□ □□□
 14 □□□□□ □□□□□ □□□□

27. LEG BREAKERS:

The floor of this passage is carpeted in leaves, roots, brush, and a long dead, immature pecan tree resting on its side.

A number of one-foot and two-foot wide holes are hidden under the clutter. If the players take care they can discover them and mark them or even fill them with large rocks or some such contrivance. If they aren't careful, there's a 1 in 6 chance of putting a leg through one and taking damage (1d6 points). Once they are revealed, anyone being careful can move through them safely, but someone running through the area has to make a random 1d6 roll versus Dexterity (or as the GM desires) or they will step into one.

Insect Valhalla Map

Island in River

by J.D. Neal

An adventure for 3 to 6 characters of levels 2 to 4

The Island

This island can be in the middle of a wide river, on a coast, on a lake – wherever the Game Master (GM) wants it. It has served various functions in the past: as a playground for the rich, it has been owned by several people, none of whom named it; and has served as a temple site for an obscure religion. It is currently abandoned. It can provide a location for different adventures that call for such activities as boating across the water to storm a stronghold. The monsters given are place holders for referees who have little time to add their own.

TOPOGRAPHY: The island is a rounded half-sphere, all sides rising towards the middle, rising to a maximum height of about 300 to 350 feet above the water.

The scale is 1 square = 60 yards. For convenience, characters or creatures moving 40' per round in combat (i.e. unarmored player characters) can move up to 4 squares per turn. This is slower than the normal wilderness movement rate, but faster than dungeon exploration, and assumes that the characters are moving cautiously and exploring the wilderness. If the player characters are moving through terrain they have already explored, or are moving quickly and not exploring carefully, the GM should permit them to move at double the given rate. Also note that the GM should adjust for terrain as given in the Core Rules, Adventure section, Overland Travel table.

A common sheet of quad-lined graph paper usually has about 30 by 40 squares. Using a scale of 1 square = 10' = 3 yards for basic adventures, one sheet would cover 300' x 400', or about 100 x 130 yards, or about 2 x 2 squares on the island.

The GM could easily place several additional adventures here without crowding the island. In particular, **The Slaver's Fortress**, found in this compilation, has been successfully used in this way.

ENVIRONMENT: The author assumes the island is covered by trees, brush and grasses all growing wild and thick, except where humans and nature might have cleared it off. The GM can change the nature of the island and adjust for any seasonal changes (i.e. barren trees, ice and deep snow during winter).

ANIMALS: The Game Master might stock it formally or just mention on occasion that normal animals (as suits their own game) live here. Birds, squirrels, small lizards, occasional snakes, insects, and other common creatures will thrive here. Perhaps with some foxes, bobcats and coyotes or such. Maybe a few deer live around the grassy areas. Deer swim quiet well and may be met in the water crossing back and forth to the mainland.

BOAT RENTAL: A handy support location would be a port city or town where players can have their characters do such things as rent or buy boats, replenish supplies, and rest if beat up.

A. NORTH DOCK:

Not only a dock for boats, but at one time a long stone causeway spanned the water from island to mainland. The causeway was quiet beautiful, but eventually collapsed due to floods and seismic activity. Piles of rubble form a crude stepping stone across the way. Most of these piles are far enough apart to require swimming between them.

B. EAST OVERLOOK:

Built as an overlook to greet the sun as it rose, this set of stone structures are plain. With some stone houses to hold people waiting and provide shade for strollers during hot seasons. They are not houses or such.

C. TEMPLE:

An elegant temple with several sub-temples, meditation areas, a nearby graveyard for especially worthy worshipers, a few wooden huts for grounds keepers (long since fallen through from rot) and similar trappings.

D. PRIVATE VILLA:

Once the residence of a past owner, this consists of a number of strong stone structures that are still standing. The main house is large and still maintains most of its gaudy paint and stylish frieze trim. A large outdoor swimming area, mucky with leaves and vines, but full of rain water during the wet seasons. Indoor spas and baths. Groundskeepers and servants quarters, stables and wagon storage.

E. OVERNIGHT HOSTELS:

This is a set of inns and taverns for the more common visitors. It once included horse, and wagon rentals, kitchens, shops with souvenirs and religious items, bath houses, pools, and other facilities.

F. SOUTH DOCKS:

Large, solid stone and concrete structures. Includes boat rentals and some basic facilities, like stalls and kitchens.

Prepared Encounters

The Game Master can use the island for many things: pirate hideouts, wizard towers, and so on. Below are examples of ready-made encounters placed on the map by the corresponding number key, followed by a wandering monster table. These are low level encounters; higher level adventures would naturally require higher level encounters. The GM should feel free to add to or alter these encounter areas.

1. MINOTAUR:

This minotaur is prowling a wide area for prey. It has a simple cave about 10' to 20' high and deep where it lives, littered by bones and rubbish.

Minotaur: AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11, XP 500

HP 24 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□

2. ORC WAR BAND:

These orcs are scouting the island, trying to set up a territory where they can establish a tribal cave system. They are usually found around the shelter of the temples.

Orc Warrior: AC 14, HD 2, #At 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 9, XP 75

HP 8 □□□□□ □□□

12 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 9 (8), XP 25 ea.

HP 8	□□□□□ □□□	7	□□□□□ □□
6	□□□□□ □	6	□□□□□ □
5	□□□□□	4	□□□□
4	□□□□	4	□□□□
4	□□□□	3	□□□
3	□□□	2	□□

3. LIZARD MEN:

The island looks like a fine place for lizard men to live, and this band is busily digging out a new home.

Lizard Man Leader: AC 12, HD 3, #At 1 weapon, Dam 1d6+1, Mv 40, Sv F3, MI 11, XP 145

HP 12 □□□□□ □□□□□ □□

9 Lizard Men: AC 12, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 40', Sv F2, MI 11, XP 75 ea.

HP 16 □□□□□ □□□□□ □□□□□ □
13 □□□□□ □□□□□ □□□
10 □□□□□ □□□□□
9 □□□□□ □□□□
8 □□□□□ □□□
8 □□□□□ □□□
8 □□□□□ □□□
8 □□□□□ □□□
7 □□□□□ □□

4. GIANT BATS:

Giants bats lair in the trees along the cliff face here, prowling the night and sometimes the day for victims. Often flying across the water to the mainland.

7 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

HP 8 □□□□□ □□□
8 □□□□□ □□□
8 □□□□□ □□□
8 □□□□□ □□□
8 □□□□□ □□□
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8 □□□□□ □□□

5. SKELETONS:

Skeletons of humans lie bleached among the trees and brush here, including clothing and various items. The clothing scraps that remain indicate these were well off people on an outing who perhaps made the mistake of traveling to the island on a lark. Something killed them, and many of the bones are broken and chewed on. Their hard goods are still around, including:

- * a leather coin purse with 100 gp, 5d6 sp, 4d6 cp
- * a leather coin purse with 50 gp, 60 sp, 30 cp
- * a silver necklace worth 1d6 x 10 gp
- * a gold necklace worth 1d6 x 50 gp
- * golden rings worth 100, 50, 50 and 25 gp

6. COTTAGE:

A small cottage of around 10' to 20' in size is here. Its wooden and falling down, rotting with age, but was once decorative and colorful.

7. INSECT SWARM:

A huge nest of bees or conglomeration of other insects is found here. Bees would provide a few quarts of honey. The GM can assume the players stumble into it, or alternately give them some clues and see how they act.

Insect Swarm: AC 13, HD 3*, #At 1 swarm, Dam 1d3 (double against no armor), Mv 10' Fly 20', Sv N/A, MI 11, XP 175

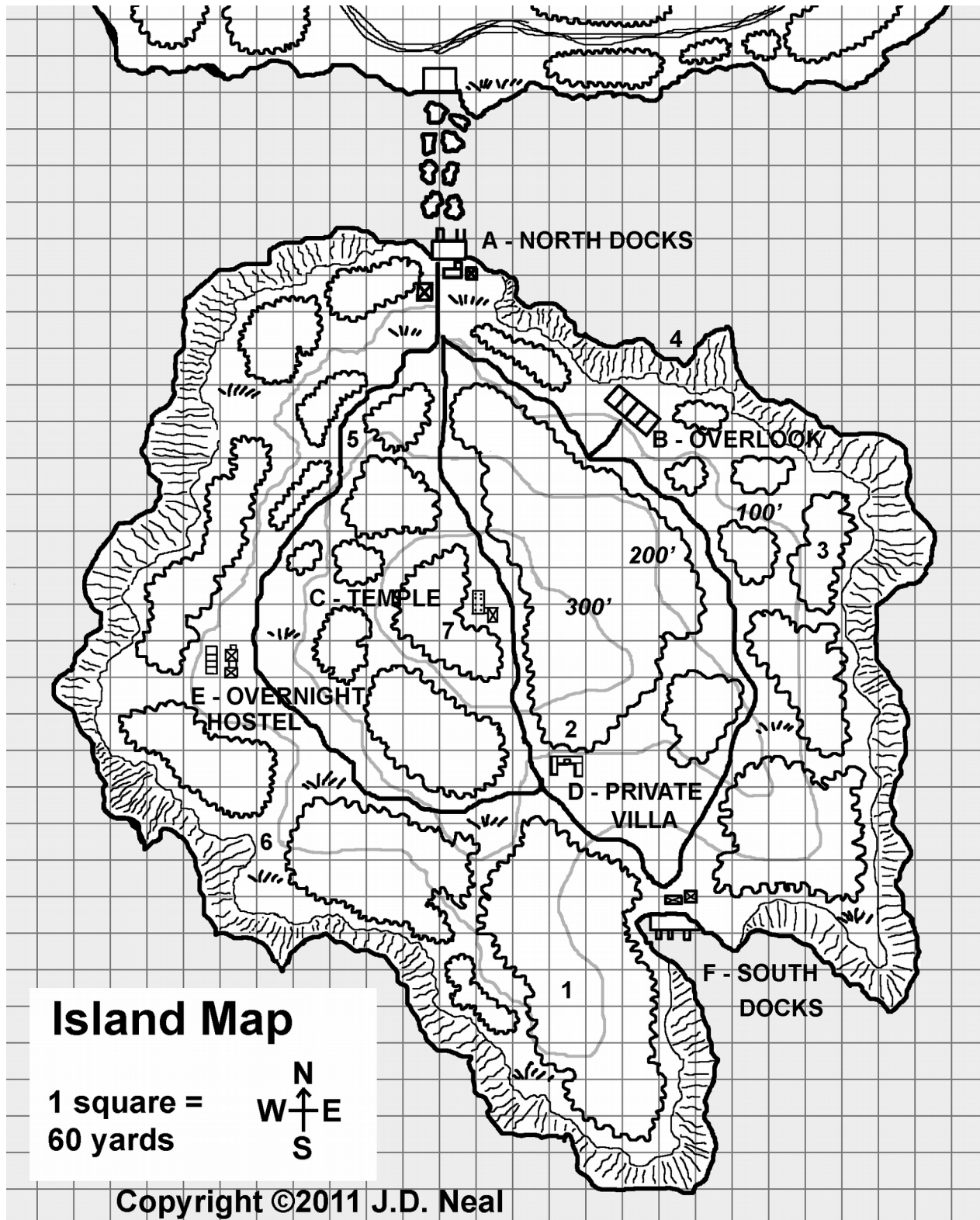
HP 12 □□□□□ □□□□□ □□



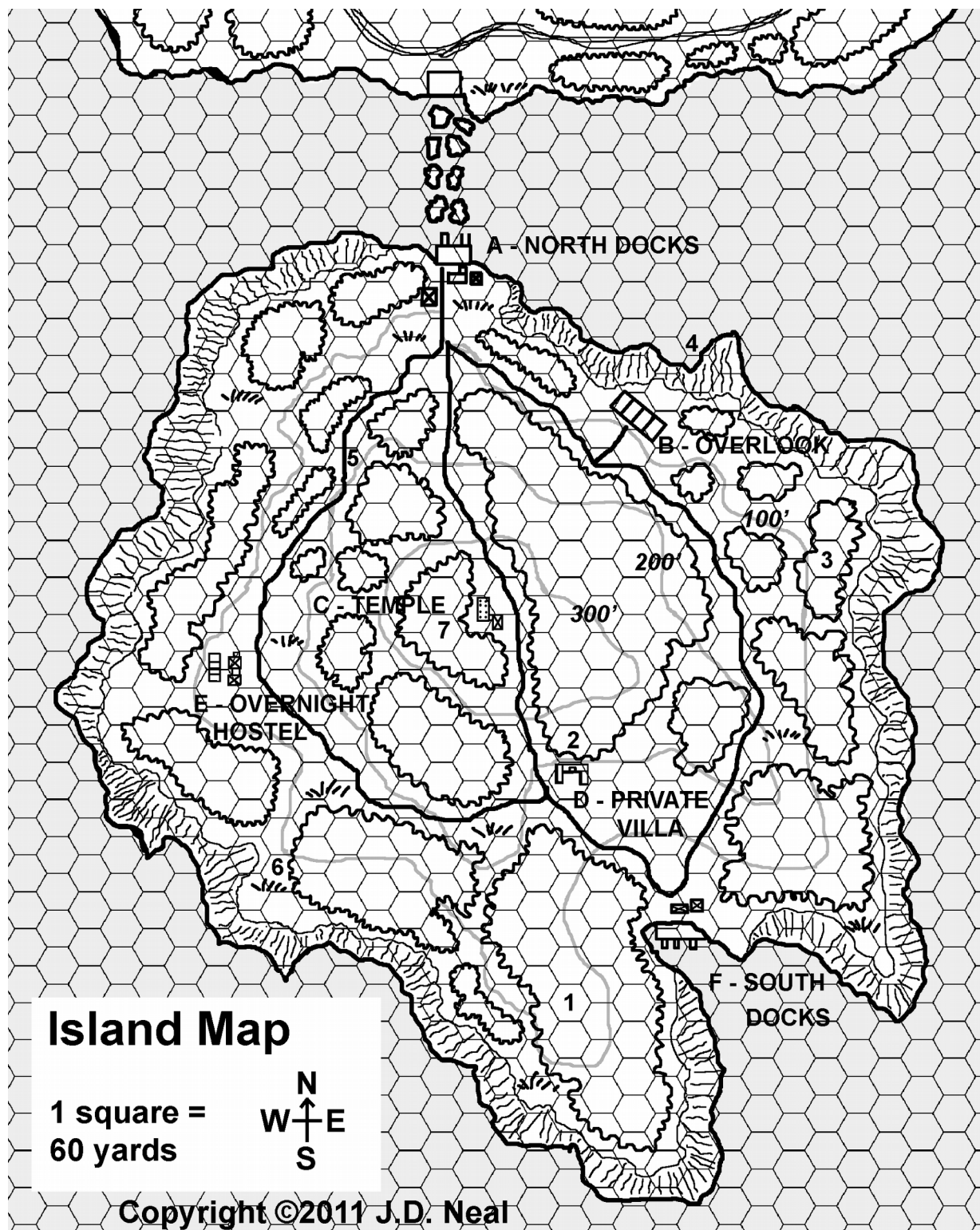
Wandering Monsters

- A lizard man patrol.
4 Lizard Men: AC 12, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 40', Sv F2, MI 11, XP 75 ea.
 HP 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 6 □□□□□ □
 12 □□□□□ □□□□□ □□
- A scouting party of orcs.
6 Orcs: (AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 40', Sv F1, MI 9 (8), XP 25 ea.
 HP 8 □□□□□ □□□ 2 □□
 1 □ 4 □□□□
 5 □□□□□ 2 □□
- A lone troglodyte hunter.
Troglodyte: AC 15, HD 2, #At 2 claws/1bite or Spear, 1d4/1d4/1d4 or 1d6 (spear), Mv 40', Sv F2, MI 9, XP 75
 HP 5 □□□□□
- A small herd of deer.
8 Deer: AC 13, HD 1, #At 1 butt, Dam 1d4, Mv 80' (10'), Sv F1, MI 5, XP 25 ea.
 HP 6 □□□□□ □ 1 □
 8 □□□□□ □□□ 2 □□
 8 □□□□□ □□□ 5 □□□□□
 3 □□□ 2 □□
- Crocodiles lurking in water or sunning on the bank.
3 Crocodiles: AC 15, HD 2, #At 1, Dam 1d8, Mv 30' (10') Swim 30' (10'), Sv F2, MI 7, XP 75 ea.
 HP 8 □□□□□ □□□
 12 □□□□□ □□□□□ □□
 12 □□□□□ □□□□□ □□
- Giant frogs hidden in the underbrush croaking.
3 Giant Frogs: AC 13, HD 2, #At 1 tongue or 1 bite, Dam grab or 1d4+1, Mv 30' Swim 30', Sv F2, MI 6, XP 75 ea.
 HP 6 □□□□□ □
 2 □□
 12 □□□□□ □□□□□ □□

Island Map (Graph Paper)



Island Map (Hex Paper)



Night of the Necromancer

by Raymond L. Allen

An adventure for characters of levels 3 to 5

Adventure Synopsis

The characters arrive at the village of Stull and spend some time in the village before nightfall. While in town the party may learn that many families on the outlying farms have already packed their belongings and left due to the recent and seemingly unstoppable advance of the undead. That evening they participate in defending the village from an attack of zombies that are originating from under the mausoleum of Bruk Stull, the founder of the village and the forefather of the lumbering operations in the area. This is a small dungeon where an "eco-necromancer," Thaen Ygmay, has made his lair. The characters must enter this dungeon, defeat the necromancer and his foul undead, and destroy the Orbs of Necromancy that are allowing Thaen to create and control so many undead at once.

Note that this adventure makes frequent references to "necromancers." For the purposes of this adventure, a necromancer is merely someone who uses or controls undead monsters; it is not necessary to download the official Necromancers supplement to run this adventure.

Character Hooks

The characters could become involved in a number of ways:

- 1) The characters are from Stull or have family in Stull who have been attacked or killed by the roving zombies.
- 2) The current lumber mill manager, Chriztopp Barclay, hires the characters to deal with this problem as it has stopped the night time production of the mill. The owners will notice the drop in production and may close the mill which hasn't been producing at the most profitable levels in recent years.
- 3) The characters are one of the groups that move supplies to the jobbers in the forest. They are either attacked by zombies or the jobbers have been attacked and are in need of help as they can't log the trees without the forest being safe.

The Village of Stull

The logging village of Stull was founded 80 years ago. Much of the timber close to the village has already been cut and farms have taken the place of the tall oaks and hemlocks that once grew on the denuded hills as lumbering has moved farther out from the village. The population of Stull is about 500 people. Everyone is employed by lumber mill owners, the independent jobbers or in one of the supporting jobs of the company town (e.g., Laquin Company Store, the Laquin School or the Temple of Law). It is a rather depressing place. All buildings are owned by the company and are of the exact same plain one-story design with slabwood roofs. The Barclay home is the one exception it is a beautiful three-story wooden slate roof construction. The only buildings that have been painted are the Barclay home, Hotel Scholding and the Laquin Company Store.

1. HOTEL SCHOLDING: This two-story building has been painted dark-green with white trim on the windows. Inside is a bar on the first floor and 10 rooms for rent on the second. The hotel is run by Harl Anto and his portly wife, Missy.

2. TOWN BUILDING: This small wooden building is used for the monthly town meetings. The current mayor is Chriztopp Barclay who is also the lumber mill manager. He is a complete company man and is not well liked by the town population. He does have the ability to keep things running in the mill and therefore keeps Stull from losing its only employer.

3. LAQUIN SCHOOL: This small one room school is run by the Temple of Law. Classes are held three times per week from mid-afternoon until just after dusk. All children from the ages 5 to 9 are required to attend. The teacher is an acolyte (1st level Cleric) from the temple named Bertrude.

4. TEMPLE: This single story stone building is the only temple in the village. Glivaus, Niels, and Fergbak, the clerics who live at the temple, hold ceremonies every day at 5am, 1pm and 9pm. Although not mandatory, most citizens of the village attend one ceremony each day. Gilvaus is the senior Cleric of the three (Gilvaus is 3rd level where as Niels and Fergbak are 2nd level). Bertrude (from 3, above) also

lives here, but being first level is not yet allowed to perform religious services.

5. LAQUIN LUMBER MILL: This large wooden building is the oldest mill owned by the Laquin Lumber Company. At one time 80,000 board feet of lumber was cut each year but only 20,000 board feet have been cut in the last ten years. The company has considered closing the mill twice in that time. Only the efforts of Chriztopp Barclay have kept the mill at this production level and therefore from being closed. However, it is only a matter of time before the mill will have to be closed.

6. LAQUIN COMPANY STORE: This single story building is painted bright red. All items from the Basic Fantasy rulebook may be purchased here but at a price of 33%-50% higher than listed. There is only a 50% chance of any armor or weapons of a certain size or type being available as they must be shipped in from a larger town. The store is run by an old warrior named Shellia. She fought goblins for years and has the scars on her face to prove it. It was Shellia who first encountered the undead while walking home from the store one night.

7. THE CEMETERY: The cemetery is located on a small hill above the village. In the center is the mausoleum of the village founder, Bruk Stull. This cemetery was nicely kept until the undead attacks began. Now it is a mess of open graves. No one is willing to enter the cemetery these days. Not even in daylight.

There are 180 bodies buried in the cemetery. Thaen has only animated 40 of them so far.

8. THE BARCLAY HOME: The Barclay home is a beautiful three-story wooden construction with a slate roof. This is where Chriztopp Barclay and his family live. Chriztopp can be found at the mill from dawn to dusk each day.

9. CLAMPTON BOARDING HOUSE: This is where all single employees may rent a room. Rent is daily, weekly or monthly (1sp, 6sp, or 18 sp) for a small room with a bed, desk and chest. This two-story building has a communal wash room on each floor.

Homes of the Employees: All of these buildings are a single-story with a central fireplace. Each contains four rooms and is rented by a family.

The Eco-Necromancer

About ten years ago, a young man named Thaen Ygmay attended the Laquin School. It was in the

school playground that the Clerics noticed his fascination with dead insects as well as a great interest in trees and plants. Thaen always seemed saddened whenever he looked toward the mill.

Thaen's mother died when he was two years old and he was mostly left to raise himself. His father worked at the mill when he was sober. Thaen liked to walk in the forest, appreciating the quiet among the trees; but as the forest was clear-cut for the lumber it contained, his peace and quiet disappeared with it.

Thaen was expelled from the school after he brought a dead skunk into the playground to scare the children. Afterward, his father kicked him out of the house in a drunken rage. A festering anger against his father grew inside the young man, as well as resentment against the lumber company that took his forest from him. He wandered alone for some time until he found a cult of necromancers in a city far from Stull. They taught him the dark craft of necromancy, in which he excelled. Strangely, Thaen has never forgot the peace of walking in the forest and believes in his sick and twisted mind that the dead will only rest if the forest returns and the village and the lumber company are destroyed.

Several weeks ago, Thaen and a Cleric of the Lord of Chaos, Behiric Sholic, returned to Stull with several zombies and the Orbs of Necromantic Power. They moved the statue in the Stull family mausoleum and entered the dungeon below. The two necromancers have been exhuming the bodies from the cemetery and animating them with the orbs. Although Thaen has released a few zombies and skeletons on the outlying farms, they are just an attempt to put fear in the hearts of the local farmers. The day the characters arrive in Stull is the first day of the attack on the village of Stull itself.

Events of the Present

Skeleton Attack on the School

The Laquin School lets out at sundown. There are 20 children outside playing when the skeletons leave the cemetery. They have orders to go forth and kill all and will march through town killing as they encounter living creatures. They start with the children in the playground behind the school building. The skeletons simply walk from the cemetery across the shallow Carbon Run and into the school yard.

The PCs may become involved when the alarm is spread throughout the village or perhaps they are at the school themselves. If the PCs do not arrive by

the 5th round, Bertrude will have fallen after a failed turning attempt.

9 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	5	□□□□□	5	□□□□□
	5	□□□□□	5	□□□□□
	5	□□□□□	5	□□□□□
	5	□□□□□	5	□□□□□
	5	□□□□□		

Zombie Attack on the Lumber Mill

About 15 minutes after the attack on the school a second attack begins. There are 25 men working at the mill. A group of zombies enter the building and start causing mayhem. By the end of the 5th round, five of the lumbermen have fallen and the rest have retreated to the band saw room on the second floor to organize a defense. However, in another 15 rounds the zombies will have broken through and killed them all.

12 Zombies: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP	7	□□□□□ □□	7	□□□□□ □□
	7	□□□□□ □□	7	□□□□□ □□
	7	□□□□□ □□	7	□□□□□ □□
	7	□□□□□ □□	7	□□□□□ □□
	7	□□□□□ □□	7	□□□□□ □□
	7	□□□□□ □□		

Zombie Attack on the Barclay Home

At the same time the zombies are attacking the mill, another group of zombies have crossed the bridge and entered the mill manager's home and are attacking his family. At the end of the 5th round, Chriztopp's wife and two of his three children are dead and Chriztopp is fighting for his life against two zombies in the kitchen of the house. The third zombie is searching the second floor for a frightened 3 year old who is hiding in a closet.

3 Zombies: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP	7	□□□□□ □□	7	□□□□□ □□
	7	□□□□□ □□		

The Cemetery

The Stull Mausoleum is located in the cemetery. It is made of marble with green stripes throughout the stone.

When the PCs near the mausoleum, read the following:

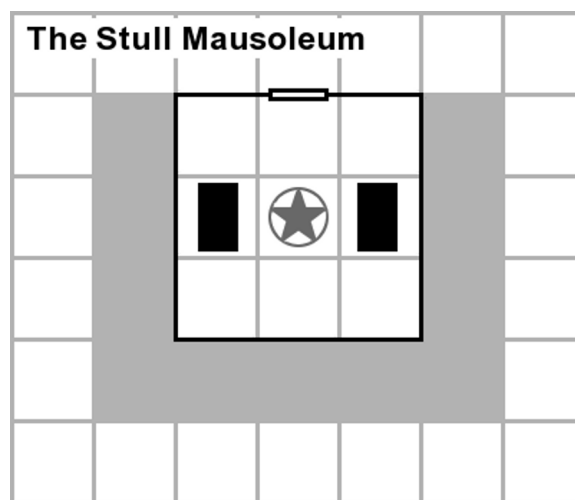
Upon approaching the mausoleum, you can easily see that the door has been torn from its hinges and is laying on the ground in front of the building. Inside is only darkness and silence.

When the PCs enter, read the following:

Inside the mausoleum it is quiet as the grave. There are two vaults to the left and right of a bronze statue. The vaults are of Bruk and his wife Amandi and they appear to be undisturbed. The statue is of a large man sitting in a chair looking out the mausoleum door toward the village. There is a plaque informing the reader that the statue is the likeness of Bruk Stull.

If the characters walk behind the statue, they may notice a hollow sound from their footsteps. With good role-playing, this hint may lead the characters to stairs below the floor. The statue may be pushed back (total strength score of 30 is required to move it) to reveal the stairs that lead down into Thae's dungeon.

The vaults are empty as the bodies were interred in area #4 in the dungeon below.



The Dungeon

This dungeon complex was built by Bruk Stull to house the bodies of his family after their deaths. However, only Bruk and his wife were interred. The Stull family members moved away from the village afterward and knowledge of the dungeon was quickly forgotten.

As a child, Thaen took an interest in the cemetery and started playing near the mausoleum. He noticed that a hollow sound was made when walking across the mausoleum floor. Upon returning to Stull as a young man, Thaen discovered the dungeon complex and made his lair below the mausoleum.

Features of the Mausoleum Dungeon

The mausoleum dungeon has some common features throughout.

Illumination: Unless otherwise stated, the dungeon is completely dark.

Ceiling: The ceilings are 10' high.

Doors: The doors are made of 4' stone and are locked with the exception of the door to area #6.

Secret Doors: The secret doors into area #5 are opened by pushing against either side of the door which pivots on a center axis.

Walls and Floors: The dungeon is made of the same green striped marble in areas #1-3 but all other rooms and corridors are of smooth gray stone.

Turning: All undead are more difficult to turn in the dungeon due the presence of the Orbs of Necromantic Power. Clerics turn undead as if they are one level lower, or at -1 on the die roll if first level.

1. STAIRS:

These stairs are made of stone and are covered in cobwebs along the walls. The center of the steps appears to be dust free.

The stairs descend 20' into the darkness. If the characters listen before descending, they will hear the skeletons as they move from near the pit toward the stairs.

4 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 5 □□□□□ 5 □□□□□
5 □□□□□ 5 □□□□□

2. PIT TRAP:

This pit is covered by a stone door. When the pins are removed from the sides by using the lever in area 10, the pit trap is active. The bottom of this 30' deep pit is covered with 6" tall spikes. The total damage from a fall would be 4d6 (3d6 for the fall and 1d6 for the spikes). It takes 50 lbs. of weight to trigger the trap.

There is a zombie at the bottom of the pit that had fallen in several weeks ago. It amused Thaen so much that he decided to leave it there. It will attack any character that enters or falls into the pit.

Zombie: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75

HP 4 □□□□

3. ZOMBIE GATHERING:

This cold 20' x 40' area is covered in a beautiful green marble across the floor and up to the ceiling. There are four other exits in the room. However, your greatest concern seems to be the zombies that are shuffling toward you.

These zombies were ordered to defend this room against intruders. They attack the party on sight. If they are turned, they will move into room #4.

6 Zombies: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 13 □□□□□ □□□□□ □□□
12 □□□□□ □□□□□ □□
8 □□□□□ □□□
13 □□□□□ □□□□□ □□□
4 □□□□
9 □□□□□ □□□□

The secret door is a door-sized square section of marble, perfectly fitted so that the seam is nearly invisible.

4. BRUK STULL'S REST:

This large chamber is a crypt. Along the north wall of this chamber is an altar to the Lord of Law. The center of the room contains two sarcophagi. The sarcophagi have been opened and bones lay on the floor nearby.

This room may be the most dangerous in the dungeon. The sarcophagi used to contain the bodies of Bruk and Amandi Stull who's bones now lay on the floor. Hiding in the floor below the sarcophagi

are two wraiths. They rise up and attack as soon as the party comes near them. If either of the wights is reduced to 10 hit points or less, they will retreat back into the floor.

2 Wraiths: AC 15 \pm , HD 4**, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320 ea.

HP 21 ☐☐☐☐☐☐☐☐☐☐☐
19 ☐☐☐☐☐☐☐☐☐☐

5. ORBS OF NECROMANTIC POWER:

Upon opening the door to this room you see a strange flickering green glow in the chamber beyond. On the floor is a pile of bodies along the wall. As you watch, the bodies seem to twitch and tremble. There are two shadows of humanoid creatures moving in the room.

There are two newly animated ghosts in the chamber. They are the first ghosts to rise from the pile of bodies in the chamber.

2 Ghosts: AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + stench, Mv 30', Sv F2, MI 9, XP 125 ea.

HP 10 ☐☐☐☐☐☐ 9 ☐☐☐☐☐☐

The orbs have nearly completed the animation of the bodies. A new ghost will arise every 10 rounds from the pile. There are enough bodies to animate 10 ghosts. If the orbs are destroyed, Thaen will lose

control over the undead in the dungeon and the party may find him in a fight for his very life when they reach area #10. If the PCs spend a large amount of time elsewhere in the dungeon after destroying the orbs, there is a possibility that both Thaen and Behiric will escape from the dungeon.

6. THE STUDENTS OF NECROMANCY:

This room contains three beds with three small chests at the foot of each bed. The area appears to be lit with a lantern that is hanging from the ceiling. There are three men and three large insects in the room. The men are standing in the middle of the room near another insect. One of the men appears to be casting a spell on it.

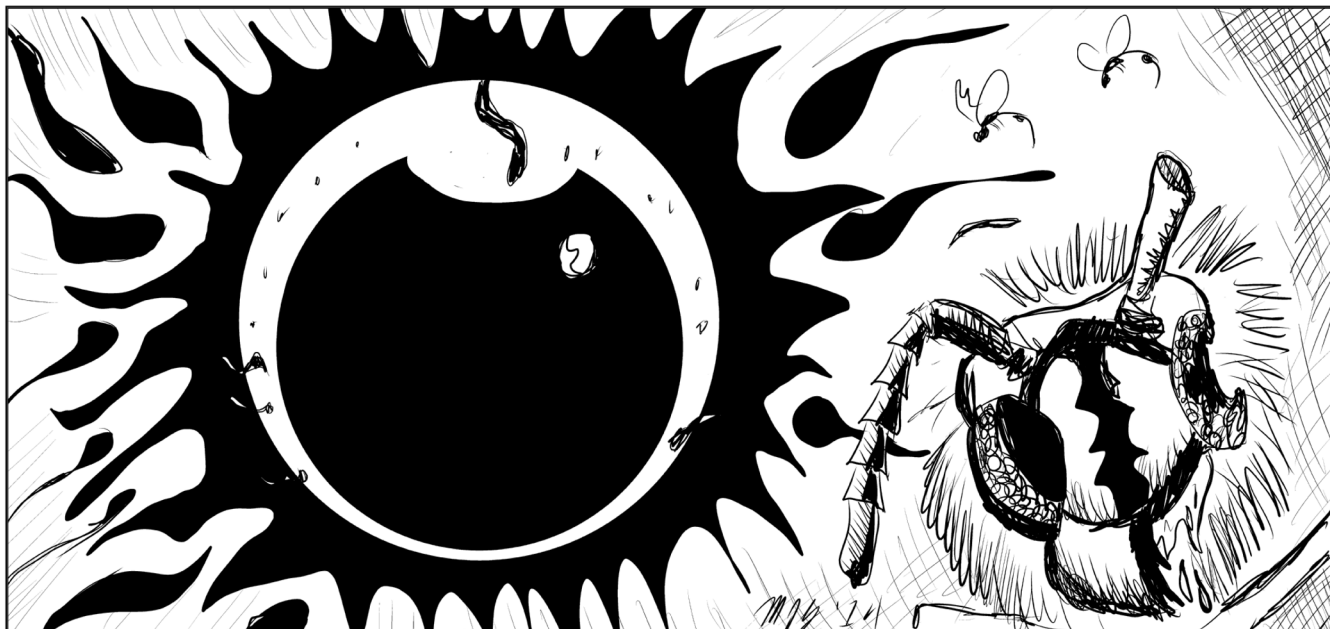
Inside this room are three students of Thaen and Behiric and their three animated vermin. Malic is casting Animate Vermin on the body of a recently killed beetle. If they have been forewarned of the party's presence in the dungeon, they will be ready for combat. If there is enough time, Garret will cast hold portal on the door. Otherwise, they are relaxing during their time off.

Malic, Magic-User Level 2: AC 13, #At 1 dagger or spell, Dam 1d4 or by spell, Mv 40', MI 7, XP 125

INT 18 (+3), WIS 13 (+1), DEX 16 (+2), CON 13 (+1), CHA 7 (-1)

Equipment: **Ring of Protection +1**

HP 8 ☐☐☐☐☐☐



Spellbook: Level 1 – **animate vermin**, **charm person**, **shield**, **magic missile**

Spells Prepared: **animate vermin**, **magic missile**

Malic is an extremely intelligent but unlikable person. He has many small cuts on his skin due to a fascination with blood.

Garrett, Magic-User Level 1: AC 11, #At 1 dagger or spell, Dam 1d4 or by spell, Mv 40', MI 7, XP 37

INT 15 (+1), DEX 15 (+1), CON 16 (+2), CHA 14 (+1)

HP 6 □□□□□□

Equipment: Dagger.

Spellbook: Level 1 – **animate vermin**, **hold portal**, **ventriloquism**

Spells Prepared: **hold portal**

Garrett is a handsome man who became a student of necromancy to better understand death, disease and how to prevent them. He is not an evil man like his two peers but will defend himself if attacked.

Hath, Cleric Level 3: AC 15, #At 1 mace or spell, Dam 1d8+3 (+2 Str, **+1 Mace**) or by spell, Mv 20', MI 7, XP 175

STR 17 (+2), WIS 18 (+3), DEX 13 (+1), CON 13 (+1)

HP 12 □□□□□□ □□□□□□ □□

Equipment: chain mail, **Mace +1**.

Spells Prepared: **cause light wounds**, **fear**

Hath is an arrogant man who thinks he is superior to Malic and Garrett due to his Clerical background.

3 Animated Giant Beetles: AC 12, HD 1, #At 1 bite, Dam 1d6, Mv 20', Sv F1, MI 12, XP 25 ea.

HP 5 □□□□□□ 5 □□□□□□
5 □□□□□□

7. THE TREASURY: The door to this room is **wizard locked**.

Inside this strangely shaped room are four statues of skeletons made from a black crystal and a large chest against the south wall.

The four statues were placed here by Bruk Stull to guard his treasures. They will attack any living creature that enters the room.

4 Crystal Living Statues: AC 16, HD 3, #At 2 fists, Dam 1d6/1d6, Mv 30', Sv F3, MI 12, XP 145 ea.

HP 18 □□□□□□ □□□□□□ □□□□□□ □□□
17 □□□□□□ □□□□□□ □□□□□□ □□
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The chest has a contact poison on it. If it is not found and removed, it will cause 3d6 hp damage to the careless character who opens the chest; a successful save vs. Poison negates this damage. Inside the chest is 800 sp and 1100 gp.

8. BEHIRIC'S CHAMBERS:

This chamber is a complete mess! Inside is a bed, chest, rug and wardrobe. Clothes are spread across the room.

Behiric is a slob. The clothes are all dirty. The bed is unmade. The wardrobe is empty. The chest contains more dirty clothes.

9. TEMPLE OF CHAOS:

In the alcove on the eastern wall of this room is an altar with a small golden statue of the many armed, faced and legged god of chaos. It appears that the eyes of the statue are small rubies. The chamber is lit with candles from the altar with give the statue a frightening aura.

If the party somehow reaches this room without alerting Behiric by fighting the undead in area #11, they will see Behiric kneeling in front of the altar in prayer. The statue is of the god of chaos and is worth 250 gp.

Behiric, Cleric Level 6: AC 16, #At 1 or spell, Dam 1d6+2 (+2 Str) or by spell, Mv 30', MI 11, XP 555

STR 17 (+2), WIS 15 (+1), DEX 13 (+1)

HP 22 □□□□□□ □□□□□□ □□□□□□ □□□□□□
□□

Equipment: chain mail, **War Hammer +2**, **Snake Staff**

Spells prepared: Level 1 – **darkness** (**light** reversed), **cause light wounds**; Level 2 – **bane** (**bless** reversed), **hold person**; Level 3 – **striking**

10. THAEN'S CHAMBER:

Beyond the door into this room is a well-appointed chamber. It contains a bed, desk, chair, rug, and wardrobe. Of greater interest to the party is the angry man who was sitting in the chair until you opened the door. Standing in the center of the room is a vile creature that can only be undead. There is a lever in the west wall.

This is Thaen, the eco-necromancer. He is very willing to add the bodies of the party to the ever increasing horde of his minions. Thaen was giving instructions to a wight to attack the boarding house in Stull when the party opened the door. The wight will, naturally, attack the adventurers on sight. When Thaen sees the party, he stands up from his chair and screams, "Tree killers! You must die for your deeds against the forest! The dead will walk freely!"

Thaen, Magic-User Level 6: AC 12, #At 1 dagger or spell, Dam 1d4 or by spell, Mv 40', MI 11, XP 555

INT 18 (+3), DEX 16 (+2), CON 13 (+1), CHA 14 (+1)

HP 19 □□□□□ □□□□□ □□□□□ □□□□□

Equipment: **Dagger +1, Scarab of Protection**

Spellbook: Level 1 – **animate vermin, charm person, detect magic, magic missile, shield**

Level 2 – **continual light, ESP, knock, wizard lock**

Level 3 – **dispel magic, lightning bolt**

Spells Prepared: **charm person, magic missile x2, continual light, knock, dispel magic, lightning bolt**

Wight: AC 15 †, HD 3*, #At 1 touch, Dam energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175

HP 14 □□□□□ □□□□□ □□□□□

Also located in this room is the lever that will disable the pit trap in area #2. Inside the wardrobe are two small boxes with a velvet lining. These are the boxes that were used to carry the fragile Orbs of Necromantic Power into the dungeon.

11. MARCH OF THE UNDEAD:

This 20' x 50' chamber has 8 zombies marching in a circle in the center of the room. They soon stop and turn towards the party.

Undead marching in place amuses Behiric. If combat erupts in this chamber, Behiric will notice

and join in the fray on the third round. If the combat last longer than 5 rounds, Thaen will notice the noise and will send his wight to investigate. The wight will return to area #10 and report the presence of the party and both will walk to area #11 and join in the fight on round 9.

8 Zombies: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 13 □□□□□ □□□□□ □□□□□
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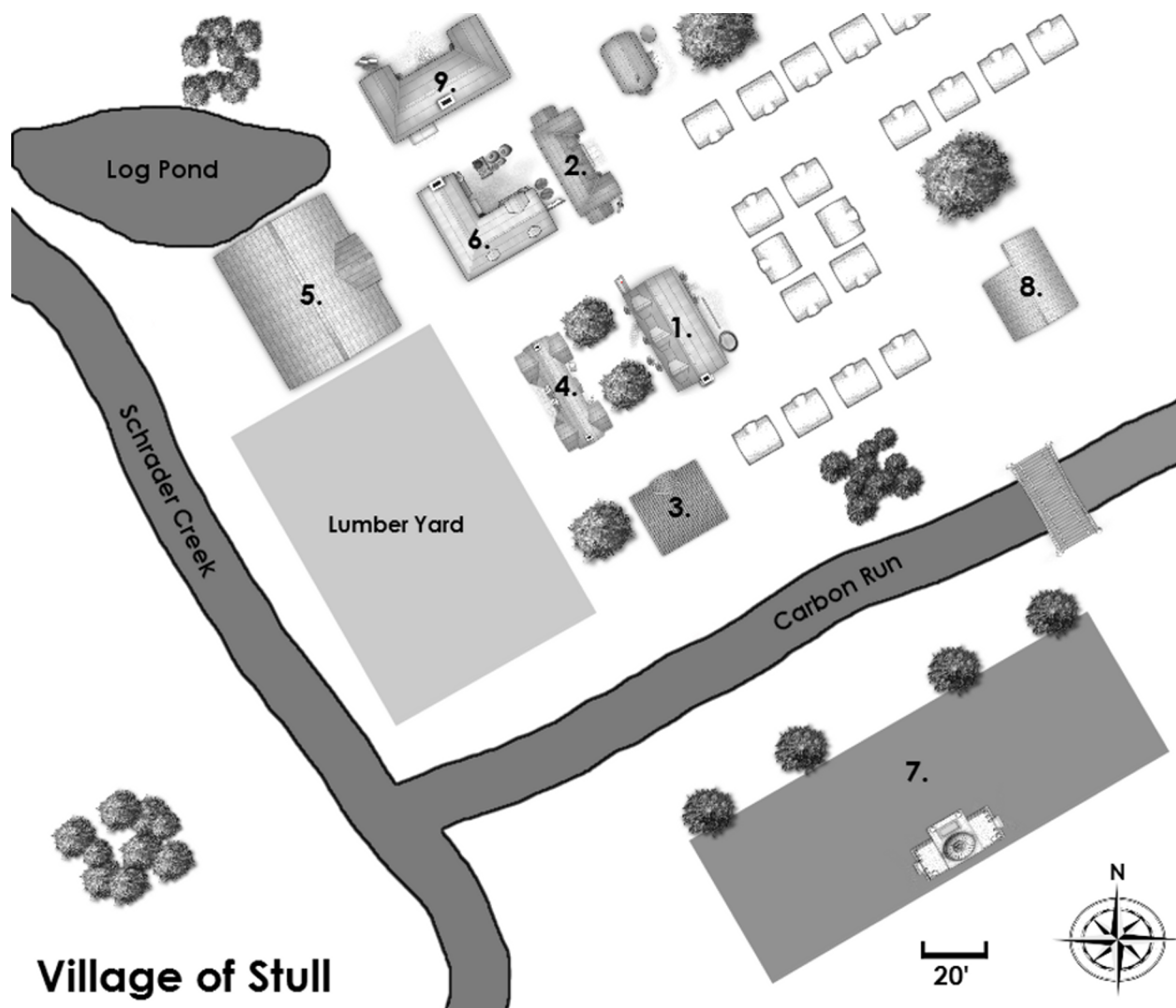
New Magic Items**Orbs of Necromantic Power**

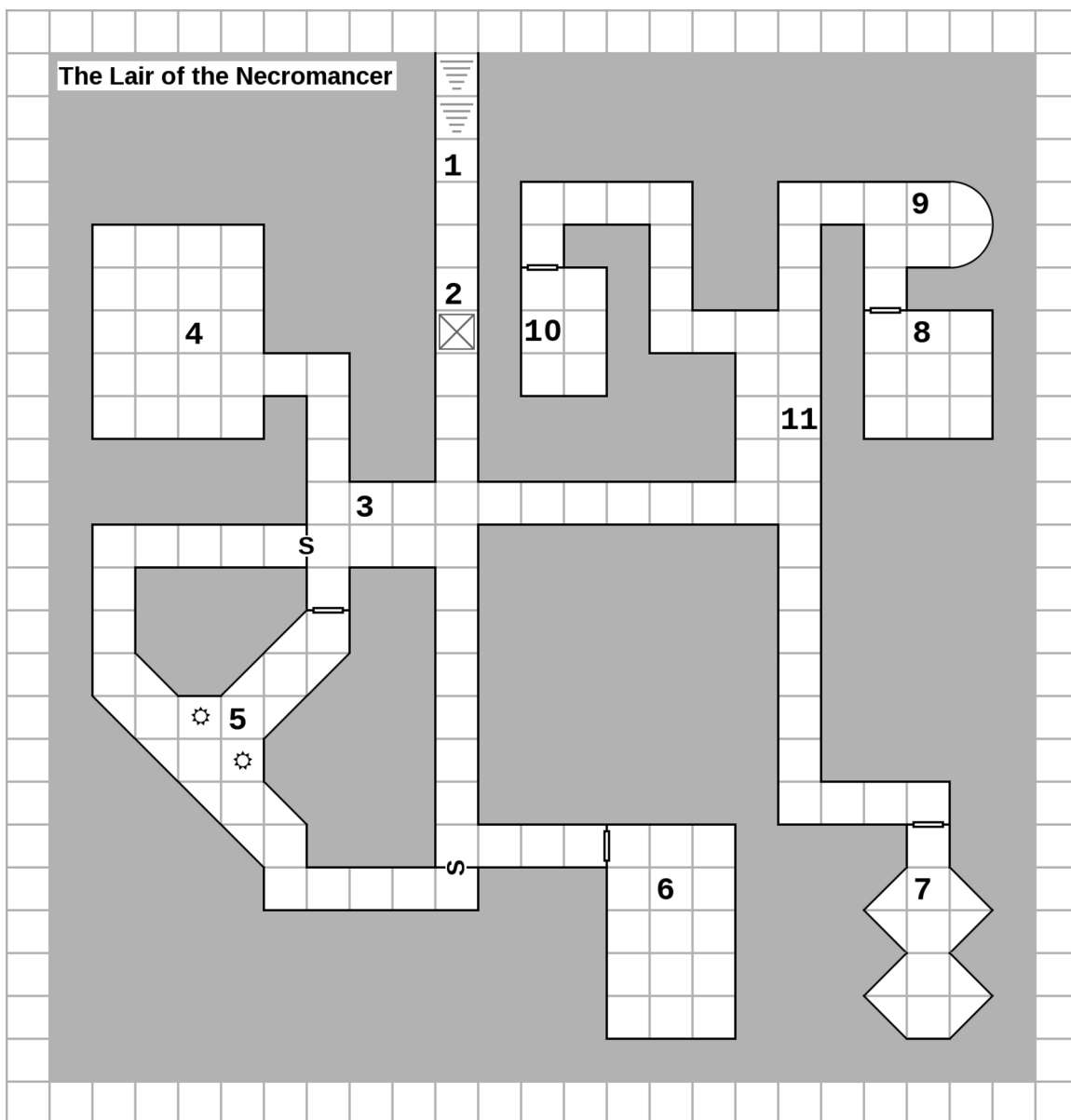
The Orbs of Necromantic Power are a set of two fragile 2' globes that contain negative magic. These orbs will animate dead bodies as skeletons, zombies, ghouls or ghosts depending on the amount of time the bodies spend in the negative field. The negative energy field affects a 30' radius. A skeleton will be animated in a single day, a zombie in two, ghouls take a week and ghosts must arise from bodies that have been in the field for two weeks. The orbs allow the necromancer to control up to 100 HD of undead creatures and makes turning undead within 400' more difficult, requiring the turning check to be made as if the Cleric were 1 level lower.

New Spells

Animate Vermin Range: touch
 Cleric 1, Magic-User 1 Duration: special

This spell turns bodies of dead insects into insect zombies that follow the caster's spoken commands. They remain animated until they are destroyed. The caster may animate a number of hit dice of undead equal to twice his or her caster level, and no more. The animated vermin have 1 hit dice. An animated vermin can be created only from a mostly intact insect. The caster must touch the remains to be animated. No character may normally control more hit dice of undead than 4 times his or her level, regardless of how many times this spell is cast.

Town Map

Necromancer's Lair Map

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