

AA2

Adventure Anthology 2



**A Basic Fantasy RPG Adventure Collection
For Characters of Various Levels**

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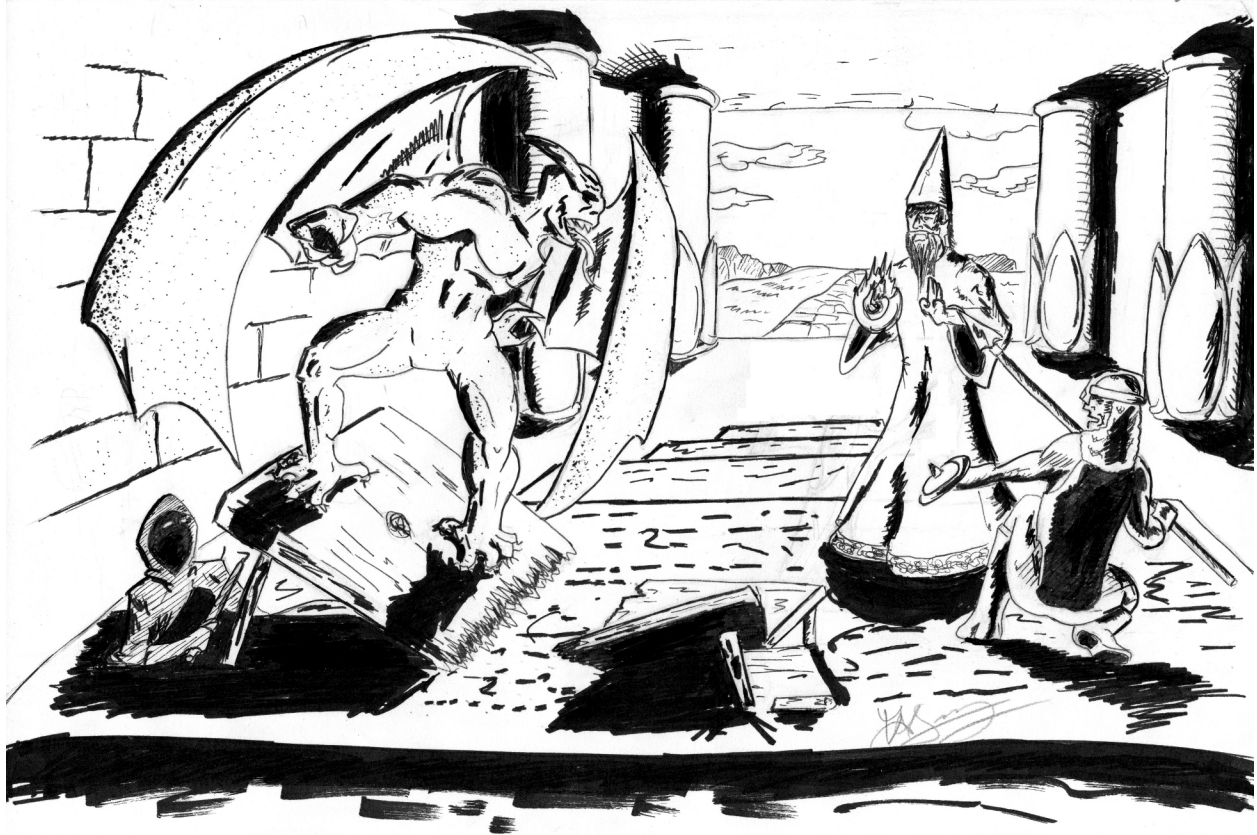
Adventure Module AA2

Adventure Anthology Two

A Basic Fantasy Role-Playing Game Adventure Collection

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www.basicfantasy.org

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Introduction

Welcome to the second 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.

Some of the adventures in this work include monsters found in the **Basic Fantasy Field Guide Volume 1**, which, like the **Basic Fantasy RPG Core Rules**, is available for free on our website at www.basicfantasy.org. While you're there, check out our forums, the best place to keep up with what's going on in the Basic Fantasy Project community, get help, and even contribute!

But now, on to the adventures. The Old School is now in session!

The Dungeon of Kyros **Page 3** by Alan Jett

The castle of Dar Kyros fell to ruin years ago, but rumors abound of treasure in the dungeons beneath. Do you dare brave the dangers of this abandoned place?

An adventure for 3 to 6 characters of levels 2 to 4.

A Matter of Justice **Page 14** by Dave Gerard

After the Captain of the Guard is killed, the new Captain asks for assistance in finding the truth and bringing the culprits to justice.

An adventure for 4 to 6 characters of levels 3 to 5.

The Tomb of Theyre **Page 20** by Daniel M. Alluson

When a shipment of goods is stolen from a warehouse, the owner is desperate to get his merchandise back.

An adventure for 3 to 5 characters of levels 1 to 2.

Beneath the Temple of the Moon **Page 25** by Martin Teasdale

People are disappearing from the village of Vervallon, and the mayor has offered a reward to whomever can discover the culprit.

An adventure for 4 to 6 characters of levels 2 to 5.



- Tomb of the Mummy Priest** **Page 32**
by Ross Williams
There are people being kidnapped from the town. Where are they being taken, and what wonders lay at the heart of the tomb?
An adventure for 3 to 6 characters of levels 3 to 4.
- The Temple of Bones** **Page 37**
by Chris Gonnerman
What mysteries can be found in the small villages' temple?
An adventure for 4 to 6 characters of levels 6 to 8.
- Kidnapped!** **Page 41**
by Martin Teasdale
The party has been kidnapped; can they escape?
An adventure for 4 to 8 beginning player characters.
- The Temple at Hillman Point** **Page 46**
by James Lemon with Keith Bassett
Strange things are coming from the temple, and the citizens of Locran desperately need help figuring out what happened to Father Jacob.
An adventure for 3 to 5 characters of levels 2 to 4.
- Midnight on Black Lake** **Page 55**
by Noah Patterson
Black Peak has been troubled by strange disappearances... will you brave the dangers of the mountain to discover the truth?
An adventure for 3 to 4 characters of levels 1 to 3.
- Horror at the Pumpkin Festival** **Page 59**
by Noah Patterson
It is time for the annual Pumpkin Festival in Girzwild... but an evil force has decided to crash the party. Will you face the demon and save the town?
An adventure for 4 to 6 characters of levels 1 to 3.
- The Raid on Aquila Tower** **Page 63**
by James Lemon
The citizens of Kazimir are being terrorized by creatures occupying the tower. Baron Arturo Landau needs able fighters to accompany him and his guards on a raid.
An adventure for 3 to 5 characters of level 5 to 7.
- The Tomb of Thorin Zuse** **Page 70**
by Roy Hassell
Thorin Zuse was the greatest warlord of the Orc Wars, legendary slayer of more than a thousand before at last being overrun by their hordes. His tomb was hidden to guard against orcish desecration. Now you have learned where his body lies; if you know, they may also know. Will you dare to go and recover his body and the things buried with him?
An adventure for 4 to 6 characters of levels 2 to 4.
- Wulfric's Tomb** **Page 79**
by John Dutton
The legend of Wulfric's tomb is an often-told tale at The Gentleman of Fortune Inn. Many have dismissed the claims of great treasure, but on this evening a mysterious stranger claims to know the true location. Will you trust this grizzled old-timer and seek out what prizes await?
An adventure for 4 to 6 characters of levels 3 to 5.
- Secret Fortress of the Red Cult** **Page 91**
by Galadrin
Rumors of the appearance of a sinister cult have been confirmed, for the king's daughter has been kidnapped, and he is seeking aid to rescue her. Do you dare enter their fortress?
An adventure for 2 to 6 characters of level 2.
- The Bear Dungeon** **Page 100**
by Matthew Ozor
In the peaceful town of Bear several children discovered a strange old door in the woods, only to be frightened by strange sounds and odors. Since then, there have been sightings of unknown creatures, and both the residents and the livestock know something sinister lurks about.
An adventure for 1 to 2 characters of level 1.

*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!*

The Dungeon of Kyros

by Alan Jett

An adventure for 3 to 6 characters of levels 2 to 4.



Introduction

Long years ago Dar Kyros, legendary warrior and adventurer, chose to settle in the wildlands. He ordered the construction of a great fortress, and beneath it a dungeon. He intended to use the dungeon for storage of supplies, with a special section to be set aside for his extensive treasure hoard.

Dar Kyros and his castle both stood unconquered by any enemy for many years, but it was the years themselves that at last claimed both. Little remains of the castle, but rumor has it the dungeon still exists... and perhaps inside it, the treasure hoard of a master adventurer.

Do you dare to seek your fortune within the Dungeon of Kyros?

About the Author

If you were to flip through the Core Rules, or Morgansfort, or Fortress, Tomb, and Tower, you'd find among the playtesters a fellow named **Alan Jett**. I met Alan in high school, back around 1982; he was introduced by a mutual friend, one of the first players in my first RPG group, and in no time not only had Alan joined our group, but we were playing at his house.

Alan was very reserved; I've known a number of people who described him as unfriendly, in fact. He was really just rather shy, a consequence of being, well, nerdy. Like me, unsurprisingly. It was in the game world where he really opened up, though, and we got to see him the way he wanted to be seen.

One of his very earliest characters, possibly his first, was a human fighter named Faldren. Faldren joined a party of adventurers who got lost in the Great Desert and ended up exploring some lost pyramid. Faldren was a front-line fighter whenever he got the chance, fighting alongside Thorus the dwarf. (No, neither of those names are particularly original. Give us a break, we were kids.)

Alan wanted to be a hero. He had hoped to serve in the military, but he had the sort of medical issues which would prevent that. I did what he wanted to but could not, spending four years in the Air Force. When I got out and came home, we went back to the game as if we'd never quit. I was running "advanced" adventures, but I began to get an urge for something more, well, *basic*.

So, along with the rest of my game group, Alan became one of the playtesters for Basic Fantasy RPG. He had two characters, sometimes played together when the group was too small, sometimes played separately. One, a human fighter named Kyron Ristan, was almost the reincarnation of Faldren, even coming from the same dusty land of Kel south of the Great Desert. The other was his dwarf cleric Tybrinn.

Like every other character I ever saw him play, they were heroes. Another player in my group had the bright idea to play a necromancer, but he was very careful to keep the true nature of his powers secret as he knew if Alan's characters learned what he was, he'd likely end up dead. Alan was like that, no tolerance for evil.

In October 2012, days away from his 47th birthday, Alan succumbed to the cancer that he had been battling for several years.

It was only after his passing that I learned he had been working on an adventure. He had shown his early work to another of my players, but hadn't wanted to show me until he was done.

At my request, his widow passed it on to me, and I transcribed it carefully into this document. He wrote it the way most of us write adventures for our own use (no boxed text, brief descriptions, and so on) and so I have expanded the original material to fill in those parts. Still, this is his dungeon, not mine. It had no name, so I named it for one of his characters from the past.

If you run this adventure, or play in it, do so in good fellowship and in memory of my friend Alan.

Random Encounters

Roll a random encounter check on 1d6 every three turns or so, with an encounter happening only on a 1 if the adventurers have been in a closed room since the last check, or on 1-2 otherwise. If an encounter is indicated, roll 1d4 on the table below:

- 1d6 Carnivorous Apes** (8 total)
AC 14, HD 4, #At 2 claws, Dam 1d4/1d4, Mv 40', Sv F4, MI 7, XP 240 ea.
HP 18 □□□□ □□□□ □□□□
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28 □□□□ □□□□ □□□□
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13 □□□□ □□□□ □□

- 1d4 Cockatrices** (5 total)
AC 14, HD 5**, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7, XP 450 ea.
HP 34 □□□□ □□□□ □□□□
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- Gelatinous Cube** (2 total)
AC 12, HD 4*, #At 1, Dam 2d4 + paralysis, Mv 20', Sv F2, MI 12, XP 280 ea.
HP 17 □□□□ □□□□ □□□□
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15 □□□□ □□□□ □□□□

- 4. 1d6 Shadows*** (8 total)
 AC 13‡, HD 2*, #At 1 touch, Dam 1d4 + 1 point
 Strength loss, Mv 30', Sv F2, MI 12, XP 100 ea.
- | | | | |
|----|----|-------|------------|
| HP | 10 | □□□□□ | □□□□□ |
| | 14 | □□□□□ | □□□□□ □□□□ |
| | 11 | □□□□□ | □□□□□ □ |
| | 8 | □□□□□ | □□□ |
| | 10 | □□□□□ | □□□□□ |
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Dungeon Key

Note: In this dungeon, only rooms where the door is marked as being stuck will require forcing.

1. EMPTY:

The outer doors of this room have been broken and hang raggedly from their hinges.

This large room has a row of heavy, cobweb-laden columns down each side. The floor is dusty, and you can clearly see a beaten path to the door on the far side of the room.

The secret door cannot be opened normally from this side. Of course, a **knock** spell can open it easily.

2. SECRET ROOM:

This room is entirely empty. It is the target of the teleportation mosaic in room 39. The secret door is easily seen and operated from inside this room.

3. ROOM:

The door to this room is stuck, and must be forced.

A row of pegs such as one might hang a cloak from run along the wall to your left. The floor is littered with scraps of gray and brown fabric.

The fabric scraps are the remnants of clerical robes. A few pieces can be found with the holy symbol of the god from area 5 embroidered on them.

Note that the doors to area 5 are slightly open and the gnolls within will almost certainly hear the adventurers. The gnolls would prefer to ambush the

party in room 5, but if the gnolls chances of success seem favorable they'll confront the party here.

4. STORAGE ROOM:

This is obviously a storeroom. The walls to the left and right are lined with shelves containing what appear to be many bottles of wine. The far wall is lined with large barrels.

The barrels contain oil, slightly rancid but still usable. The wine has all gone to vinegar years ago, but four of the bottles contain **Potions of Healing**. Each turn of searching gives a 1 in 1d6 chance per searcher to find one. Add the chances together, so that four people searching for a turn is a 1-4 in 1d6 chance.

5. TEMPLE:

The doors of this room stand slightly ajar.

Beyond the double doors you see a colonnaded temple with an altar at the far end of the room.

The temple honors the goddess of plenty. There is a hidden compartment in the back of the altar (detected as if a secret door) which contains 252 gp in 7 pouches (36 gp in each). The money is symbolic, and anyone taking a pouch from the compartment must save vs. Spells or lose 1d6 points of Charisma. This effect can be dispelled by a **remove curse** spell. Each pouch is separately cursed, and requires a separate saving throw.

Four gnolls are hidden behind the columns, waiting to ambush the player characters. They will surprise on 1-4 on 1d6, unless the adventurers are on the lookout for them.

4 Gnolls: AC 15, HD 2, #At 1 sword, Dam 1d8+1, Mv 30', Sv F2, MI 8, XP 75 ea.

HP 11 □□□□ □□□□ □
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6. STUDY:

This room appears to be a study. There is a desk on the left and several dilapidated chairs and a bookshelf on the right.

If anyone searches, a silver holy symbol of a local deity will be found in a desk drawer. The holy symbol is worth 50 gp. The other drawers contain worn quills, crumbling papers written in an indecipherable shorthand (unreadable even with **read languages** due to the fact that there are no creatures presently living who can read it), and a dried-up inkwell.

7. GIANT ANTS:

The door to this room is blocked by dirt and stone piled up against it, and must be forced.

You see a group of huge ants as big as ponies.

The giant ants have tunneled into this room from above; there is a slanting tunnel in the ceiling which ascends thirty feet to the surface, and a pile of dirt and rocks below it that allow the ants easy access.

The ants can freely go up and down the tunnel, but normal characters can't ascend it unless they can somehow climb walls, levitate, or fly.

9 Giant Ants: AC 17, HD 4, #At 1 Bite, Dam 2d6, Mv 60' (10'), Sv F4, MI 7/12, XP 240 ea.

HP 21 □□□□ □□□□ □□□□ □□□□
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8. GIANT SPIDER:

If the player characters are using normal light from a torch or lantern, read the following:

Debris, mostly bits of rock and dirt with a few bones, is scattered on the floor. The ceiling of this room is very high, high enough that your light doesn't properly illuminate it.

In this case, the chance of the spider surprising the party is 1-4 on 1d6.

If they are using **continual light** for illumination, or can otherwise see the 40' high ceiling clearly, read this text instead:

Debris, mostly bits of rock and dirt with a few bones, is scattered on the floor. The high ceiling of this room is covered in a mass of spiderweb.

In this case, the spider surprises only on 1 on 1d6 as the party will be on the lookout for it.

The spider will attack by descending on a web-line. If it successfully attacks a party member, apply the normal bite effects and treat the victim as being in a



wrestling hold. On the next round, the spider will attempt to climb back up out of reach; if damaged before it completes the ascent, it may (1-4 on 1d6) drop the victim.

The webbing burns poorly unless doused with oil or some similar accelerant. In the web are the remains of several victims, including one who still clutches a magical **Dagger +1**.

Giant Black Widow Spider: AC 14, HD 3*, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8, XP 175
 HP 21 □□□□□ □□□□□ □□□□□ □□□□□
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9. THE PITS:

This room appears to be empty.

This room has well-hidden pits scattered over it. Each time a character steps on one, there is a chance equal to 1-2 on 1d6 that it will open, dropping the victim 20 feet to the bottom (and thus doing 2d6 points of damage). A saving throw + DEX bonus vs. Death Ray is permitted for each potential victim, with success indicating that he or she has leaped to an adjacent square, chosen by the GM however he or she sees fit. Each pit re-closes automatically 2d6 rounds after opening, but can be jammed by enterprising adventurers using spikes or some other reasonable method.

The pit at the far left contains the skeletal remains of an adventurer. He is garbed in leather armor and backpack and armed with a longsword, all of which are ancient and rotten. However, on the right index finger is a **Ring of Protection +1**.

10. BEDROOM:

This room contains a bed, wardrobe, table, and chair. On the table you see a ring of keys. A thick layer of dust covers everything.

Under the bed is a footlocker which contains old, rotten clothing and a small pouch of coins. The bag contains 50 sp and 10 gp.

There are seven keys on the ring, but they do not fit anything in this dungeon.



11. TORTURE CHAMBER:

This room is obviously a torture chamber, as it contains various instruments of torture. Skeletal figures hang in shackles and chains from the walls, and in the center of the room is a table with a skeletal figure held in metal restraints on top. At the far end of the room is a large brazier. Everything in the room is dusty; it appears the room has not been used any time recently.

The skeletal figures were living men when they were restrained; the loss of their flesh means they are not so much restrained as just held up. Some necromancer with a sense of humor animated them, with orders to remain in place until any item within the room is touched, at which point they free themselves and attack.

6 Skeletons: AC 13 (half damage from edged weapons, 1 point only from arrows, bolts, or sling stones), HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 6 □□□□□ □ 3 □□□
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PRISON CELL NOTES:

All the prison cells (rooms 12 to 24) have small barred windows in their doors, allowing characters on the outside to see in. Unless otherwise noted, all doors are barred from the outside.

12. PRISON CELL:

In this room you see a pallet of straw. A human-like figure lies upon it, facing away, but from a distance you can't see clearly what it is. The body on the pallet doesn't appear to be breathing.

The occupant of the room is a wight, which will attack as soon as one of the adventurers enters the room, or it is otherwise attacked.

Wight*: AC 15 (silver or magic weapons to hit), HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

13. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

14. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

15. PRISON CELL:

A very large humanoid corpse lies upon the floor of this room. You think it's the corpse of an ogre.

In fact, it's an ogre zombie, which will arise and attack as soon as the door is opened.

Ogre Zombie: AC 15, HD 5+1, #At 2 fists, Dam 1d8/1d8, Mv 30', Sv F5, MI 10, XP 360

HP 28 □□□□□ □□□□□ □□□□□ □□□□□
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16. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

17. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

18. PRISON CELL:

A large urn with a lid on it stands in the center of this room.

The urn is the prison of a wraith, which will attack immediately if the urn is opened.

Wraith*: AC 15 (magic weapons to hit), HD 4**, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320

HP 23 □□□□□ □□□□□ □□□□□ □□□□□
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19. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

20. PRISON CELL:

In this room you see a pallet of straw lying on the floor against the far wall. Tiny insects seem to swarm in the air of the room, and the walls are hung thickly with cobwebs.

The room contains a gray ooze, which is very hard to see on the floor with all the insects in the air. Because of this, it surprises the adventurers on a roll of 1-4 on 1d6.

Gray Ooze: AC 12, HD 3*, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175

HP 21 □□□□□ □□□□□ □□□□□ □□□□□
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21. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

22. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

23. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

24. PRISON CELL:

As the player characters approach this room, read the following:

The door to this room stands open.

If they look inside (or even enter):

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

25. EMPTY:

This room appears to be empty.

The center 20' x 20' section of the floor descends thirty feet about 2 rounds after the room is entered. There is no obvious purpose to this, and the floor will return to its normal position after the room has been vacant for one hour.

Note that if the door to the south is opened, the bugbears in room 26 will likely be alerted.

26. BUGBEARS:

You see a group of hairy goblin-like humanoids as big as large men. They appear to be camping in this room.

Check for surprise for the bugbears first; if they are not surprised, then they will be ready for the adventurers and thus able to surprise on 1-3 on 1d6. If they are themselves surprised, use the normal 1-2 on 1d6 odds.

The door in the back of the room leads to a dead end. Anyone searching for secret doors here has a 1-3 on 1d6 chance to trigger a spear trap, which strikes with an AB of +2 for 1d8 points of damage.

The bugbears discovered the trap; if any are taken prisoner and interrogated, they will claim a large treasure is just beyond a secret door at the end of the corridor, to attempt to entice the adventurers to trigger the trap.

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

HP 14 □□□□ □□□□ □□□□
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27. EMPTY:

This room appears to be empty.

There is an invisible chest in the far left corner. It is locked; if opened by any means the invisibility is canceled. It contains four sapphires worth 250 gp each, a silver necklace with an emerald pendant worth 500 gp, and a silver hand mirror worth 150 gp.

The secret door in the far corner is actually a normal door covered by an illusion. It is stuck and will need to be forced in the normal way.

28. TREASURE ROOM:

There are ten bags piled in the corner of this room. They appear to be full.

Eight of the bags are canvas; the other two are of soft leather, and are actually **Bags of Holding**. Four of the normal bags contain an even 1,000 sp each. Three more contain 900 ep each, and the last contains 500 pp. Each of the **Bags of Holding** contains 500 gp.

29. YELLOW MOLD:

This room contains a yellow mold, which partially covers the door. When the door is opened, the mold will release its spores immediately.

The room is otherwise empty.

Yellow Mold: AC nil, harmed only by fire, HD 2*, #At spores, Dam save vs. Death Ray or take 1d8 points of damage per round for 6 rounds, Mv 0, Sv NM, MI n/a, XP 100

HP 9 □□□□□ □□□□

30. ROOM:

This room appears empty save for a large chest centered against the far wall.

The chest is locked. When the chest is opened, or if it is moved from its place, a large block of stone falls from the ceiling at **b**, blocking the exit. Any character in the square at **b** at that moment must save vs. Death Ray (with Dexterity bonus added) or take 3d6 points of damage; any character reduced to 0 or fewer hit points is crushed by the stone and dies immediately.

The chest contains 100 cp. It has a false bottom, under which is a bundle wrapped in black felt which contains a **silver chalice** with embossed images of storm giants. Once per day, any single character

may drink wine from the cup and receive the benefit of a **Potion of Lightning Resistance**.

31. STATUE GALLERY:

This room is illuminated by magic, apparently equivalent to **continual light**. There are six finely-crafted statues in two ranks across the room; they appear to be Elven warriors in chainmail with swords upraised toward you.

The statues will animate and attack if anyone advances into their ranks.

6 Crystal Living Statues: AC 16, HD 3, #At 1, Dam 2d6, Mv 30', Sv F3, MI 12, XP 145 ea.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
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32. SARCOPHAGUS:

A large sarcophagus rests in the center of this room. A chill comes over you as the musty air of the room flows over you; after a moment you realize the air is actually colder within.

When any member of the party enters:

You hear a moaning sound, faint and distant. It seems to be emanating from the sarcophagus.

The sarcophagus contains the body of an Elven woman preserved by magic. She is holding a magical **Longbow +2** in her left hand and an **Enchanted Lute of Courage** in her right.

If the body is disturbed by any non-Elven character, that character must save vs. Spells or be struck blind. This blindness may only be cured by a **remove curse** spell.

The lute can be played by any character having Dexterity and Charisma of 9 or higher. So long as it is played, characters and creatures friendly to the character playing it receive a bonus of +2 to their morale and/or loyalty scores, and a bonus of +2 on saving throws vs. any form of magical fear.

33. MYSTERY ROOM:

Cobwebs hang thickly from the ceiling in the far left corner of this room, partially covering the doorway there. A dark brown trail of what could only be dried blood leads from about the center of the room to the door on the right. Lying beside that door is the stub of a torch.

There is nothing of any particular interest in this room; the cobwebs are just ordinary and not inhabited by a giant spider.

The door leading out at the right is stuck and must be forced; just beyond it in the hallway are the skeletal remains of a dwarf clad in rusted platemail. Beside the bones of the dwarf are a rusty warhammer and shards of a broken bottle.

34. MIDDEN:

A faint odor of ancient foulness fills the air of this room. Large mounds of dirt fill the corners of the room, leaving space for two or maybe three to enter without being forced to climb up on it. The top and part of the sides of the piles are covered in mushrooms, from the size of your hand up to the size of your head.

This room was used as a midden, an area for waste disposal. Over the many years since then the piles of filth have become ordinary dirt, and on the dirt grow mushrooms. They are not monsters of any sort, but there is a 1-5 on 1d6 chance that any particular mushroom will be a fatal poison if ingested.

35. DREAD ALTAR:

The door to this room is locked. It feels warm to the touch, and a patch of greenish mold can be seen extending from under it.

There is an altar against the left wall of this room and an unusual blue flame burns in a small brazier in the center.

A feeling of dread comes over any character who approaches the altar, and anyone actually touching it must make a save vs. Spells or flee from the room in fear, and thereafter refuse to return.

The flame is magical, requires no fuel, and cannot be put out.

36. ZOMBRAIRE'S STUDY:

This room appears to be a study of some sort. There is a desk and a bookshelf. A mummified body is sitting at the desk, dressed in a robe and leaning forward as if reading the open book in front of him. The book appears to be a spellbook.

The mummified body is actually a zombraire, who will wait 1d4 rounds before moving (unless he is about to be attacked, in which case he will attack normally). He settled here a few years ago and dislikes being disturbed.

Zombraire: AC 12 (half damage from blunt weapons, 1 pt. per hit from arrows, bolts, or sling stones), HD 3*, #At 1, Dam 1d8, Mv 20', Sv M3, MI 10, XP 100

Spells: **detect magic, darkness, levitate, knock, fireball**

HP 16

37. EMPTY ROOM:

This room appears to be empty.

The secret door in the far wall is opened by pressing a certain stone in the wall. When it is pressed, a loud repeating clicking noise will be heard: *click click click...* One round later, acid will begin to run down the walls of the room, and if the entrance door is closed it will lock (but it will not close itself). The floor will quickly fill with acid to a depth of about one foot, destroying ordinary footwear in 1d4 rounds and then inflicting 1d6 points of damage per round to any character standing in the acid.

The entrance door, if locked, can be picked, but due to the need for haste a penalty of -15% should be applied.

Ten rounds after the stone is pressed, the secret door will open and the acid will drain away through crevices in the flagstone floor.

38. FOUNTAIN:

In the center of this room is a large fountain, from which water still gushes and sprays.

The water is perfectly clean and fit to drink. If the fountain is searched for at least a turn, there is a 1-2 on 1d6 chance that each adventurer will find a diamond worth 200 gp at the bottom. There are seven such diamonds in the fountain, and if all are removed the fountain will cease to flow and dry up within ten rounds.

39. MOSAIC:

The floor of this room is covered with a colorful mosaic pattern of abstract circles and spirals.

Any character walking to the middle of the mosaic must save vs. Spells or be teleported to room 2.

40. JELLY:

Before the adventurers open the door to this room, read the following:

You see a dark stain of wetness on the floor beneath the door.

Inside the room is an ochre jelly, which will attack as soon as the door is opened.

Ochre Jelly: AC 12 (Only harmed by fire or cold), HD 5*, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12, XP 405

HP 26 □□□□ □□□□ □□□□ □□□□
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41. SALAMANDER ROOM:

The door to this room is barred from the outside. Anyone examining the door will smell sulphur in the air. The door is hot to the touch.

As soon as the door is opened, the juvenile flame salamander within will attack. It was imprisoned here by the zombraire, and if given the choice it will search for that monster rather than fight adventurers. However, so long as the player characters stand in its way, it will fight them.

Juvenile Flame Salamander*: AC 19, only harmed by magic weapons, HD 5*, #At 2 claws/1 bite, Dam 1d4/1d4/1d6 + 1d6 per round, Mv 40', Sv F5, MI 8, XP 405

HP 18 □□□□ □□□□ □□□□ □□□

42. SUMMONING ROOM:

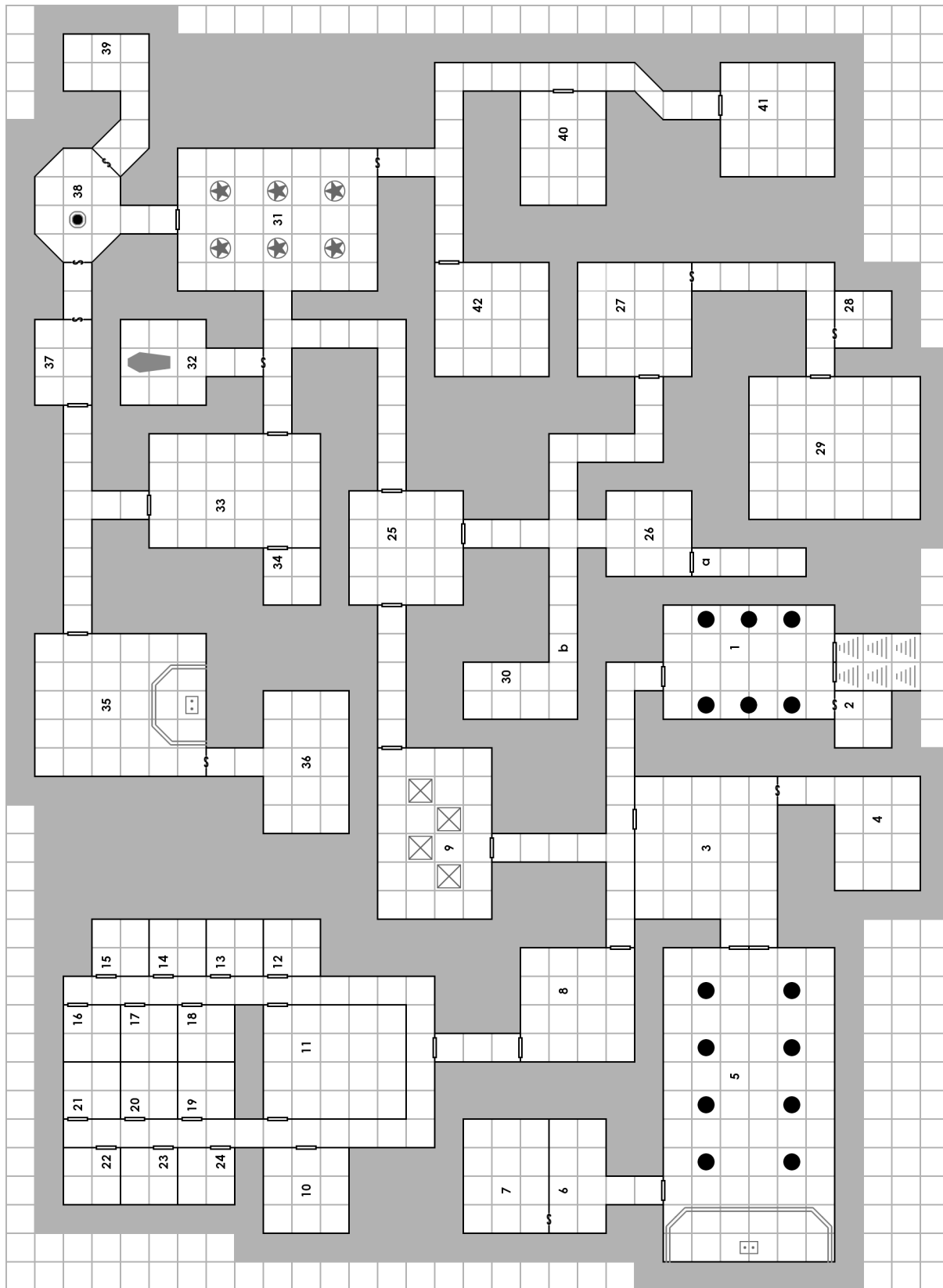
A large circle has been drawn with chalk on the floor of this otherwise-empty room, and inside the circle are arcane markings. Six black candles stand in tall candleholders evenly spaced around the circle.

Any Magic-User who carefully examines the circle will notice it is broken, and that some of the symbols have been scuffed and partially erased. If the candles are all lit, four hellhounds will appear and attack the party.

4 Hellhounds: AC 15, HD 4**, #At 1 bite or 1 breath, Dam 1d6 or 1d6 per Hit Die, Mv 40', Sv F4, MI 9, XP 240 ea.

HP 13 □□□□ □□□□ □□□
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Scale: 1 square = 10 feet

A Matter of Justice

by Dave Gerard

An adventure for 4 to 6 characters of levels 3 to 5.

Hook

A few days ago in the town of Newton, an explosion ripped through the Farmer's Market, killing the Captain of the Guard. Now the Duke has brought the party in to assist the new Captain of the Guard in finding the culprits and bringing them to justice.

What's Really Going On

The previous Captain of the Guard, Andrea Grusky, had been looking into possible tax evasion and back door dealings of a prominent local businessman, Bailey LaQuin. As she looked deeper into the matter, she soon found that there was more to it than just simple corruption and bribery. She found a cadre of business owners who were running a black market for stolen goods and illegal merchandise. However, before she could report her findings back to the Duke, she was killed in an explosion outside the Farmer's market.

Rumors all over town said the explosion was the work of Llancrest loyalists, but the newly appointed Captain, Ben Stocks, had his doubts after looking through the active cases of his predecessor. He has kept his suspicions to himself, not knowing who else he can trust with the information. Working the case on his own, he began surveillance on the suspects and made his first real break when he followed one of them to an old mine a few miles outside of town. Armed with this information, he brought his case directly to the Duke, who feels they have enough to arrest them. However, they don't want to risk a raid on the compound for fear of tipping the conspirators off, and are looking for outside assistance in capturing the criminals. This is where the characters come in.

Author's Notes

Although this module was created for my campaign setting it, could easily be dropped into any existing campaign. The new Captain has done the work and now he just needs some competent adventurers to help him wrap it up. The Captain of the Guard could meet the party with the typical meeting at the tavern or something a bit more out of the box, such as arresting them on trumped up charges so he can

approach them in the cell. With an offer of gold and map in hand they can be on their way.

This adventure could easily be expanded upon if the inspiration hits you. With some 'Law and Order' know-how and the adventurers playing private investigator, you could set them to be the ones looking into the crime. Either way I hope you enjoy it!

Rooms/Encounters

1. ENTRANCE:

The path dips down into the mountain where it ends with two large wooden doors securing the entrance to the complex. The doors look like they have been recently beefed up with new lumber.

The door hides an insidious **guillotine trap** waiting for the adventurers when they step inside. The doors open outward so the trap is not triggered until someone steps into the doorway itself. If the trap is not disarmed, a wide guillotine will come down from the ceiling, doing 6d6 points damage. A successful save vs. Death Ray means the trap was avoided and no damage was taken.

2. STORAGE ROOM:

This room is being used as a storage room. There are barrels of dry goods and other foodstuffs. It looks like there is enough food here to feed a small army for a few months. There is also a small beat-up chest in the corner of the room.

The small chest in this room is locked but not trapped. If the chest is opened, inside there is a small note that says 'Black Fist – Payment for Services Rendered' along with 540 gp and 3 gems worth 50 gp each.

The barrels and bags of food are in good shape and could be sold to any general store, provided the party has a wagon large enough to carry it and haul it back to town. How much it's worth is up to the GM.

3. DEEP WELL ALCOVE:

This large alcove has a large cistern well in the middle of the floor. A newly-constructed timber frame sits over it, holding a rope and large bucket that looks fairly new as well.

If the rope is used to drop the bucket down into the well, the party will find that it does hit water. If the water is drawn back up and drunk, they will find it refreshingly cold and clear. If anyone in the party is suffering from any spell, poison, or disease effect and drinks the water, they are allowed to make another saving throw to shake the effect.

4. AMBUSH ALCOVES:

As you walk down this large corridor you notice three evenly-spaced doorways on the west side of the wall. There are small rooms behind them that appear to be empty.

At the entrance to each of these doorways is an **illusion** spell, so that the room behind it appears to be empty. The party will not notice unless one of the members enters one of the rooms while the others are still in the hallway. As the character enters the doorway, he or she would seem to just disappear. These illusions would make these rooms great for ambushes, as an unsuspecting party walked by what they thought were empty rooms. Luckily for the party, the rooms are actually not being manned.

5. KITCHEN:

If the party enters through the north passageway:

As you round the corner of the hallway you get a whiff of something cooking in the room ahead. You see 3 men busying themselves around some cooking fires in the middle of the room. Because of the hustle and bustle of them cooking, they are unaware of your presence.

If the party fights their way through this encounter or enters from the east door:

This room appears as if it was originally built as a small forge with large hoods extending from the ceiling to vent out the smoke. However, it looks as if the recent guests have converted it to a kitchen, using the forges as firepits for cooking. There are some open barrels and bags of foodstuffs sitting in the corner, and the smell of cooking meat permeates the room.

3 Human Fighters: AC 16, HD 4, #At 1, Dam 1d6, Mv 30', MI 9, Sv F4, MI 9, XP 240 ea.

HP 18 □□□□ □□□□ □□□□ □□□
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Equipment: chain mail, shortsword

Note: If the characters have not encountered the soldiers in Room 6, they will enter the room and engage in the fight after 1 round.

6. DINING ROOM:

If the room is entered by either the east passageway or the south door, read the following:

As you near this room, you can hear the sounds of varied conversations along with the unmistakable sounds of people eating. You can hear forks clanking against plates, heavy cups being set down, and the occasional burp.

Because the soldiers here are eating, the party will gain surprise. Once battle has begun, a particularly tough-looking halfling will jump onto the table, issuing a challenge to the players. He may also make a few disparaging remarks about their mothers while he issues orders to the other men in the room.

If the party fights their way through the encounter or enters from the west door:

This large room has been set up as a makeshift dining area. There are tables made from flat timber set atop barrels, as well as benches made from blocks of wood and timbers. There are the remains of half-eaten meals on a few plates as well as knocked over mugs of ale and mead.

Devon Shagfoot, Halfling Fighter 6: AC 21, #At 1, AB +2, Dam 1d8+2, Mv 20', MI 9, XP 500

HP 31 □□□□ □□□□ □□□□ □□□□
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Equipment: plate mail, **Shield +2**, battle axe

Sabin the Unrighteous, Human Cleric 4: AC 20, #At 1, Dam 1d8, Mv 30', MI 9, XP 240

HP 15 □□□□ □□□□ □□□□

Spells: **cure light wounds** x2, **bles**

Equipment: **Plate Mail +2**, shield, mace

4 Human Fighters: AC 16, HD 4, #At 1, Dam 1d6, Mv 30', Sv F4, MI 9, XP 240 ea.

- HP 10 □□□□ □□□□
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- 19 □□□□ □□□□ □□□□ □□□□
- 15 □□□□ □□□□ □□□□

Equipment: chain mail, shortsword

Note: If the characters have not encountered the soldiers in Room 5, they will enter the room and engage in the fight after 1 round.

7. THE BRIDGE:

As you reach the end of the wide hallway, you can see that it opens into a large chasm that drops into the murky darkness below. There is a wide bridge that spans the chasm to an opening on the other side. However, there is a timber barricade in the middle of the bridge manned by armed troops. At first glance it doesn't look like there is a way around the barricade.

The guards manning this barricade are actively on watch, so there is no chance for surprise. On closer inspection there is a small gate in the barricade that can be pushed open to let people through. There are two guards guarding that door, as well as two other guards on some sort of elevated platform behind the barricades. All the guards are armed with long bows as well as swords.

What the adventurers can't see unless they scale the barricade is a Halfling being used as runner. When the battle begins, they will send him to Room 9 to warn the others.

The barricade is about 4' high and is solidly-built. Treat knocking down the barricade as a locked door Strength check. The barricade is of simple construction and could be climbed easily by any Thief.

4 Human Fighters: AC 17 HD 5, #At 1, Dam 1d8+1, Mv 20', Sv F5, MI 9, XP 360 ea.

- HP 26 □□□□ □□□□ □□□□ □□□□
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Equipment: plate mail, longsword, longbow

Halfling Thief: AC 15, HD 2, #At 1, Dam 1d6, Mv 30', Sv T2, MI 9, XP 75

- HP 5 □□□□□

Equipment: leather armor, shortsword

8. THE ARMORY:

This hollowed-out cave is being used as a makeshift armory. There are racks of long and short swords, long bows, spears, and daggers, as well as an assorted variety of leather and chain armor. There are also small barrels filled with arrows and two full quivers of arrows hanging on a peg.

All the weapons and armor here are of standard quality with the exception of the two quivers of arrows.; both these quivers contain 20 **Arrows +2**.

9. THE MEETING ROOM:

If the party was able to get through the bridge barricade without the Halfling runner fleeing, read the following:

As you round the corner the passageway opens into a large open chamber. There is a well-dressed man standing on a platform at the northern end of the chamber. He is addressing 4 other people in a tone loud enough to be heard from where you are. He is expressing frustration that inside sources are telling him the new Captain is on their trail and that more desperate measures may need to be taken. One of the men in the crowd speaks up about the necessity of killing the new Captain, and maybe even the Duke himself. At this point everyone begins to speak at once and the conversation is lost.

If the Halfling runner from the bridge in Room 7 reached this room, read the following:

As you round the corner of the passageway, you see 6 armed men waiting for you. Two in the back are holding flasks of some unknown green liquid.

The five masked men in this room are the ringleaders of the organization known as 'The Sapphire Crown'. If they are killed or surrender there is a good chance that organized resistance in the hideout will cease, since all the soldiers are mercenaries. Once combat begins, these men will make for Room 10 and the trapdoor there, leaving the fighters to cover them. If the Halfling runner has reached this room, they will already be gone and you'll find them in Room 12.

There are 6 armed guards in the room as well. If the party makes any attempt to enter the room these men will try to stop them and at least buy the ringleaders a chance to flee. They will lob Alchemist Fire (see relevant section below) at the party or at the area in front of them, trying to slow their advance.

6 Human Fighters: AC 16, HD 4, #At 1, Dam 1d6, Mv 30', Sv F4, MI 9, XP 240 ea.

HP 17 □□□□ □□□□ □□□□ □□
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Equipment: chain mail, shortsword, alchemist fire (1 ea.)

10. THE FALLBACK:

Another large chamber cut into the stone, but smaller than the one to the west. There is nothing of note in this area except for a square opened trapdoor near the southern wall. There is also a pungent smell drifting from the smaller alcove to the east.

There is nothing special about this room other than the trapdoor that the ringleaders used to escape through.

11. THE LAB:

The overpowering smell of chemicals permeates the air here. In the north corner of the room a small laboratory has been set up. There doesn't seem to be anything being made at this moment, but the smell tells you that it's been used recently. In well-packed crates next to the lab are 10 corked flasks containing a green liquid.

The green liquid in the flasks is Alchemist Fire. If the liquid is swished around the flask they will see it has the consistency of oil. The flasks can be opened without incident, but if the liquid is poured out there is a 75% chance it will explode. If the explosion happens near the other flasks, they will explode as well.

Alchemist Fire

When thrown, treat Alchemist Fire as a grenade-like missile. It does fire damage similar to oil but needs no fuse. Also, because of the extreme heat, it causes 2d8 points of fire damage on contact and another 1d8 points of damage per round for 4 rounds. Any other creature within 10' of the target will also take 1d8 points of fire damage from the explosion. Trying to move through burning Alchemist Fire also causes 2d8 points of damage unless a save vs. Dragon Breath is made, meaning they only take half damage.

12. THE BARRACKS:

As you come down the hallway and round the corner, you see the five men stopped cold in the middle of this room. Their attention is on two giant snails making a meal of two unfortunate guards who either didn't see them or were asleep. The snails are near the south door, blocking any means of exit through that direction.

As the party gets there, the ringleaders have just come to the unspoken decision that it might be easier to fight their way back through the way they just came than to face the snails. As they turn back they'll see the party blocking their way. The five men may want to negotiate with the party instead of fighting, and they may be able to exit the area peacefully since the snails are more focused on their meal.

Read the following when the characters are able to view the area without distractions (or if someone asks what is present in the room):

The squared-out room at the bottom of this passageway is currently being used as a makeshift dormitory or barracks. There are ten cots against the wall as well as some bedrolls on the ground.

2 Giant Barb Snails: AC 17, HD 4, #At 1 bite or barbs, Dam 1d8 or 1d4, Mv 10', Sv F4, MI 8, XP 240 ea.

HP 28 □□□□ □□□□ □□□□ □□□□
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 28 □□□□ □□□□ □□□□ □□□□
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13. THE CHASM:

The original bridge crossing the chasm here has long been destroyed. However, on the north end of the chasm there is a makeshift bridge that is in the raised position. From the looks of it, it's meant as a means of quick egress and there are no cranks to pull it up or down, just a set of ropes keeping it in the raised position.

If the party is on the north end of the bridge, a simple swipe with an axe or sword would cut the rope and release the bridge to fall across the chasm to the south end. But if the party is on the south end, there will be no easy way to drop the bridge down. An enterprising archer could try to shoot the rope with an arrow. If that is the case treat the rope as an AC 25 target with 20 hit points. Each shot has a 25% chance of drawing 2 giant barb snails from the chasm to investigate (see Room 12 for stats). The distance from the south end to the rope is about 50 feet, so thrown items would probably not reach it with enough force to do any damage.

Leaders of The Sapphire Crown

Bailey LaQuin (Leader): Human Male Fighter 5, AC 17, #At 1, Dam 1d8 +1, Mv 20', MI 9, XP 360
STR 16 (+2), DEX 7 (-1), CHA 13 (+1)
HP 24 □□□□□ □□□□□ □□□□□ □□□□□
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Equipment: plate mail, shield, **Battle Axe +1**

Owner of LaQuin Lumber in Newton. Has company-owned lumber mills all over the barony.

Havana Lorelle: Human Female Magic-User 4, AC 12, #At 1, Dam 1d4, Mv 40', MI 9, XP 240
INT 13 (+1), DEX 13 (+1), CON 5 (-2), CHA 14 (+1)

HP 4 □□□□

Spells: **detect magic, read languages, continual darkness, web**

Equipment: dagger

Runs a shipping business with interests in Newton, Gray Cliffs, and Gull Town.

Kermit Highgrass: Halfling Male Fighter 3, AC 13, #At 1, Dam 1d6, Mv 20', MI 9, XP 145
CHA 7 (-1)

HP 15 □□□□□ □□□□□ □□□□□

Equipment: leather armor, shortbow

Owns several caravans that move cargo all over the barony.

Oshairana Hastings: Human Female Cleric 3, AC 16, #At 1, Dam 1d6, Mv 20', MI 9, XP 145
INT 5 (-2), DEX 4 (-2), CON 13 (+1)

HP 16 □□□□□ □□□□□ □□□□□ □

Spells: **cure light wounds*, light***

Equipment: plate mail, shield, warhammer

Co-owner of mercantile store in Gray Cliffs.

Dar Hagatha: Human Male Thief 2, AC 13, #At 1, Dam 1d8, Mv 30', MI 9, XP 75
WIS 14 (+1), CON 15 (+1)

HP 6 □□□□□ □

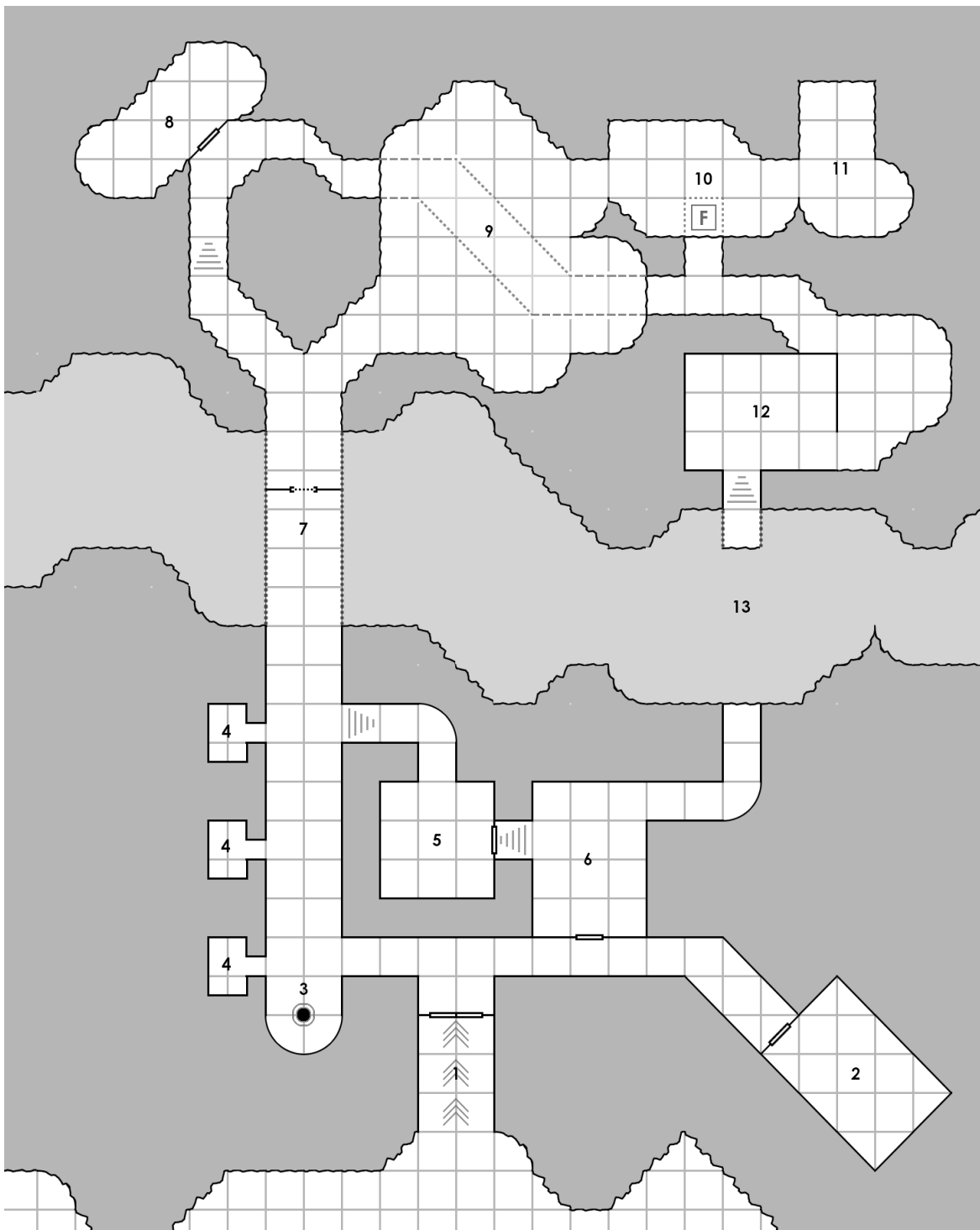
Equipment: leather armor, scimitar

Co-owner of mercantile store in Gray Cliffs.

Outcomes

The adventure concludes as soon as the leaders of the Sapphire Crown are either killed or captured. If the party kills them and is able to convince the soldiers in the compound they are dead, the mercenaries will surrender. However, if the soldiers aren't convinced, they will most likely continue fighting.

Abandoned Mine



The Tomb of Threy

by Daniel M. Alluson

An adventure for 3 to 5 characters of levels 1 to 2.

Introduction

This adventure begins with a summons to the country villa of Carthose Dimitrus, a local merchant of some esteem, to discuss an important matter with which he requires help. Upon the arrival of the player characters, they are ushered into a sitting room to wait for him. Even as the characters are pondering what the merchant may want, Carthose enters the room. He sits down before them and after greeting them, begins to explain the situation. Read or paraphrase the following:

"My good adventurers," he says in an airy tone. "I find myself in a most delicate situation, one which I am not pleased with in the least. As you may know, I am a rather successful merchant. I deal in many types of goods. Recently, I had one of my better customers, a rather important wizard whose name I dare not divulge, make a request of me. He hired me to acquire for him some enchanted clay, which is used in certain magical matters. Now you must know, this sort of clay is not cheap. Said wizard offered me a handsome price for the clay, which I couldn't resist. However, he would only pay me once he received it. I bought the enchanted clay from a supplier of magical materials, doling out a good sum to do so. This taxed my financial resources greatly, but I was unconcerned, knowing I was going to receive a considerably more impressive sum from my wizardly client.

The clay was transported to one of my vacant warehouses. It was a smaller, less prominent warehouse, as I didn't want to attract too much attention. Let me just say that my client wanted this entire transaction to be handled discreetly, to not draw any attention from his rivals. The warehouse was guarded well, but not well enough it would seem. Two days ago, the warehouse was raided. Many of my guards were killed and all of the enchanted clay stored there was stolen.

I wish for you to track down these raiders and retrieve the stolen clay. I am in great need of the money that I was going to gain. Even so, I will pay you each 100 gold pieces, if you can retrieve the clay. I am willing to give you 25 gold pieces up

front. The warehouse is only a half-day's ride from here, and my sources say the raiders did not do much to try to hide their trail. I believe you could track the scoundrels down. What say you, my good adventurers?"

Carthose will then sit and wait while the characters discuss whether or not to accept his offer. If they try to haggle over the price, he is willing to go up to 125 gp total, with 40 gp up front. The whole time that Carthose is in the room with the characters, he has four guards and his trusty bodyguard, Theustez, waiting in an adjacent room. If the characters make any aggressive moves towards Carthose, he will shout for help and Theustez and the guards will burst into the sitting room via a side door, ready for combat.

Theustez, Human Fighter 3: AC 15, AB +3, #At 1, Dam 1d8 +1, Mv 20', MI 10, XP 145

STR 14 (+1)

HP 21

Equipment: plate mail, longsword

4 Human Fighters, 1st Level (Guards) AC 13, AB +1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 9, XP 25 ea.

HP 6
7
8
4

Equipment: leather armor, longsword

Carthose is a normal man, so no stats are given for him; he has 2 hit points.

Assuming the characters accept Carthose's offer, he will be most pleased. He will let each character borrow a riding horse of the best breed from his stable (16 HP each), on the condition that they return them after they have retrieved the stolen clay. He also loans the characters two **Bags of Holding**, telling them to put all the enchanted clay they retrieve into the bags (there are quite a few buckets of clay, and a wagon would be needed to transport them otherwise).

Finally, Carthose will send a guide with the characters to take them to the ransacked warehouse and to aid them in tracking, and possibly fighting, the raiders. This guide is Kellan Stormrider, a skilled forester.

Kellan Stormrider, Human Fighter 2: AC 13, AB +2,
#At 1, Dam 1d8 or 1d6, Mv 30', MI 9, XP 75
HP 9 □□□□□ □□□□

Equipment: longsword, longbow, 30 arrows, backpack, 14 days' worth of preserved food, full waterskin, leather armor, quiver, 8 gp

Kellan rides a horse similar to the horses loaned to the characters (16 HP).

For the GM

Several weeks before the adventure begins, a certain evil wizard by the name of Drevyn discovered the location of a hidden tomb. This tomb is the resting place of an ancient and powerful evil knight named They.

Drevyn was most delighted, as he had long sought the tomb, believing it had great magical treasures hidden within. In truth, They had given most of his treasure to one of his companions shortly before his death. The rest of his treasure was buried in a secret and heavily-guarded vault, far away from his tomb. They's tomb itself was magically sealed within a cliff face, deep at the bottom of a canyon.

Drevyn wanted to investigate the tomb immediately, but he was currently in the middle of an important business matter with another wizard. He instead sent his apprentice (a rather inexperienced wizard) to do the job.

The apprentice recruited a group of goblins to aid him. While traveling to the location of the tomb, the apprentice and the goblins happened upon Carthose's warehouse. The goblins, fueled by greed, desired to raid the warehouse. The apprentice grudgingly let them do so. After a pitched battle between the goblins and the warehouse guards (the apprentice helped the goblins with a **sleep** spell or two), the goblins ransacked the warehouse. Finding only clay within, the goblins were disappointed. However, the apprentice recognized its nature, and stuffed it into his **Bags of Holding** (the wizard had given his apprentice a couple of these, to carry back all the treasure he would undoubtedly find in the tomb). Then, the apprentice and the goblins resumed their trek. However, they foolishly left a trail

of crushed grass and trampled plants behind them (three of the goblins were mounted on dire wolves).

Eventually, they arrived at the canyon where the tomb was built. The tomb itself was sealed behind stone, completely unreachable from the outside without mining or magic.

The apprentice ordered the goblins to mine a passage to reach the supposed location of the tomb. At the time that the adventure begins, the goblins have finished mining three-quarters of the passage.

By the time the characters reach the canyon (assuming that they arrive there on the day after they reach the warehouse), the goblins will have just finished mining into the tomb.

The Warehouse and the Trail

It will take the characters about five hours of riding to reach the raided warehouse from the villa. The journey should be uneventful. When the characters arrive at the warehouse, it will be late afternoon.

The warehouse doors lie broken to either side of the entryway and the warehouse within is empty. A trail of trampled grass and crushed plants leads away from the warehouse and is easily followed.

Six guards are patrolling the area around the warehouse. They will only take action if the party makes any aggressive actions towards them or towards Kellan.

4 Human Fighters, 1st Level (Guards) AC 13, AB +1,
At 1, Dam 1d8, Mv 30', Sv F1, MI 9, XP 25 ea.

HP 5	□□□□□	5	□□□□□
8	□□□□□ □□□	8	□□□□□ □□□
3	□□□	2	□□

Equipment: leather armor, longsword

The trail leads directly east of the warehouse. With Kellan along, the characters should have no trouble following it. Even if Kellan isn't with them, they should still be able to find the trail, but it will be a bit harder. The characters will need to follow the trail for about 12 hours before it reaches the canyon. This means they will probably have to sleep at some point.

Though not covered here, this is the ideal time for the GM to insert some random encounters, if he or she wishes to do so.

The Canyon and the Camp

The characters should arrive at the canyon in the mid-afternoon of the day after they set out. The canyon is relatively wide. They shouldn't have too much trouble reaching the bottom, as a fairly wide path consisting of many switchbacks leads down into it (a rather convenient geological feature, eh?). The trail that the characters have been following leads directly to this downward path. At the bottom of the path, a small camp consisting of three tents has been set up. This is the raiders' camp. The first and largest tent serves as the apprentice's quarters, the second tent houses the goblins' three dire wolves, and the third tent serves as the goblins' quarters.

When the characters descend into the canyon, read or paraphrase the following:

As you descend into the canyon, a campsite on the canyon floor comes into view. Three tents are set up in a semi-circular shape. Outside of the tents, a number of small green men dance about. They hold flagons and liquid splashes onto the ground as they dance. A taller figure wearing a hooded robe stands in the middle of the dancing creatures. He is drinking out of a flask of some sort. Spears and mining picks are scattered about on the ground.

The goblins and the apprentice are currently outside their tents celebrating, as they have finally mined into the tomb. They are currently gathered outside of the largest tent drinking ale out of rather dirty flagons (the apprentice is drinking out of his better quality hipflask, which contains fairly good wine).

As soon as the goblins see the PCs, they will drop their flagons and scramble for their weapons. When the apprentice sees the characters, he will immediately flee into the tunnel the goblins have mined into the cliff face.

It will take the goblins one round to retrieve their weapons which are scattered about the ground along with a number of mining picks. During this round, the characters will get free attacks on the goblins. One round after the characters arrive, the three dire wolves will burst out of their tent and attack. The goblins won't pursue the characters, if the characters flee, but the dire wolves will (if they're still alive).

If the characters search any of the tents after defeating the goblins, they will find nothing of value.

The dire wolves' tent is empty, the goblins' tent holds dirty bedrolls and several crates and barrels containing barely-palatable food and very bad ale, and the apprentice's tent holds only a good-quality bedroll and a large mat spread across the floor. However, the stolen clay is nowhere to be found.

9 Goblins: AC 14, HD 1-1, #At 1 spear, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP	1 □	1 □
	1 □	2 □□
	3 □□□	3 □□□
	4 □□□□	5 □□□□□
	5 □□□□□	

3 Dire Wolves: AC 14, HD 4, # At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.

HP	14 □□□□□ □□□□□ □□□□
	17 □□□□□ □□□□□ □□□□□ □□
	11 □□□□□ □□□□□ □



The Tomb

About the Tomb Proper (not including area 1)

The tomb itself is cold and musty, and has a feel of palpable evil to it. Any light source, be it magical or mundane, will cause eerie shadows to dance on the wall. Some areas in the tomb are lit by **Glowing Braziers** (as noted in the individual area descriptions). These braziers are made of solid copper and hold piles of ashes. They are enchanted with a permanent **continual light** spell, with a twist: they glow with purple fire. They can be identified with **detect magic**.

1. ENTRY PASSAGE:

The passage into the cliff side is littered with rubble and quite dark (unless the characters have a light source, in which case it is appropriately bright). The walls are rough and the mining was obviously done by lazy hands (this is readily apparent to a dwarf). The passage ends in area 2, where it has broken through the north wall.

2. THE FIRST MURAL ROOM:

The entry passage ends in this room. Rubble is strewn on the floor and the room is dark. If a light source is brought into the room, murals will be seen on the walls. These murals show the life of a warrior, leading men and fighting soldiers. Many of the images are quite gruesome and repulsive. It seems that the depicted warrior was an evil man.

3. THE CENTRAL CHAMBER:

This room is eerily lit by purple light which emanates from a pair of braziers filled with purple fire. The room seems ominously quiet.

These braziers are of course the **Glowing Braziers** mentioned earlier.

4. THE SECOND MURAL ROOM:

This room is dark. It is decorated with murals similar to those in area 2. The murals depict various events, as well as many evil deeds. The man in the images appears somewhat older than the man depicted in the murals in area 2, but looks like the same person.

5. THE THIRD MURAL ROOM:

This room is similar to areas 2 and 4. The murals in this room appear to depict the same man, now in his late 50s or 60s. The last several images show the man leading a humanoid army into battle against a force of soldiers dressed in shining armor. The man is shown falling off his horse, an arrow in his neck. In the final image, the man is being carried into a dark cave entrance by a quartet of ogres.

6. THE CRYPT:

This room is lit by purple light coming from a brazier similar to those in the previous room. A coffin extends out of a niche in the southern wall. A figure dressed in a gray hooded robe stands by the brazier. His head is bent down, but he raises it when you enter. He snickers slightly when he sees you. "So you have me trapped?" he says with a maniacal grin on his face. He then advances on you, pulling a dagger out of a sheath at his side.

This brazier is another one of the **Glowing Braziers** mentioned earlier.

If a **detect evil** spell is cast within this room, the whole room will glow.

The man in this room is none other than Efeynulla, the apprentice of the evil wizard. He has been driven mad by the dark power within the tomb, and will fight to the death. When he dies, Efeynulla's body will dissolve into dust, leaving only his equipment and treasure.

The coffin has a heavy stone lid, but can be opened by any character with a Strength score of 15 or higher. The coffin is empty, except for a thin coating of white powder (all that remains of the ancient and powerful evil knight named They).

Efeynulla, Human Magic-User 3: AC 11, #At 1, Dam 1d4, Mv 40', MI 12, XP 145

HP 8 □□□□□ □□□

Equipment/Treasure: dagger, spellbook (contains **read magic, detect magic, read languages, sleep, floating disk, knock**), **2 Bags of Holding** (containing the buckets of stolen clay the characters are seeking), gold bracelet worth 150 gp, silver hipflask worth 15 gp

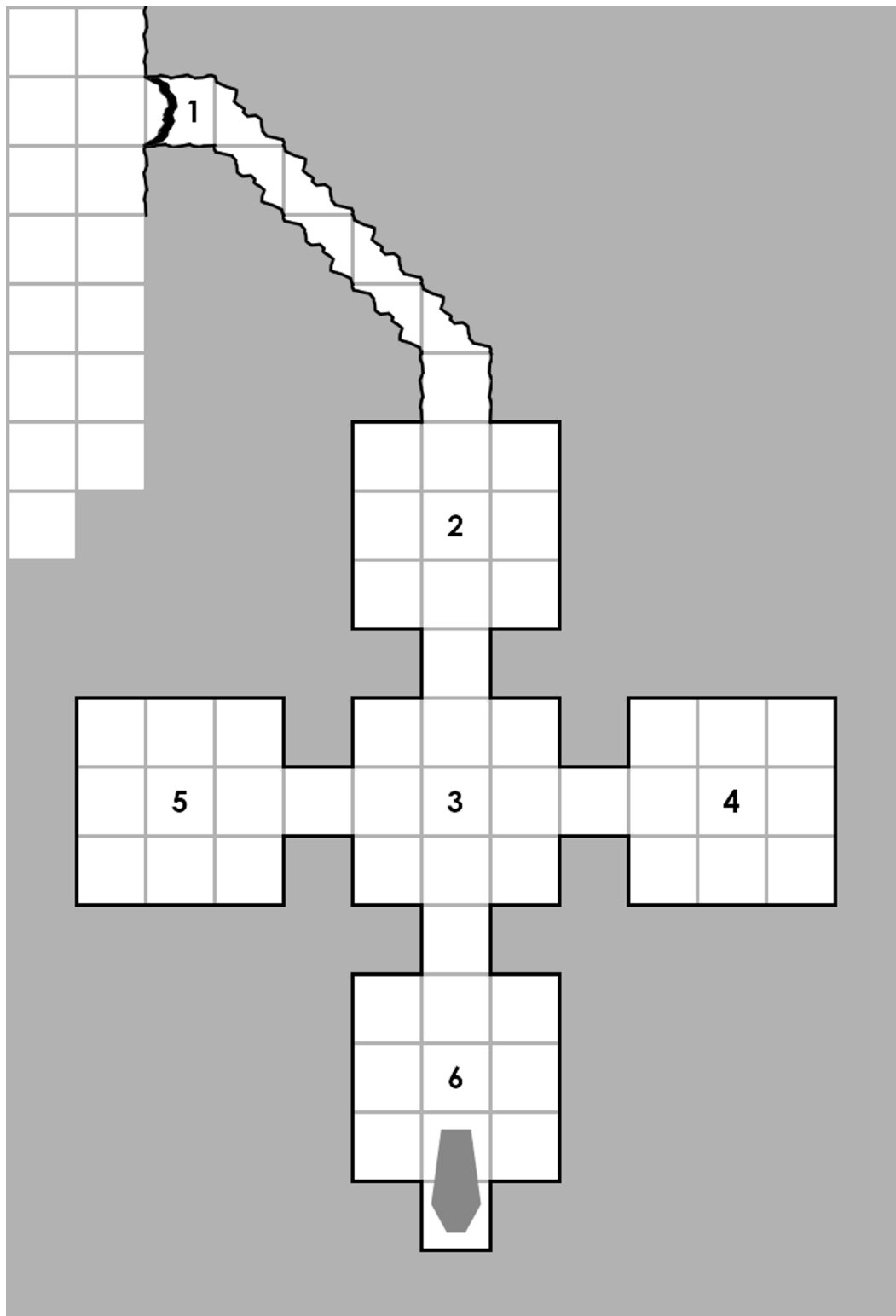
Spells prepared: **sleep, detect magic, knock**

If four or more characters confront Efeynulla, he will attempt to use his **sleep** spell against them. Otherwise, he will simply attack with his dagger.

Finishing the Adventure

If the characters successfully return the stolen clay to Carthose, he will pay them the promised price. If they tell him what occurred, he will also congratulate them on defeating an evil wizard. Kellan will part ways with the characters once they return to Carthose's villa.

Map of the Tomb



Beneath the Temple of the Moon

by Martin Teasdale

An adventure for 4 to 6 characters of levels 2 to 5.

Background

The disappearances in the village of Vervallon began about a year ago. At first a villager disappeared every month or so, but lately someone has disappeared each week. Nobody in the small town saw anything suspicious, and this fact is worrying the villagers even more.

The mayor of Vervallon, Gilot Clinchamps, is desperate to know what is going on, and he will offer 1,000 gp to anyone who can solve the mystery.

What's Really Going On

Though Vervallon is just another small agricultural village, it has two main claims to fame: the excellent beer brewed in the town, and the main provincial temple of Cluvia, goddess of the harvest and the moon. A year ago a succubus found her way to the temple and charmed the high priest and all his acolytes and servants. They are responsible for all the disappearances in the village, as they lure one local man after another into the temple as offerings to their mistress. Who, after all, would suspect priests of such heinous acts?

Even though no one saw anything suspicious, the party may still want to question the townspeople. The locals will readily relate that the disappearances all took place at night, generally after a busy night at the tavern. Careful investigation may also reveal that all the missing villagers were men.

GM's Notes

The GM may introduce the adventure in different ways. The party might hear a rumor about the disappearances and the 1,000 gp bounty, or they may arrive at Vervallon by coincidence, looking for a place to stay for the night. The adventure might also be played like a standard dungeon, with the mayor telling the adventurers about his suspicion that something isn't right with the priesthood of the temple. Of course, one or more of the adventurers might even be victims of a kidnapping by the temple servants, especially if they drink the excellent local beer to excess.

The GM should be aware that a party that has few or no magic weapons may have a hard time in the final battle against the succubus.

The Priests and Servants

Philibert, Human Cleric 6: AC 17, #At 1 mace or spell, Dam 1d8 or by spell, Mv 30', Sv C6, MI 11, XP 555

Spells: **cure light wounds, protection from good, hold person, silence 15' radius, striking**

Equipment: **Chain Mail +1**, shield, mace, **Potion of Invisibility**, 17 gp, gold medallion (worth 400 gp)

HP 19 □□□□ □□□□ □□□□ □□□□

3 Temple Acolytes, Human Cleric 3: AC 16, #At 1 mace, Dam 1d8, Mv 40', Sv C3, MI 9, XP 100 ea.

Spells: **darkness, cause fear**

Equipment: mace, shield, chain mail

HP 8 □□□□ □□□□

7 □□□□ □□

7 □□□□ □□

9 Temple Servants: AC 13, HD 1, #At 1 Quarterstaff, Dam 1d8, Mv 40', Sv F1, MI 8, XP 25 ea.

Equipment: spear, leather armor

HP 2 □□

8 □□□□ □□□□

2 □□

5 □□□□

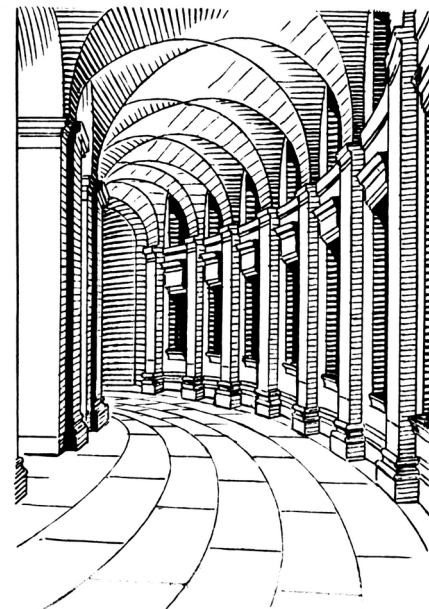
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4 □□□□

5 □□□□

6 □□□□ □□

4 □□□□



Ground Level Key

The Temple of Cluvia is by far Vervallon's largest building. The stone walls are 15 feet high, with the side and back walls being covered with vines. The painted wood roof slopes gently up to a verdigrised bronze dome covering the central part of the temple.

The windows on both sides will be open during the day and closed by heavy wood shutters at night. If the party tries to force the shutters, treat them as a stuck door (roll of 1 on 1d6, adjusted by the Strength score). The window's openings are barred, but a halfling, elf, or some other small, slim character should be able to sneak in easily between the bars.

1. ENTRANCE:

The entrance to the temple is a large, heavy set of double doors made of cherrywood. The brass door knobs are slightly tarnished.

The entrance is always locked during the night and because of its weight and high quality, any attempt to force the door needs to be rolled on a d12 instead of a d10.

2. MAIN SANCTUARY:

A barrel vault ceiling about 15 feet high covers the hall of the sanctuary, supported by eight columns. A green carpet with a yellow abstract pattern leads to a twenty foot tall statue of Cluvia. In the center of the sanctuary, four marble pillars support a dome forty feet high at the apex.

This is generally where the high priest, Philibert, can be found during the day (80% chance). Otherwise, he will be somewhere in the basement. The priest is a tall and thin man, with black hair and green eyes. He always wears his fine silvery chain mail under a loose green velvet tunic.

Philibert will answer politely to the party, but won't reveal any information of importance. He will also try to question the party to know what they're doing in the area. If the party is hostile, Philibert will flee by the kitchen to the basement, using his **Potion of Invisibility** if needed. In this case, he will try to give the alarm to his acolytes.

3. DINING HALL:

A long wooden table stands in the center of this room. There is a bench on both sides and a chair with armrests at one extremity. The fireplace on the north wall is unlit and a bookshelf occupies the east wall.

This room is where the high priest and his acolytes take their meals. It is also used during the day for reading and studying, or as a meeting room.

A few books seems to be missing from the bookshelf. In fact, every holy book about the goddess has been taken away. If the party wants to search the bookshelf (which will take about a turn), there is a 30% chance that they find each of these Cleric scrolls: **Cure Light Wounds**, **Purify Food and Water**, and **Spiritual Hammer**.

4. KITCHEN:

Two ovens occupy the south wall of the kitchen. A small table is in the center of the room, with a pile of unwashed plates and utensils on top of it. Overall, the place looks unkempt.

Two servants will generally be here during the day. Otherwise, there is nothing of interest here.

5. ACOLYTES' CHAMBER:

This room contains 12 single beds; each one has a little wood crate at the foot.

This is where the temple's acolytes and servants sleep. They are usually here during the night, and there is a 20% chance of finding three servants here during the day.

Each crate contain 1d20 cp and a yellow tunic (those that the acolytes and servants wear).

6a, 6b, 6c. MEDITATION CELLS:

These three small rooms were used to pray to Cluvia. Each room only contains a reed prayer mat, covered by dirt and dust (along with the floor).

7. PHILIBERT'S CHAMBER:

This room contains a small desk, a window, and a canopy bed on the east side. The west wall is entirely covered by a mural depicting a harvest scene.

This is the high priest's bedroom; he will generally be sleeping here at night.

The desk contains 32 sp, a vial of ink, an inkpen, and a few sheets of paper. Some are covered by meaningless gibberish, done by Philibert, who is slowly losing his sanity.

The southern part of the mural is painted on several wooden planks of the wall instead of where stone blocks would normally be. A player character must make a search check (1-3 on d6) to observe the planking; Dwarves will automatically see it. A character can try to bash down the plank wall with a locked door Strength check. Otherwise, treat the door as having 20 HP if the characters are going to use weapons to take it down.

8. STAIRS TO THE BASEMENT:

These stairs lead to room 10 of the basement.

9. STAIRS TO THE CRYPT:

The stone floor of this small room is covered with dust. The air is humid and smells musty. It looks like no one has been on these stairs in a long time.

The stairs leads to the crypt (room 14 in the basement). No one in the temple knows of this secret passage.

Basement Key

Every room of the basement has been dug out recently, except for rooms 10, 11, 12, and 14. The work has been done by the servants and acolytes since the succubus took control of the temple.

10. STORAGE ROOM:

The walls and floor of this room are all made of stone. The ceiling is supported by wooden beams and is around 8 feet high. A few crates and boxes are stacked on the ground.

The crates contains flour, dried beans, and other dry goods. There is nothing more of interest here.

11. LARGE ROOM:

This large room is pretty much empty, except for some trash and ripped books on the floor.

The books are the ones missing from the shelves in room 3. These are the holy texts of Cluvia, but have now been ruined by the priests. If the party searches the pile of trash for one turn, they will find a decorative silver sickle, used for ceremonies, worth 200 gp.

12. WINE CELLAR:

The ceiling to this room is arched and there is a barrel rack holding 6 oak barrels on the eastern wall. Some squeaky noises can be heard from behind the rack.

The door to this room is locked. The first five barrels contain beer, while the southeast one is empty. It covers a hole in the wall leading to the secret passage (room 13).

A pack of giant rats hide behind the barrels; if not surprised themselves, they will surprise on 1-4 on 1d6.

If the rats fail a Morale check, they will try to flee by the hole in the south wall, giving a clue to the party about the secret passage.

12 Giant Rats: AC 13, HD 1d4, #At 1 bite, Dam 1d4 + disease, Mv 40', Sv F1, MI 8, XP 10 ea.

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

13. SECRET PASSAGE:

This passage is narrow and the ceiling is really low. The air smells like a mixture of dust and humidity.

There is a pit (marked on the map) near the east secret entrance that will trigger if more than 250 pounds is placed upon it. Any character standing there must make save vs. Death Ray (with Dexterity bonus applied) or fall 20 feet into the pit, taking 2d6 points of damage.

14. CRYPT:

The ceiling of this stone room is around 7 feet high. The air is chilly and everything is covered by a thick layer of dust. There are two stone coffins on each side of the room.

No one has entered this crypt in the last 60 years. This is where the deceased high priests of the temple were buried, but it has been sealed and forgotten. The coffin lids can be lifted off by characters having a total Strength of 25 or higher.

Coffin 14a, 14c, and 14d each contain the skeleton of a man with a green tunic. In coffin 14c, the skeleton also wears a gold crown set with seven emeralds (worth 800 gp) and an old rusty mace (which is actually a **Mace +1, +3 vs. Demonic Creatures**). The succubus in room 19 is considered a demonic creature, so a party that finds the crypt will definitely have an edge for the final fight.

Coffin 14b contains a wight; it will attack the party if the coffin lid is moved, but otherwise won't do anything.

Wight*: AC 15 †, HD 3*, #At 1 touch, Dam energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175
 HP 12 □□□□□ □□□□□ □□

15. STATUE ROOM:

In this cave, there are a few blocks of stone of various sizes used for carving sculptures. There is an unfinished statue of a woman, with the left arm broken off and the visage still undone. A plain-looking pine chest is placed between two large stone blocks.

The statue is actually a stone living statue. It will only move and attack the party if the chest is opened.

The chest contains 1,857 cp, a **Dagger +2**, a **Potion of Control Animal**, and a set of malachite earrings worth 75 gp.

Stone Living Statue: AC 16, HD 5*, #At 1 lava spray, Dam 2d6, Mv 20', Sv F5, MI 12, XP 405
 HP 17 □□□□□ □□□□□ □□□□□ □□



16. GHOUL'S CAVE:

This cave smells like death and the air is cold. Bones are scattered all over the muddy floor.

The door to this room is stuck from dampness. This is the lair of the ghouls. If they heard the party coming, they will try to hide in a corner and will surprise the party on a roll of 1-3 on a d6. If the ghouls fail their surprise roll, read this to the party:

You're not sure at first, but something seems to have moved quickly in the darkness across the room. Furthermore, you get that weird feeling of being watched...

6 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

HP 13 □□□□□ □□□□□ □□□
 9 □□□□□ □□□□
 7 □□□□□ □□
 5 □□□□□
 15 □□□□□ □□□□□ □□□□□
 6 □□□□□ □

17. NARROW HALLWAY:

A gelatinous cube blocks the passage of the corridor. As it doesn't contain any objects, it will surprise the party on a roll of 1-4 on 1d6.

Gelatinous Cube: AC 12, HD 4*, #At 1 slam, Dam 2d4 + paralysis, Mv 20', Sv F2, MI 12, XP 280

HP 24 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□

18. SECRET MEETING ROOM:

This octagonal room contains an old and rotten round table with 9 chairs. It is the new meeting room used by the high priest. If Philibert and any of his acolytes or servants haven't been encountered yet (or have fled from the party), they will be found here.

The east door is blocked and leads to a part of the dungeon that still needs to be dug. Any character opening the door must save vs. Petrification or take 1d10 points of damage from falling rocks.

The south door is locked.

19. LAIR OF THE SUCCUBUS:

Eight granite pillars support a dome covering this octagonal room. A big wooden chest with bronze latches is placed on the wall facing the entrance.

Standing in the center of the room is a lightly-clothed woman, staring at you and smiling. After uncontrollably fixating on her for a few seconds, you realize that the woman has big scaly wings, and that her fingers ends in long, curved claws.

This room is the den of the succubus who took control of the temple. If the party initiates a conversation, she will try to get some information about the party to help her deal with them. In any case, the encounter will end with a fight, as the succubus is confident of her chances and doesn't want her plan to be discovered by the villagers.

The succubus will try to charm a few party members at first using her spells. In the heat of the fight, it will be pretty much impossible for her to give the charmed characters any orders, so the GM may want to make them stand there, doing nothing.

If the party took the secret passage to get to this room, the noise may alert the priests in room 18. Every round, they have a 20% chance of hearing the ongoing fight, and if so will arrive after 2d6 rounds.

Defeating the succubus will break the charm affecting the priests and acolytes still alive. The other kidnapped villagers have already been slain by the succubus.

The chest on the west wall is locked and contains 703 gp, a gold and ebony letter opener worth 1,000 gp, a jade statuette of a bird worth 600 gp, and a **Potion of Speed**.



Succubus*: AC 20, HD 7**, #At 2 claws, Dam 1d4/1d4, Mv 30', Fly 50', Sv C6, MI 7, XP 800

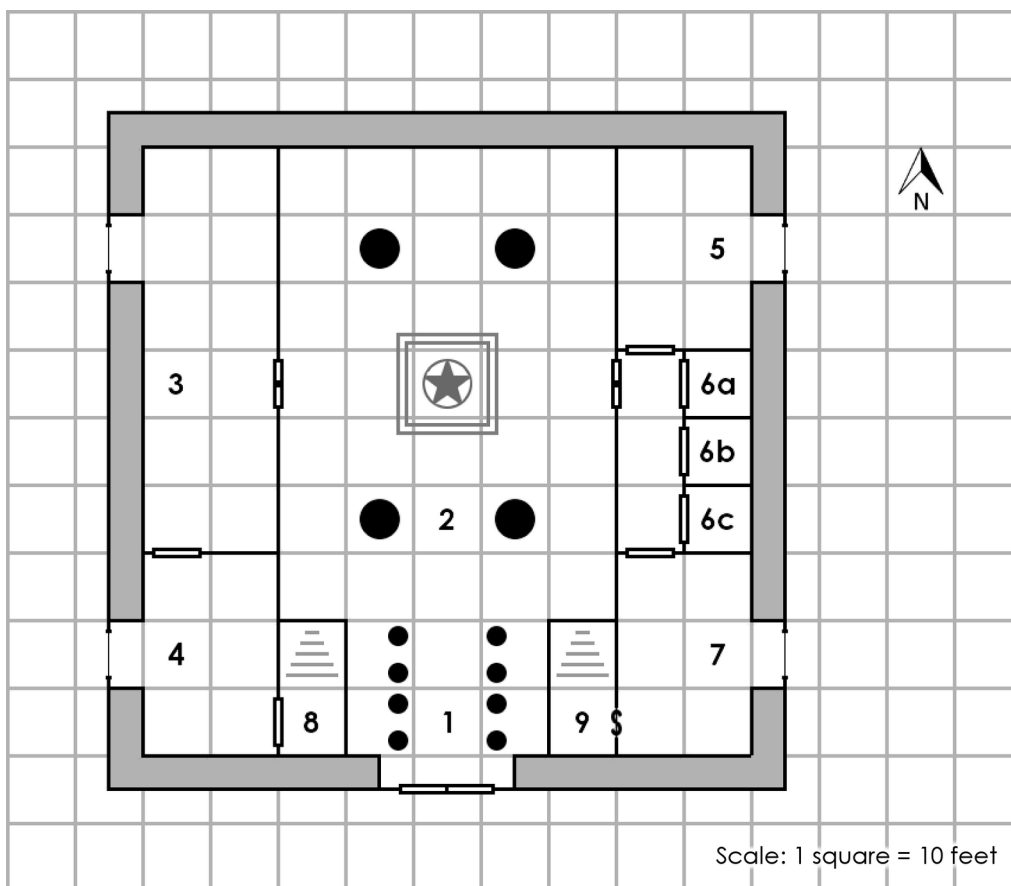
Spells (at-will, as a 12th level caster): **charm person**, **suggestion**, **darkness**, **dimension door**, **ESP** and **clairaudience** (as the potion)

Resistances: Immune to lightning and poison; takes half damage from acid, fire and cold attacks; may only be hit by magical weapons.

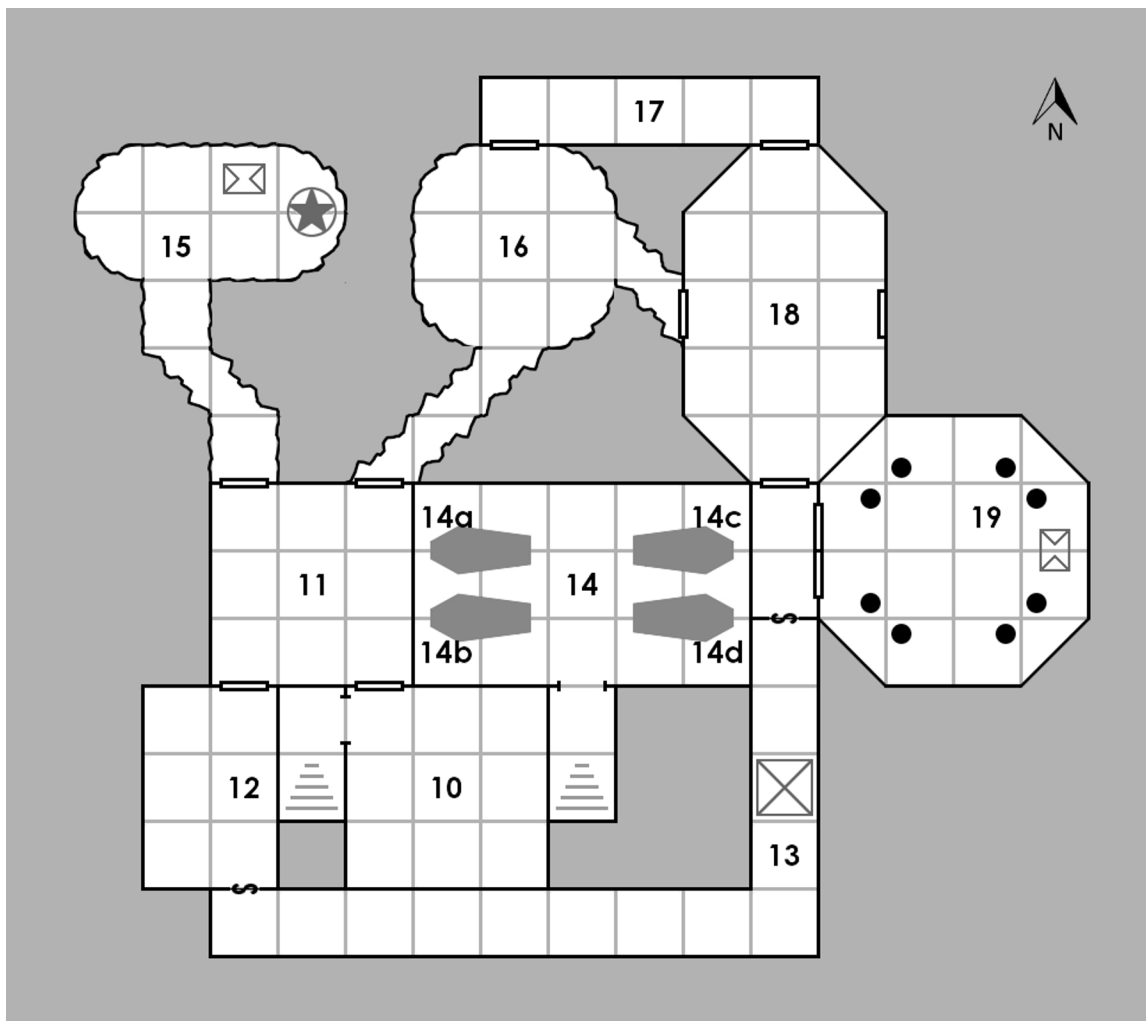
HP 26

More information about the succubus can be found in **The Basic Fantasy Field Guide Volume 1**. For a complete description of the **suggestion** spell, read the **Illusionists** supplement. Both are available for free on www.basicfantasy.org.

Ground Level Map



Basement Map



Tomb of the Mummy Priest

by Ross Williams

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

Hooks

Hook 1: The party has been called to the estate of a local nobleman. Over the past few weeks workers tending his date groves have been disappearing in the night. The noble offers the PCs 300 gp if they can find and put a stop to whatever is kidnapping his workers in the night. He suggests they search the rocky plateau to the east.

Hook 2: The party has recently come into possession of a map detailing the location of a hidden tomb. Furthermore, notes on the map go on to say that the tomb's occupant was buried with uncountable riches.

Hook 3: The party is approached by a local woman by the name of Jalalla. She tearfully explains to the PC's how her husband, a man by the name of Nuri Ab'din, was recently abducted while the couple tended to their goat herd. Jalalla followed the brigands to the plateau east of town and watched as the kidnappers took her husband into a hidden cleft in the rock. She begs the PCs to help her but can offer nothing in return other than her gratitude.

Hook 4: The party is contacted by a local sage, Yar Afzal. The sage tells the party about how he recently came across a set of ancient scrolls detailing a holy book that was buried with priests back in the time of the old kingdom. Seeing as copies of this book are nearly non-existent, Yar Afzal wishes to obtain a copy of his own. During his research, he learned of a tomb not far from Mudar where one of these books may be found. He offers to pay the PCs 50 gp each if they would accompany him to the tomb and protect him while there.

What's Really Going On

Several months ago, a bandit by the name of Amar barely escaped a battle between his gang and a patrol from the village of Mudar. Fleeing into the rocky canyons near the village, he stumbled upon the secret entrance to a hidden tomb. Venturing inside Amar recognized the statue of an ancient water deity that was worshiped long ago. Awed by the sight, he began to learn everything he could about the deity and its faith. As Amar explored the tomb he became convinced that if the god could

be awakened, it would remake the desert into a lush paradise, and make Amar its new high priest in the process. Gathering a small group of former bandits about him, Amar began to kidnap villagers from Mudar to sacrifice in order to revive the sleeping god. Unfortunately for Amar, the deity is long dead and cannot be revived by any means. However, the power of sacrifices is not going to waste. The energy is being absorbed by the mummified remains of the priest buried within the tomb. With every drop of blood spilled the mummy grows closer to awakening.

The Tomb

The journey from Mudar to the canyon takes several hours. The canyon itself is rather small, about half a mile long and only about 200 yards wide. There is little sign of any activity within the area except near the entrance to the tomb. The tomb itself was carved from solid rock and its entrance hidden inside a narrow fissure to help conceal it from tomb robbers. It would be difficult to locate if not for the carelessness of Aram's men who have left numerous tracks near the fissure. The tombs doorway lies some 20' back from the fissure's opening.

Conditions in the Tomb

The air inside the tomb is a chill 50 degrees and is mostly stale. There is no natural light, though Aram's men have lit certain areas with oil lamps.

1. SECRET ENTRANCE:

The hidden fissure in the rock winds its way back into the cliff face. Soon you come upon a pair of ten foot tall bronze doors engraved with images of reeds, water birds, and crocodiles. The doors are partly open and a low moan can be heard coming from within.

The moaning sound is simply the wind passing through the doors. The arched hallway beyond the doors is roughly 10' high. 10' into the tomb lies a hidden pit trap. Anyone who walks across it is dumped into a 20' deep pit lined with spikes and takes 2d6 points of damage. A successful Dexterity ability check means the character caught him- or herself on the edge of the pit. The PCs may avoid



the trap by skirting along the foot-wide ledge against each wall. Aram and his men know about the trap and avoid it; observant PC's may notice that the dust covering the floor has been disturbed along the edges of the wall near the pit.

Impaled on several spikes at the bottom of the pit is the body of an ancient tomb robber. Aram's blood rituals have wakened the robber as a desiccated zombie. It pulls itself free from the spikes and attacks anyone who enters the pit.

Desiccated Zombie: AC 13, HD 3, #At 1, Dam 1d8, Mv 20', Sv F3, MI 12, XP 145
 HP 14 □□□□□ □□□□□ □□□□□

Equipment: rotted leather armor, corroded Thief's tools, rusted dagger

2. MAIN HALL:

This is a massive domed chamber. Opposite the doorway you entered through stands a 30' tall statue of a powerfully-built man wearing a white kilt. The statue strangely has the head of a crocodile rather than that of a man. The walls are painted with scenes of life in a marsh. The chamber itself is lit by several oil lamps. Their light reveals two passageways on opposite walls at the rear of the chamber.

The main hall is empty. Characters that inspect the murals on the walls see that there are numerous

scenes of humans and crocodiles living together in a swamp. There is a 1 on 1d6 chance every turn of 7 bandits returning from patrol while the characters are in this room. They attack immediately and if they fail morale they flee out the main entrance, and do not return for the duration of the adventure.

7 Bandits: AC 14, HD 1, #At 1, Dam 1d8 or 1d6, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	7	□□□□□ □□	6	□□□□□ □
	6	□□□□□ □	5	□□□□□
	5	□□□□□	3	□□□
	3	□□□		

Equipment: leather armor, shield, scimitar, shortbow, 3d8 cp, 3d6 sp

3. SLEEPING QUARTERS:

This chamber appears to be currently used for sleeping quarters. A single oil lamp hangs by a chain from the ceiling, casting the room in flickering shadows. Old rugs and mats lay scattered around the room and a small smoky campfire sits in one corner, the smoke disappearing through a large crack in the ceiling. Through an archway to your right another set of stairs ascends further up.

This room is empty, and the campfire is little more than coals.

Treasure: If the characters search the room (which takes 1 turn) they find a small pouch containing 17 cp, and a small gold earring set with a ruby worth 600 gp.

4. OIL STORAGE:

This room is dark and covered in a thick layer of dust. To the right of the door you entered through sits 4 large clay jars, each stained with a black residue. The walls of this chamber show scenes of village life within a large marsh; crocodiles feature prominently in the images. On each of the walls you see an archway leading to other chambers.

Aram's bandits store their oil in this chamber. Each of the large jars contains the equivalent of 2d4 flasks of oil.

5. JUNK CHAMBER:

This room is filled with all sorts of old furniture and earthenware containers. This room appears to have been searched thoroughly, as the contents lie scattered and broken around the floor.

There is nothing of interest in this room other than dry rotted wood and broken clay jars. If the PCs are aiding Yar Afzal in his search for the holy book, then such a book can be found in this chamber, carelessly thrown aside and found under an overturned chair.

6. MUMMIFIED CROCODILES:

This room is some sort of burial chamber. Three large stone sarcophagi sit in the center of the room; none of them have a lid. The walls are covered in faded murals of crocodiles sunning themselves on the shoreline of some massive, long lost river. The dust is thick in this chamber and swirls about, stinging your eyes.

Aram's blood rituals have awakened the three mummified crocodiles that rest in this chamber. If any character approaches within 5' of any of the sarcophagi they shudder and shake, throwing off great clouds of dust before moving to attack.

3 Mummified Crocodiles: AC 15, HD 3, #At 1, Dam 1d8, Mv 20', Sv F3, MI 12, XP 145 ea.

HP 19
 18
 15

Special: Half damage from blunt weapons, and only takes a single point of damage from arrows, bolts, and sling stones. Fire attacks deal double damage. Immune to **sleep**, **charm**, and **hold** magic. Turned as ghouls.

7. BURIAL CHAMBER:

This large room appears to be the main burial chamber. Murals of kilt-wearing priests tossing men and women to awaiting crocodiles adorn the room, along with images of floods and great rain storms. Opposite the door you entered through sits a large sarcophagus covered in hieroglyphic writing.

This is the burial chamber of Kutan Tahkmet, priest of the crocodile god. Aram's sacrifices have been working to revive Kutan from his timeless slumber and he awakens just as the PCs enter the room. Read



the following when the characters approach within 10' of the sarcophagus:

As you approach the sarcophagus something stirs within. A low moan echoes throughout the tomb and chills you to your core. Suddenly the lid of stone box is heaved aside and a mummified hand emerges, grasping at the air!

Kutan Tahkmet emerges from his sarcophagus and immediately asks in the language of the old kingdom (which almost certainly none of the PCs speak) who dares to disturb a priest of the crocodile god. When none of the PCs reply in a language he understands, he attacks, defending his tomb from the perceived defilers.

Kutan Tahkmet (Mummy Priest): AC 17, HD 5**, #At 1, Dam 1d12 + disease, Mv 20', Sv C5, MI 12, XP 450

HP 25

Spells: **darkness**, **cause fear**, **hold person**, **resist fire**

Special: Can only be injured by spells, fire, or magical weapons. Magic weapons deal half damage; fire deals double damage. Immune to **sleep**, **charm**, and **hold** magics. Can be Turned by a Cleric. Those injured by the mummies attack contract **mummy rot**, which prevents normal and magical healing. A **cure disease** spell will rid the victim of it.

8. POOL CHAMBER:

The hallway opens up into a large room that is divided into two levels. You are currently standing on a raised balcony overlooking a pool of water as black as the night. Two sets of stairs descend on each side of the pool. Every so often you think you see something ripple beneath the water.

This chamber was used to commune with the crocodile god during the burial of Kutan Tahkmet, and acted as a portal for his spirit to enter the afterlife. Now it is little more than a pool of scum-covered water. Aram has been tossing those he has sacrificed into this pool after they have been bled dry. These corpses have reanimated and move to attack anyone who approaches within 5' of the water's edge.

4 Waterlogged Zombies: AC 15, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 11 □□□□□ □□□□□ □
 8 □□□□□ □□□
 8 □□□□□ □□□
 8 □□□□□ □□□

Special: Half damage from blunt weapons, and only take single point of damage from arrows, bolts, and sling stones. Fire attacks deal half damage. Immune to **sleep**, **charm**, and **hold** Magic. Can be Turned by a Cleric as a normal zombie.

9. RITUAL CHAMBER:

By the light of four hanging oil lamps you see a group of white-robed men standing and facing a bloody altar opposite the door. A lone bearded man stands at the front of the group, waving his arms about and babbling about turning the desert into a garden paradise. He motions towards a woman tied to the altar and raises his dagger, preparing to strike.

The bearded man is Aram; he is preparing to sacrifice another victim to his dead god. He is joined by the majority of his followers, 12 in all. Once the battle begins Aram will throw his dagger at the first enemy he sees, before grabbing his axe and joining the melee.

Six rounds after the PCs enter this chamber Kutan Tahkmet pushes open the secret door and joins the melee, attacking everyone present. Ignore this if the PCs have already destroyed the mummy priest.

The secret door indicated on the map is well-hidden and can only be found on a roll of 1 on 1d10.

12 Bandits: AC 14, HD 1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 9, XP 25 ea.

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

Equipment: leather armor, shield, scimitar, 3d8 cp, 3d6 sp

Aram (Bandit Cultist), Human Fighter 4: AC 14, HD 4, #At 1, Dam 1d8+1 or 1d4, Mv 30', Sv F4, MI 12, XP 240

HP 18 □□□□□ □□□□□ □□□□□ □□□
 STR 15 (+1), DEX 15 (+1), CHA 13 (+1)

Equipment: leather armor, **Battle Axe +1**, silver dagger

Kutan Tahkmet (Mummy Priest): See Room 7 for statistics.

Treasure: Stashed in several sacks in the corner of the chamber is the bandits' ill-gotten wealth. One bag contains a mixture of 1,400 cp and 2,400 sp. Another bag contains 1,700 gp. The largest bag contains a leather belt studded with 3 large opals worth 700 gp, a golden brooch shaped like a stylized dragon worth 1,400 gp, and a large golden hoop earring worth 1,000 gp. Set next to the sacks is an ancient-looking headdress that functions as a **Helm of Reading Languages and Magic** (it looks like the burial masks of real-life mummies). In addition, under the bags is a small wooden box which contains two potions wrapped in canvas: a **Potion of ESP** and a **Potion of Invisibility**.

10. PRISONER'S CHAMBER:

This room is blocked off by an old, torn curtain. Pushing it aside, you find a small bare stone chamber. Several men and women chained to the wall look up at your arrival with hope filled eyes. The whole room has a sour odor of unwashed bodies.

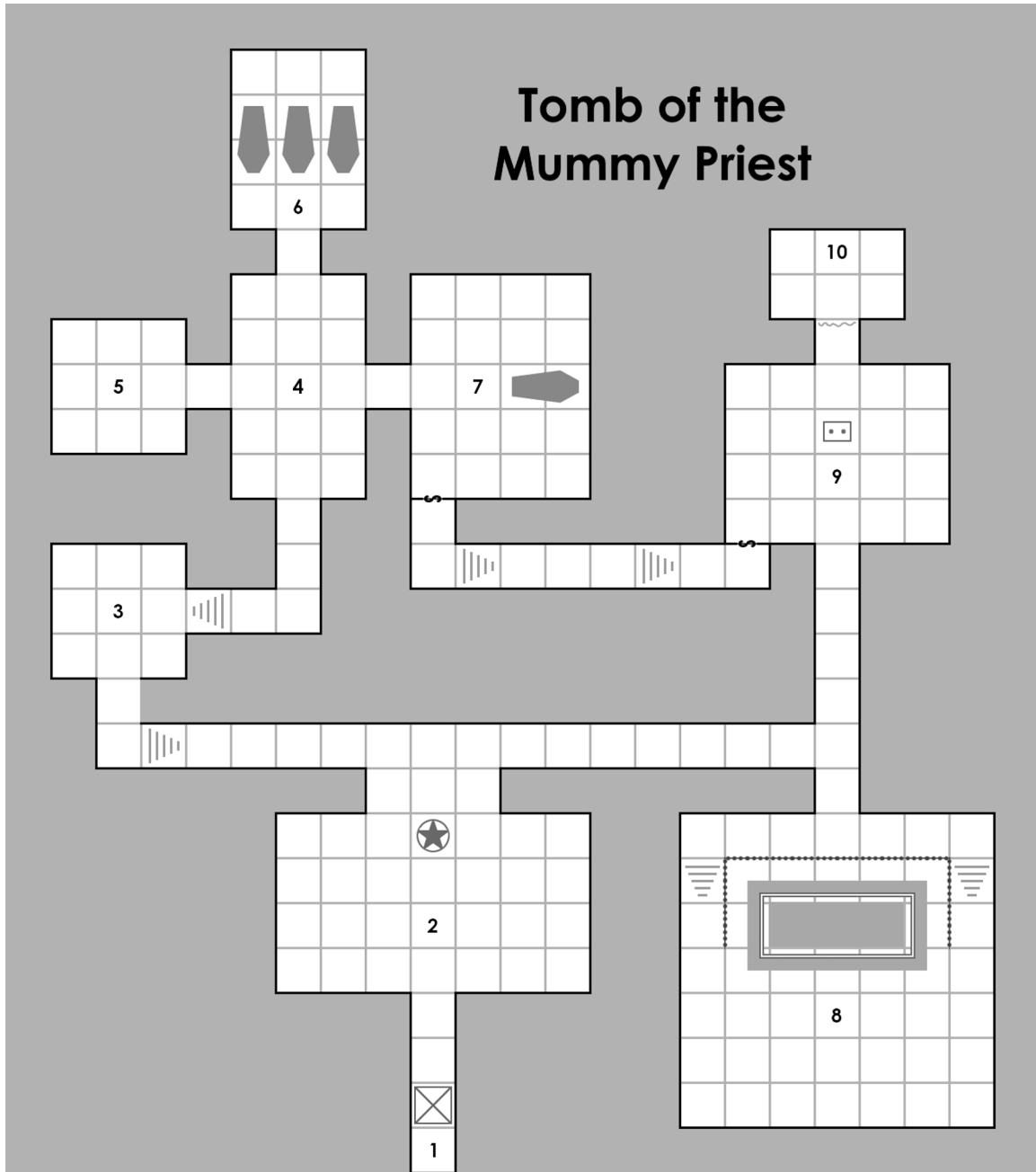
This is the room where Aram keeps his prisoners before sacrificing them. There are 3 men and 2 women currently chained to the wall. If the PCs are looking for Jalalla's husband, Nuri Ab'din, he can be found in this room. All the prisoners beg the PCs to free them and if freed will immediately make their way out of the dungeon and back to Mudar. If the PCs survive and return to Mudar after freeing the

prisoners, one of the women will approach the PCs within a day and offers them a **Dagger +1** in gratitude for her rescue.

Outcome

Once the PCs have defeated Aram (and hopefully Kutan Tahkmet as well), they can return to Mudar,

safe in the knowledge that they have ended the reign of a madman. If they managed to leave the tomb without destroying Kutan Tahkmet then the undead priest begins working on his own plans, using any dead left behind as fuel for his eventual war on Mudar. He may even attempt to track down those who defiled his tomb, and may pursue the PCs for some time.



The Temple of Bones

by Chris Gonnerman

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

Introduction

This adventure begins when the player characters stop by the temple in the town of Friadast. They might be in need of healing or restoration, or they might just wish to purchase a few healing potions. The adventurers will meet Brother Malmury, who will inform them that only the High Priest can fulfill their needs. As he is unavailable until the following day, the adventurers will need to wait.

Perceptive adventurers might notice Malmury's general state of unease, but even if they do, he will not tell them anything he isn't sure is true.

Also in the temple is an old woman, kneeling near the sanctuary. She is actually Sister Wynnich. Malmury knows her, but does not know that she is a Cleric, nor that she is not as old as she makes herself appear.

Assuming the adventurers choose to do their waiting at the nearby tavern, they may hear rumors of bony undead monsters haunting the outskirts of the town.

What's Going On Here

The High Priest, Borlaef Gudmundsen, is in fact a very evil man. He came to Friadast with his follower Sister Wynnich, following a treasure map that led him to the catacombs beneath the temple. As cover for his activities, he claimed to be a higher-level priest in the order to which the temple belongs (a bald-faced lie, of course). Malmury deferred to this "superior," and though he suspects all is not right with him, he has not personally seen anything to convince him to oppose the more powerful Cleric.

The treasure map eventually led the High Priest to a dungeon area connected to the catacombs, where he discovered an amulet containing both the power and the knowledge needed to animate a broad variety of bony monsters. He has used this **Bone Amulet** to animate several monsters, using the remains in the catacombs as a source of raw materials. He has no greater plan at present than to master the device, but he will respond fiercely to any attempt to stop him.

Note that some of the monsters in this adventure are "custom made" specifically for it, while others are found in the **Basic Fantasy Field Guide Volume 1**.

Priesthood of the Town of Friadast

Borlaef Gudmundsen, Human Cleric 11: AC 22, #At 1, Dam 1d8, Mv 30', MI 9, XP 1575

INT 16 (+2), WIS 15 (+1), CHA 14 (+1)

HP 45

Spells: **cure light wounds***, **protection from evil***, **purify food and water**, **remove fear***, **hold person**, **2x spiritual hammer**, **cure disease***, **remove curse***, **speak with dead**, **animate dead**, **dispel magic**, **raise dead***, **true seeing**

Equipment: **Plate Mail +2**, **Shield +2**, **Mace +1**, **Potion of Clairvoyance**

High Priest Borlaef is a follower of the god of the undead, but pretends to be a priest of a less baneful order. He makes Malmury do most of the healing magic required in the town.

Sister Wynnich, Human Cleric 7: AC 15, #At 1, Dam 1d8, Mv 40', MI 9, XP 670

WIS 16 (+2), CHA 14 (+1)

HP 29

Spells: **detect evil***, **detect magic**, **protection from evil***, **bles***, **speak with animals**, **continual light***, **cure blindness**

Equipment: **Leather Armor +2**, **Dagger +2**

Priestess Wynnich is a follower of the goddess known as the maiden of pain. She often dresses in a heavy cloak and thick scarf to appear as an old woman, but is in fact young and beautiful, if a bit cruel-looking. She is good friends with Borlaef.

Brother Malmury, Human Cleric 5: AC 19, #At 1, Dam 1d8, Mv 20', MI 9, XP 360

INT 6 (-1), WIS 15 (+1), DEX 13 (+1), CON 13 (+1)

HP 20

Spells: **detect evil***, **purify food and water**, **resist fire**, **silence 15' radius**

Equipment: plate mail, shield, mace

Brother Malmury is a good man, and has no idea his high priest isn't what he claims to be.

Dungeon Key

1. CATACOMBS:

The walls of the corridor before you are lined with shelves, and the shelves are lined with human bones. They are blackened as if by fire.

The walls of every corridor in the catacombs are as described. This is the custom in Friadast; the deceased are burned on funeral pyres and their bones interred in the catacombs.

An extensive search of the area has a cumulative 1 in 20 chance of finding a bottle of wine hidden among the bones (i.e. 1 on 1d20 after one hour, 1-2 on 1d20 after two hours, and so on). The bottle of wine is worth 200 gp to a connoisseur.

There are several wandering monsters in this area. Roll a check on 1d6 each time the adventurers pass an intersection; on a 1, one of the following encounters occurs (according to a roll on 1d10):

1-4: 1d2 Giant Black Widow Spiders (5 total):

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

HP 17 □□□□□ □□□□□ □□□□□ □□
 19 □□□□□ □□□□□ □□□□□ □□□□
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 19 □□□□□ □□□□□ □□□□□ □□□□

5-10: 1d3 Wraiths* (5 total):

AC 15 (hit only by magic weapons), HD 4**, #At 1 touch, Dam 1d6 + energy drain, Mv Fly 80', Sv F4, MI 12, XP 320 ea.

HP 26 □□□□□ □□□□□ □□□□□ □□□□□
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 19 □□□□□ □□□□□ □□□□□ □□□□

2. DEAD END:

The back wall of this alcove is rough-cut stone, as if the miners building the catacombs just stopped.

There is nothing of interest here.

3. ANTECHAMBER:

As the player characters approach the secret door to this room:

The corridor ends in a wall of rough-cut stone, as if the miners building the catacombs just stopped.

The secret door to this room is disguised in the unfinished stone wall. The room itself has a dark stone-flagged floor, and the walls and ceiling are painted black with seemingly random patterns of red paint. Even with magical light, the room seems somehow dark.

When an adventurer gets close to the door leading onward from this room, read the following:

The double doors leading out of this room are painted black and have reliefs carved into them, depicting a human skull with four tentacles of bone (looking a bit like the bones of the spine) hanging down where the teeth should be.

4. SECRET ROOM:

When the door to room 6 is opened, the secret door to this room will open automatically as well, the skeleton warriors within moving immediately to attack. If the room is entered prior to that, the GM should describe the room as being entirely empty other than the skeleton warriors.

10 Skeleton Warriors with Longsword, Chainmail and Shield: AC 18 (half damage from edged weapons, one point only from arrows or bolts), HD 3, #At 1, Dam 1d8, Mv 40', Sv F3, MI 12, XP 145 ea.

HP 12 □□□□□ □□□□□ □□
 8 □□□□□ □□□
 8 □□□□□ □□□
 8 □□□□□ □□□
 14 □□□□□ □□□□□ □□□□
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 16 □□□□□ □□□□□ □□□□□ □

Skeleton warriors are more powerful versions of normal animated skeletons. They are Turned as zombies, and have better combat statistics (see above) but in all other ways are exactly like their more common kin.

5. SECRET ROOM:

This room is exactly like room 4, above, save that its door opens when the door to room 7 is disturbed.

10 Skeleton Warriors with Longsword, Chainmail and Shield: AC 18 (half damage from edged weapons, one point only from arrows or bolts), HD 3, #At 1, Dam 1d8, Mv 40', Sv F3, MI 12, XP 145 ea.

- HP 18 □□□□ □□□□ □□□□ □□□
- 10 □□□□ □□□□
- 15 □□□□ □□□□ □□□□
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- 15 □□□□ □□□□ □□□□
- 9 □□□□ □□□□

Skeleton Warriors are more powerful versions of normal animated skeletons. They are Turned as zombies, and have better combat statistics (see above) but in all other ways are exactly like their more common kin.

6. PREPARATION ROOM:

This room contains wooden racks such as might be used to hang up clothing. There are a few robes hanging on the racks, but they appear rotten and decrepit.

2 rounds after this room is entered, the skeleton warriors from area 4 will enter and attack. 1d6 rounds after this room is entered, the bone horrors from area 8, below, will enter and attack. There is otherwise nothing of interest in this room.

7. PREPARATION ROOM:

This room contains wooden racks such as might be used to hang up clothing. The racks are entirely empty.

2 rounds after this room is entered, the skeleton warriors from area 5 will enter and attack. 1d6 rounds after this room is entered, the bone horrors from area 8, below, will enter and attack. There is otherwise nothing of interest in this room.

8. TEMPLE DOOR:

If not already encountered, the monsters below will be here and will attack immediately.

Once the monsters are dispatched, read the following:

The large double doors here are painted black, and each door has the same design of a skull with bony tentacles which you saw before.

2 Bone Horrors*: AC 14 (hit only by magic weapons), HD 4*, #At 2 claws/1 stinger, Dam 1d6+3/1d6+3/1d4+poison, Mv 20' Fly 30', Sv C4, MI 12, XP 280 ea.

- HP 17 □□□□ □□□□ □□□□ □□
- 20 □□□□ □□□□ □□□□ □□□□

9. TEMPLE SANCTUARY:

The bone golems stand at either side of the double doors to this room, and open them if anyone on the other side makes any noise or tries the doors. The golems will attempt to remain hidden by the doors as they open them, and will only attack if the room is entered or their master (the High Priest) orders them to do so.

The greater bone horror below is covered by a wall hanging and lies in a heap on the dais; the High Priest is behind the heap, reading a scroll which will animate the monster. It is too late to stop him, however, as he will complete the incantation one round after the door opens.

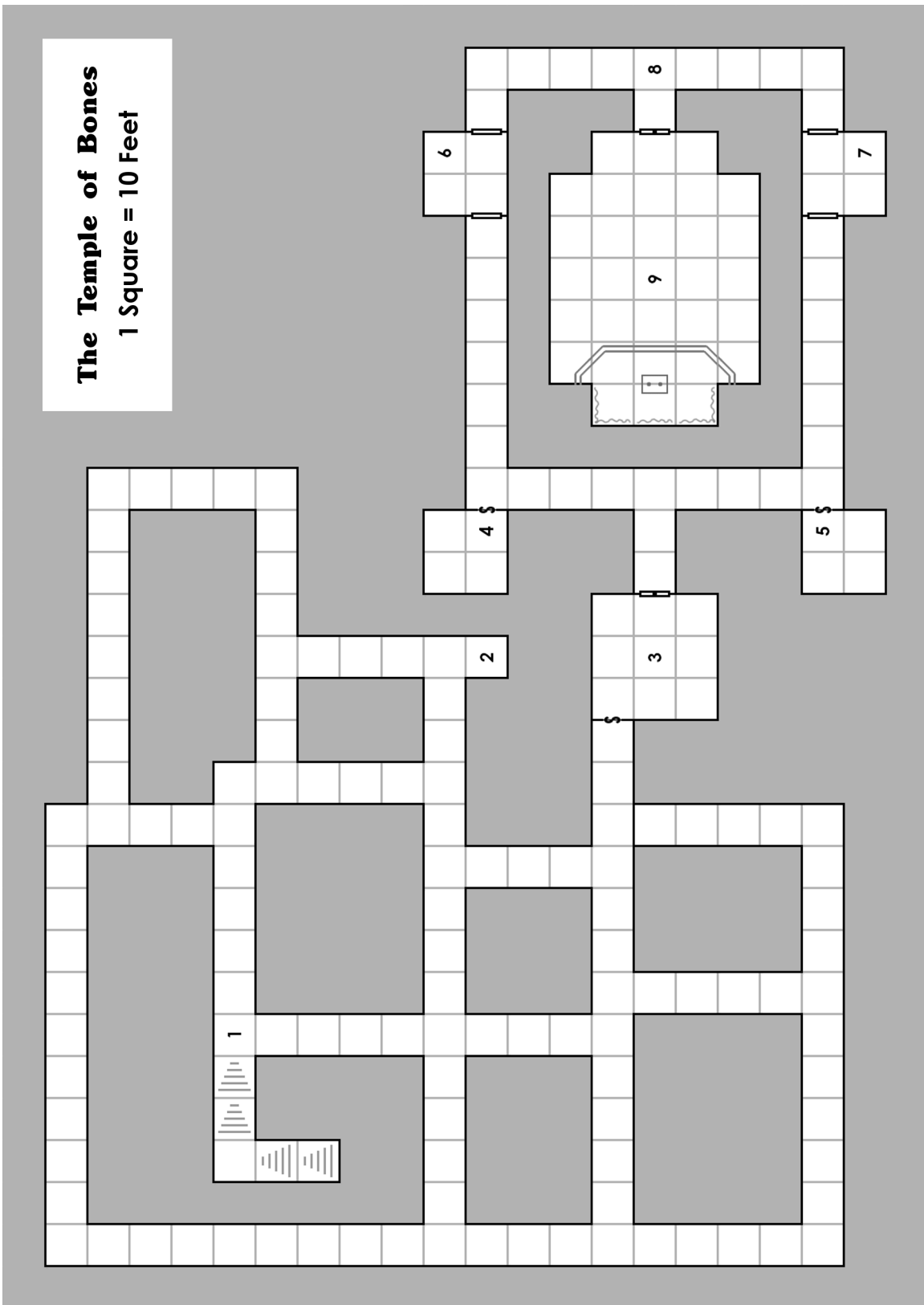
Once a battle begins, Wynnich will approach the party from behind, trying to get close enough to attack the rear guard. She'll attack Magic-Users if at all possible.

2 Bone Golems*: AC 19 (hit only by magic weapons), HD 8*, #At 4 weapons, Dam 1d8/1d8/1d8/1d8, Mv 40' (10'), Sv F4, MI 12, XP 945 ea.

- HP 37 □□□□ □□□□ □□□□ □□□□
- □□□□ □□□□ □□
- 38 □□□□ □□□□ □□□□ □□□□
- □□□□ □□□□ □□□

Greater Bone Horror*: AC 19 (hit only by magic weapons), HD 12* (+10), #At 2 claws/1 stinger, Dam 1d10+4/1d10+4/1d6+poison (save at -4 or die), Mv 30' Fly 40', Sv C12, MI 12, XP 1,975

- HP 55 □□□□ □□□□ □□□□ □□□□
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- □□□□ □□□□



Kidnapped!

by Martin Teasdale

An adventure for 4 to 8 beginning player characters.

Background

This module is meant to be an alternative way to start a campaign, replacing the common "you all meet up in a tavern" cliché. It is done by having each member of the party knocked unconscious and captured by bandits. The adventurers wake up in a cell, with a vague recollection of what happened before, and must find a way to flee from their captors' hideout.

GM's Notes

Was the party captured to be sold as slaves or mistaken for a rich and experienced group of adventurers? Are those bandits part of a larger organization or are they working alone? Is there a bounty on the head of Rognar the half-orc, the leader of the band? Those details have been deliberately left out for the GM to decide.

This module can be played as a standalone adventure or can be included in a campaign. In the latter case, the hideout can be located near any city of the GM's choice. Finally, the module could also be modified with a bit of work to be used as a rescue mission or a bounty hunting adventure.

The party will probably try to use anything they can find as a weapon when starting up the adventure. Unless the GM decides otherwise, rocks, bricks, kitchen knives, and other small improvised weapons should inflict 1d3 points of damage, with a 10/20/30 range. A bottle can be thrown with a 10/30/50 range for 1d4 points of damage. Anything bigger should be treated as a club.

The Hideout Key

The hideout was dug out from the base of a cliff. The ceilings are low and the floor is merely beaten ground. The walls are made from bricks and rocks of different sizes. The place is dirty and most of the construction seems pretty much botched.

1. PRISON:

You wake up and your head hurts badly. You open your eyes, but there isn't any light in the room. The air smells musty and the beaten earth floor is cold.

The party is in the west cell, and the east cell is empty. Alternately, the GM may want to place an NPC there who might be willing to join the party, if there are fewer than four player characters.

As the party will probably want to flee from their cell, there's a few possibilities for them to do so:

1. The mortar holding the bricks on the north wall is starting to crumble. Any character looking for secret doors (1 on a d6, 1-2 on a d6 if a character has darkvision or found a way to light the room) will discover this. Pushing on the wall could make the wall collapse (1 on a d6, adjusted by Strength score).
2. The lock of the cell is old and of poor quality. A thief using improvised tools can manage to open it, with -10% penalty on his or her roll.
3. The cell bars are pretty far apart; a halfling (or similar-sized) character could slip between them with a successful Dexterity roll.
4. After two hours or so, the warden (see room 5) will come to the cell, bringing a meal for the party. If they still appear to be unconscious, he will enter the cell, but otherwise won't. If the party fled, the warden will alert the bandits from room 7, 8, and 10. The three leaders won't be informed, since the rest of the bandits want to avoid their anger.

The chest is locked and contains items that the adventurers possessed before their kidnapping, but were of no use to the bandits. The exact content is up to the GM, but will probably include a holy symbol and the Magic-User's spellbook (if there is one playing the adventure).

2. SECRET PASSAGE:

Everything here is dusty; it looks like this passage was sealed off a while ago. After a few seconds, you hear a soft hissing sound further down the alley.

The noise is made by the three giant cockroaches that live in this secret passage.

3 Giant Cockroaches: AC 15, HD 1*, #At 1 bite, Dam 1d4, Mv 50', Sv F1 (C10 vs Poison), MI 6, XP 37 ea.

HP 3 □□□
6 □□□□□ □
4 □□□□

Note: For a more complete description of the giant cockroach, please check out **The Basic Fantasy Field Guide Volume 1**, available for free on www.basicfantasy.org.

3. STORAGE ROOM:

Large half-empty shelves are covering the four walls. These contain flour, beans, and other types of dried food. Two large oak barrels have been put in the center of the room, and a large cabinet occupies the northwest corner.

The party can take some food there for their escape. The cabinet contains a few waterskins, kitchen knives, and similar kitchen utensils.

The secret passage to room 2 is hidden by the large cabinet, which needs to be moved to enter the room. Two characters having a total Strength of 25 or more can do this easily.

4. KITCHEN:

Cooking pots, plates, and utensils are scattered everywhere on three wooden tables. A small fireplace is located near the east wall. A man is currently trimming a huge mutton leg for the next meal.

Some of the kitchen utensils can be used as improvised weapons. The cook will try to alert the guards in room 5 after a round of combat or two.

The Cook: AC 11, 1d4 HP, #At 1 dagger, Dam 1d4, Mv 40', Sv NM, MI 7, XP 10

HP 3 □□□

Equipment: dagger, 4 cp

5. MAIN HALL:

A fifteen foot long table occupies the center of the room, with a dozen chairs around it. The table is covered with dirty plates, playing cards, and empty bottles. Between the two doors on the east, you can see an immense wooden cabinet with an old flaky green paint job.

At any time, up to five guards from rooms 7 and 8 can be found here, plus the warden. They generally play cards or gossip while drinking. The warden is a huge man with greasy hair and a bad limp. His face is covered by smallpox scars. His sole task is to make sure that the prisoners don't escape or die from starvation. He's the only one that has the keys to the two cells and the chest in room 1.

The cabinet contains a hooded lantern, 8 flasks of oil, 36 torches, a tinderbox, flint, and steel.

The Warden: AC 13, HD 2, #At 1 longsword, Dam 1d8, Mv 10', Sv F2, MI 9, XP 75

HP 9 □□□□□ □□□□

Equipment: leather armor, longsword, set of three keys, 41 cp

6. TRASH ROOM:

There is a horrible stench coming out of this room. Piles and piles of trash are scattered everywhere on the ground.

Any character who searches through the debris for one turn has a 60% chance of finding one of these items. Each of these can only be found once; re-roll any identical results.

- | | |
|----|--|
| 1. | Sling |
| 2. | Warhammer |
| 3. | 1d20 cp |
| 4. | 1d20 sp |
| 5. | 1d20 gp |
| 6. | Silver earring (worth 35 gp) |
| 7. | Small metal mirror |
| 8. | Party is attacked by a spitting cobra (surprises the party on 1-4 on a d6) |

Spitting Cobra: AC 13, HD 1*, #At 1 bite or 1 spit, Dam 1d4 + poison or blindness, Mv 30', Sv F1, MI 7, XP 37

HP 4 □□□□

7. BEDROOM:

This bedroom consists of piles of hay covered by blankets.

Five bandits live in this room. Usually, two of them will be here, the other three being in the main hall (room 5).

5 Bandits: AC 14, HD 1, #At 1 shortsword or dagger, Dam 1d6 or 1d4, Mv 30', Sv F1, MI 8, XP 25 ea.

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

Equipment: leather armor, shield, shortsword, dagger, 1d10 sp

8. BEDROOM:

Two bunk beds, one on each side of the room, occupy this small bedroom.

This is the bedroom of four bandits. Two can generally be found here while the others are in room 5.

4 Bandits: AC 15, HD 1, #At 1 spear or dagger, Dam 1d8 or 1d4, Mv 20', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□□ □□□ 2 □□
 5 □□□□□ 4 □□□□

Equipment: chain mail, spear, dagger, 1d6 gp

9. LARGE CAVE:

During the day, this cave will be full of sleeping bats. If the party wakes them by entering the room, they will "attack" the party, which will make a lot of noise, alerting any remaining guards from rooms 8 and 17.

47 Bats: AC 14, 1 HP, #At 1 confusion, Dam N/A, Mv 30' Fly 40', Sv NM, MI 6, XP 10 ea.

HP 47 □□□□□ □□□□□ □□□□□ □□□□□
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10. BEDROOM:

This is the chamber of the three bandits charged with the outdoor watch. One of them is sleeping there at any given time, while the other pair is on duty at the watchtower (area 17).

3 Bandits: AC 13, HD 1, #At 1 handaxe or light crossbow, Dam 1d6 or 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 5 □□□□□ 5 □□□□□
 3 □□□

Equipment: leather armor, handaxe, light crossbow, 20 light quarrels, 1d8 sp

11. STABLES:

These stables are surprisingly clean. Three horses, two mules, and a donkey are kept in three stalls.

These animals were stolen from a nearby town by the bandits. A cabinet in the northeast corner contains four riding saddles, two pack saddles, and an old rusty horseshoe.

12. LEADERS' MEETING ROOM:

A small round table and three chairs are located in the middle of the room. A red carpet covers most of the floor.

This is the meeting room of Rognar, chief of the hideout, and his two accomplices, Ansfrid and Tilmund.

Rognar is a tall, bald half-orc. He's disfigured and blind in one eye, after a fight with some elves years ago. Still embittered by the event, Rognar will try to target any elf in the party. Furthermore, he will succeed any Morale test as long as one of his opponents is an elf, fighting to death if needed.

Ansfrid, a thin man with black hair and a goatee, wears a red velvet robe. If he finds the combat turning against him, he will cast a **darkness** spell and try to flee. In this situation, Tilmund, a short red-headed man wearing a black cloak, will probably also try to escape.

The three are generally in this room during the day, sometimes planning their next larceny or kidnapping. Most of the time though, they're just playing dice games and drinking wine.

At night, they will all be sleeping in their own chamber. Anyone entering the room at night will

trigger a **magic mouth** spell on the opposite wall, placed there by Ansfrid. The mouth will appear and yell "Intruders!" six times. The leaders will enter the room 1d6 rounds after that, armed. Roll individually for each one.

Rognar, Half-orc Fighter 3: AC 14, #At 1 greataxe +1/+2 vs Elves, Dam 1d10+3, Mv 20', Sv F3, MI 9, XP 175

STR 17 (+2), DEX 7 (-1), CHA 5 (-2)

HP 16 □□□□□ □□□□□ □□□□□ □

Equipment: chain mail, Greataxe +1/+2 vs. Elves, 86 gp

Ansfrid, Human Magic-User 2: AC 11, #At 1 dagger or spell, Dam 1d4-1 or by spell, Mv 40', Sv M2, MI 9, XP 100

STR 6 (-1), INT 15 (+1), WIS 14 (+1)

HP 5 □□□□□

Spells: **darkness**, **magic missile**

Equipment: silver dagger, **Scroll of Polymorph Self**, 23 gp

Tilmund, Human Thief 3: AC 16, #At 1 shortsword or shortbow, Dam 1d6, Mv 40', Sv T3, MI 9, XP 145

INT 13 (+1), DEX 16 (+2), CON 14 (+1), CHA 7 (-1)

HP 11 □□□□□ □□□□□ □

Equipment: **Leather Armor +1**, shortsword, shortbow, 20 arrows, Thief's tools, 66 gp

13. ROGNAR'S CHAMBER:

This room contains only a dirty bed and a small wooden crate. On the surface, a humanoid skull pierced on the top serves as a candlestick.

There is nothing of interest here.

14. ANSFRID'S CHAMBER:

A small bed occupies the north wall; on the east wall is a dark wood desk. On the desk is a thick leather-bound book.

The desk drawer contains ink, an ink-pen, and a few sheets of paper. The tome is Ansfrid's spellbook, containing the following spells: **light***, **magic missile**, **magic mouth**, **read languages**, **mirror image**.

The spellbook is trapped by a poison dart. When opened, the dart will come from a small hole on the front. The dart rolls to hit as a 3rd level fighter. If hit, a character takes 1 point of damage and must save vs. Poison or die.

15. TILMUND'S CHAMBER:

This poor-looking bedroom contains only a bed covered with a woolen blanket.

An amethyst (worth 500 gp) and 7 pp are sewn into the mattress.

16. SECRET TREASURE ROOM:

A wood panel covered with mortar and stones hides this secret room. The wall can be bashed down by rolling 1 on 1d10, modified by the Strength score. It may also be hacked down with an axe easily, but noisily.

The only thing in the room is a locked chest containing the following: 312 gp, 851 sp, 113 cp, pearl necklace (worth 150 gp), gold ring (worth 400 gp), opal (worth 40 gp), and a **Potion of Fire Resistance**.

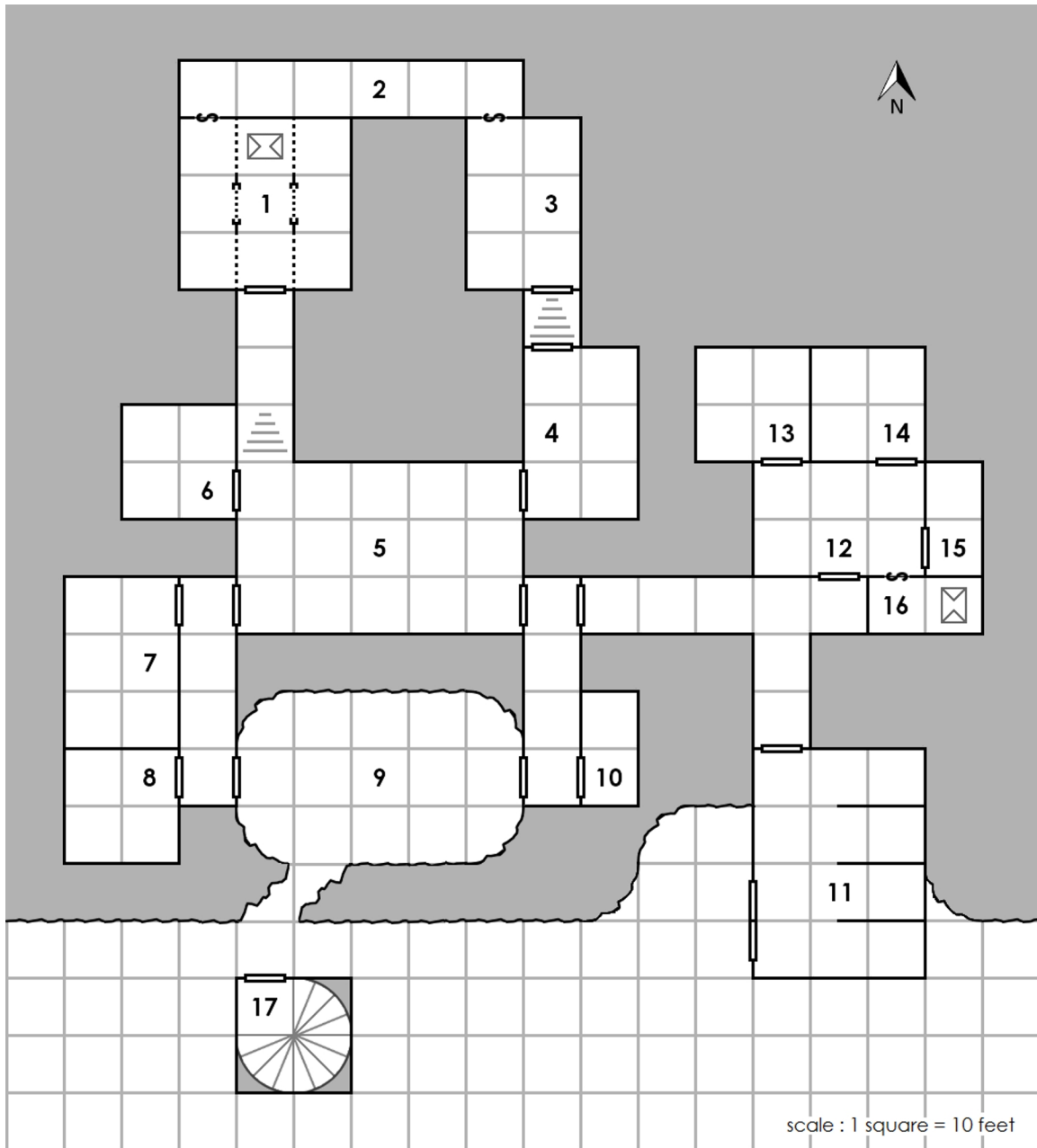
17. WATCHTOWER:

The watchtower is around 15 feet high. The lower part is built from stone while the platform on top is made from wood. The roof is painted green and you see two bandits up there, guarding the surroundings.

The two bandits are from room 10 and will shoot on sight with their crossbows. After their first shot, they will leave the tower and enter the hideout to alert the other bandits.

If the party flees from the cave (room 9), the bandits will try to reach the stables (room 11) to get horses to follow the party.

The Hideout Map



The Temple at Hillman Point

by James Lemon with Keith Bassett

An adventure for 3 to 5 characters of levels 2 to 4.

Background

The village of Locran and Hillman Point are located on the small, misty, forested island of Gulshan not far off the mainland.

GMs can place this island anywhere in their world, but the descriptions are for a cool-to-cold climate with plentiful fog and misty rain.

Locran

Locran is a small fishing community that is almost as tight-knit as the sweaters worn by its fishermen. They are not hostile to visitors and there is a clear sense that visitors are welcome, but they will always be treated as outsiders.

There isn't much in Locran and it is a typical fishing village, with the port and the inn being the focal points of the town. Of course there are the normal necessities of life – a butcher, a blacksmith, and a meeting hall, but life here happens on the sea or in the pub.

The port consists of several tar-covered docks and a seemingly endless row of nets drying. Seagulls fill the air with their cries, and the pilings are covered with their droppings.

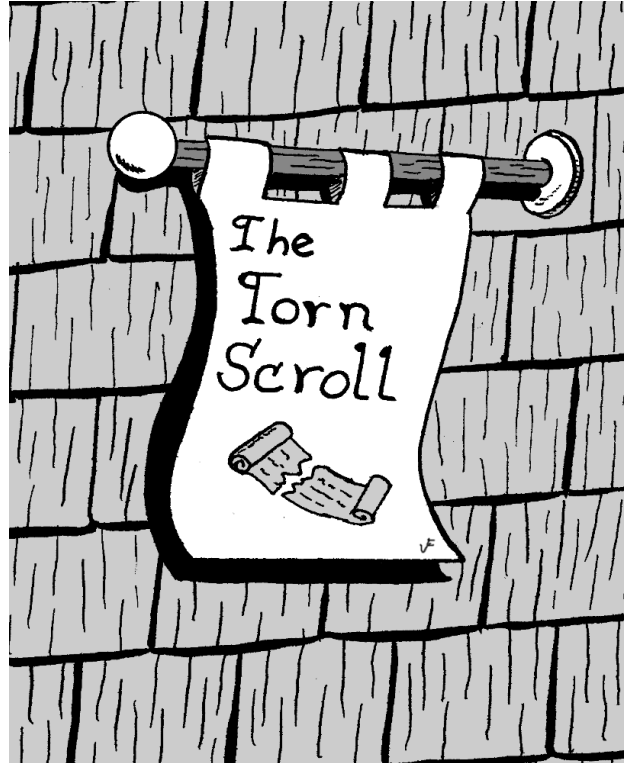
Alongside the docks is Locran's guard post. It appears to be staffed purely by volunteers, most of whom are leathery retired fisherman, armed with little more than old shortswords, gutting knives, and salt-stained leather armor.

There isn't much trade in Locran, but ships and smaller boats heading to or from other destinations dock in the protected bay fairly often, weather permitting.

Eventually the party will need to find its way to the inn before nightfall.

The Torn Scroll Inn

The Torn Scroll Inn is a typical inn and public house. The building is two stories tall, and covered with faded shingles. The windows are small, with oiled paper inserts and heavy shutters for the frequent gales that hit the island.



The pub takes up the first floor, and is a warm and inviting space where several generations of elbows have polished and worn the tables to a shiny black. On one side of the room is a large fireplace where the flames burn slightly green from the salt in the driftwood.

Behind the simple but solid bar, set with benches rather than stools, stands the innkeeper **Cyril Ketill**. Cyril's face is as weathered and polished as the tables, with deep smile lines around his eyes. His face is friendly but troubled as he looks at the party, saying "I wondered how long before someone like you showed up here."

Cyril will gladly tell the party of the island's history and the rumors about the temple.

Once home to a very humble and understanding priest, the island's temple at Hillman Point has been sealed shut for months now.

Father Jacob just stopped coming into town for his weekly services at the town hall, and hasn't been seen nor heard from since.

A group of men went out to the temple to find out what had happened to Fr. Jacob and discovered the doors, which had previously been left unlocked day and night, were now sealed tightly. Worse yet, no one answered when they hailed the temple. What happened to Fr. Jacob? Did he go mad, did he leave the island, or did something more sinister occur?

Since the town's initial foray to the temple, no one has been willing to return. Those brave or foolhardy enough to visit the temple environs tell lurid tales of the strange noises they heard and the lights they saw flashing wildly from the windows.

Odd things have started happening on the outskirts of town: animals have been killed and maimed, plants have been torn from the ground, and carts have been destroyed. More troubling have been the most recent appearances of scratches and markings on people's doors.

Other locals in the pub will tell similar stories to the party, after being plied with one or more dark and smoky ales.

Unless the players learn about Castle Devyn's existence or inquire about the destroyed bridge at the fork in the road, no-one will mention it. If asked about it, everyone will give a wildly conflicting account of the castle's appearance, current and former occupants (if any), or any other way to access it.

The only way to access it at this point is to hire a boat, and no one is currently willing to take the party there. The castle will be used for a different adventure; for now, GMs should direct the party toward the temple.

Accessing the Temple

Since the temple is at Hillman Point, there is only one way to get there from Locran, and that's traveling north from the village along the road. Outside the village it is quiet and peaceful; only the occasional sounds of birds or deer, and the gentle breeze coming off the coast to the east. At first there will only be the occasional tree or bush, but as the party continues north the foliage will increase.

The Graveyard

After the first major bend of the road, it passes through an abandoned graveyard.

Tombstones are toppled over, leaning, or worn smooth from the weather. Those few left standing with legible writing are covered with lichen, and dated 70 or more years in the past. Clearly this is not Locran's current graveyard, as there has been no recent upkeep.

As the players make their way though the graveyard they will disturb the ghouls.

The ghouls all wear tattered sweaters not unlike those worn by the fishermen in Locran, but now moldy and torn. The ghoul with the highest HP stands out, wearing ruined and stained white clothing with an embroidered black raven on the back of its vest.

Among the ghoul's possessions are 1,300 cp, 600 gp, an intricate leather belt, and a platinum-plated clasp. Upon searching the head ghoul, the party will discover a key with a raven engraved into the head of the key.

Note: the PCs MUST have this key to access the temple!

6 Ghouls: AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

- HP 5 □□□□□
- 7 □□□□□ □□
- 7 □□□□□ □□
- 13 □□□□□ □□□□□ □□□
- 11 □□□□□ □□□□□ □
- 10 □□□□□ □□□□□

Fork in the Road

Continuing down the road it comes to a point where it turns west to cross a salty river-like estuary to the mountainous side of the island. At this bend the estuary can be seen in the distance; the party can also see that a once-formidable and arched stone bridge crossed over the estuary, but has been destroyed by unknown means sometime well in the past. Due to this the road ends at the bridge, and is no longer passable.

Next to the road is a large pile of rocks into which a carefully-painted wooden sign complete with a raven and arrow has been placed. The sign declares in Common: "Temple, 2 miles. All are welcome."

Beside the sign is a rocky path forking off of the road and continuing northeast toward Hillman Point. The party must follow this well-worn but slightly overgrown path.

While on the path up to the temple, the terrain changes from the open grass and moors around Locran to a hilly and dense forest of oaks and fir. The party will have to slow down and watch their step, or risk twisting their ankles on the steep rocky path.

Hillman Point

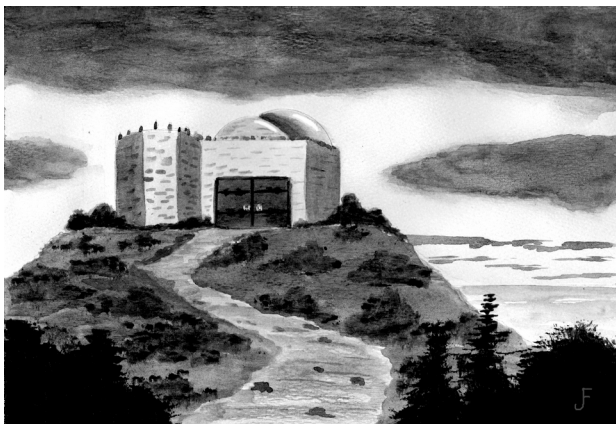
Traveling northeast from Locran the terrain quickly becomes hilly. Soon the party is climbing the rocky path under a canopy of huge oak trees, which deeply shade the path. As the party proceeds, they can see a promontory through breaks in the trees. It is next to the water, and stands even higher than the surrounding hills.

As the party approaches the edge of the clearing, they encounter a pack of wolves sleeping under a towering oak.

6 Wolves: AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8, XP 75 ea.

HP	8	□□□□ □□□	9	□□□□ □□□□
	5	□□□□□	6	□□□□□ □
	7	□□□□□ □□	10	□□□□□ □□□□□

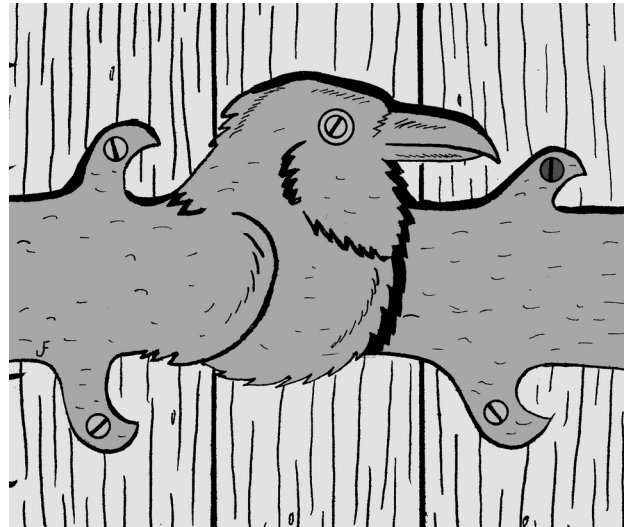
The Temple



Sitting out on the point is a white limestone temple built in the ancient style, with dark wood doors and thick sturdy walls. The temple sits at the crest of the hill in a clearing that is surrounded on three sides by the oak forest. The path is paved leading up to the main doors.

None of the locals seem to know who built this ancient temple on Hillman Point. It has been a part of the island as long as they can remember, and a good if somewhat preachy neighbor to the fishing village of Locran. At one point around when Fr. Jacob disappeared, someone sealed the temple doors and no one has had the nerve to pry them open since.

At first glance, it looks like it hasn't been cared for in months.



1. TEMPLE ENTRANCE: Two large doors (wider than they are tall) greet the party. Made from thick oak which has aged until it is harder than the iron bracing that holds it together, it is clear that nothing less than a siege engine will be able to open these doors.

A black ironwork raven has been welded onto the bracing for each door, and appears to be the symbol of the temple.

There are large ring handles, but pulling on them will not budge the doors any. There is a keyhole underneath the left door's handle; using the key recovered from one of the ghouls in the graveyard will open it.

To the right of the main temple doors is a smaller wood door, slightly ajar.

2. GUARD STATION: The temple guards used this room as it is adjacent to but outside the temple doors.

In the middle stands a square wooden table with chairs on all 4 sides. A couple of old wooden mugs and a battered tin coffee pot sit on the table, alongside several worn homemade pairs of knuckle bone dice.

There is a rack of hooks on the far wall, and a couple of them have worn white oilcloth and leather rain-gear hanging from them.

The rain-gear is serviceable but completely normal. If the party looks around the table, they will find a large leather sack underneath it. Disturbing the sack in any way will cause 2 snakes to slither out.

2 Spitting Cobras: AC 13, HD 1*, #At 1 bite or 1 spit, Dam 1d4 + poison or blindness, Mv 30', Sv F1, MI 7, XP 37 ea.

HP 8 □□□□□ □□□
1 □

3. TWISTING HALLWAY: The air inside the temple is cold and damp, smelling slightly of old incense and the sea. There is very little light and a slight breeze coming in from the narrow windows. There are a few unlit torches on the wall but no evidence that they have been used recently. Sounds from outside (or inside?) echo off the stone walls.

Immediately in front of the party is an alcove that contains a huge black raven, carved from obsidian. Its glassy eyes look directly toward the doors, in a way that may have been meant to be knowing but is strangely unsettling.

The statue is attached firmly to the alcove, and is 6' tall. It can't be moved or taken by the party.

To each side of the alcove the hallway curves away to the left and right. On the wall are white banners painted with images of ravens. Some look quite old.

To the left, the hallway slowly descends into darkness until it stops at the large steps down into the main auditorium. There are unlit torches on the wall at regular intervals, but even if all are lit it won't be possible to see very far down the hall due to both insufficient illumination as well as the hallway's curve.

To the right, it remains level and a faint light is visible. It is possible to see a closed door before the hall curves off to the side; the light is coming from under this door.

4. DINING HALL: The door to this room opens readily, with a brief creak due to disuse. Directly in front of the door are three large circular tables with six chairs around each of them.

Wooden plates are stacked on a side table, along with a tray of mugs and a bowl filled with nicely hand-carved wooden spoons.

The room is fairly well-lit by windows high above, and on the far side of the room are two doors.

After the party fully enters the room they hear the drone of insects taking flight. Shortly thereafter, the giant bees fly down from the windows and attack the party.

If the party takes the time to hack apart the small hive they will find a **Dagger + 1**.

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

HP 4 □□□□ 4 □□□□

5. KITCHEN: The door to this room swings both ways on its hinges and is easily opened.

On the far wall is a fireplace large enough to walk into, with 2 large iron pots suspended over the ashes of a once long-burning fire. Various swing arms and pot hangers in this fireplace indicate that it was used to cook for the temple.

Along one far wall is a wash basin and counter, which appears to be covered with more wood dishes. On the other wall is a long wood table with knives and other cooking utensils. There are rows of jars next to the knives that look like they are filled with spices. The spices are worth 10 gp total.

If the party approaches the table with knives and spices, the green slime will drop from under the table and attack.

Green Slime: AC hit only with fire or cold, HD 2**, #At 1 Contact, Dam turn into Green Slime in 6+1d4 rounds, Mv 1', Sv F2, MI 12, XP 125

HP 9 □□□□□ □□□□

6. MEAT LOCKER / LARDER: This door is tight and well-sealed. When it is opened the overwhelming smell of decay and rotting meat hits the party.

Dozens of chicken and goat carcasses hang from the ceiling, covered with streaks of black mold and white fungi.

There are shelves up against the wall that hold barrels stamped with the names of the salted meats and cheeses they contain. On the bottom shelf are a few piles of tightly-wrapped oilcloth bundles.

The bundles contain some iron rations that are still good, but even the salted foods are spoiled and nothing else is salvageable.

12. ARCH-PRIEST'S QUARTERS: The door to this room opens easily, onto a dark room that glints with gold in the torchlight. It is richly furnished with white and gold tapestries on the walls.

There is a large bed with a white tapestry canopy and gold-painted uprights against the east wall, high up on a carved stone podium.

On the far wall is a large and impressively-carved wooden desk inlaid with raven images, with drawers on each side. The top is a slanted writing surface with high quality quills and ink, and several beautiful but empty books to either side.

There is no light in this room, so the party will not immediately notice the lump in the bed covered by the blankets. Moving the blankets or otherwise disturbing this area will wake the wererat. It is wearing very fine, if quite dirty and tattered, clothing that looks just like the portraits in the hall that the party just passed through.

If the players look on the back of the creature, they will see a large raven sewn into the robe with gold-colored silk.

Underneath the cloak, hanging from its belt, is the scepter seen in all the hallway portraits. This scepter is worth 250 gp as it's a silver club, and as such is an effective weapon against lycanthropes. Its value is also due to its intricate details and inlaid onyx stones.

Discovering these, the party will be fairly certain this poor wretched creature is indeed Father Jacob.

In a large sack under the bed are 1,275 cp, 750 sp, 100 ep, and a dagger.

Father Jacob (Wererat): AC 13†, HD 3*, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8, XP 175

HP 17 □□□□□ □□□□□ □□□□□ □□

13. PRAYER ROOM: This small room holds almost no furnishings. There is a small desk against the east wall with nothing on it, and holy symbols of the raven on all the walls.

On the ground is a small rug and pillow, facing the largest of the holy symbols.

On the west wall is a wooden door with a barred window in it, allowing a quick exit if needed. Even after this is opened, it can't be accessed from the outside.

Underneath the table, on the wall, is a very small latch that will open a small part of the wall, a secret route directly to the main auditorium.

14. MAIN AUDITORIUM: Coming down the large steps from the hallway, it's immediately clear a lot of time and money went into the construction of this room.

Hanging from all edges of this circular room are purple and white curtains of enormous weight. On them are embroidered ravens in white silk.

In the middle of the room is a large dais. Surrounding it are six tall poles holding glowing stones, which throw off just enough light to cast the edges of the room into deep shadow.

The rows of pews facing the dais have all been overturned and scattered around the room. Those not scattered have been torn to pieces and utterly shattered.

Moving to investigate any pile of lumber will disturb the skeletons of former worshipers which lie under the shattered pews, and will immediately attack the party.

If the party continues to search the room after defeating the skeletons and move the curtains aside, they will discover the three smaller rooms on the north side.

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

HP	5	□□□□□	5	□□□□□
	7	□□□□□ □□	7	□□□□□ □□
	5	□□□□□	8	□□□□□ □□□
	7	□□□□□ □□		

15. SMALL CHAPEL 1: This room contains a bench in front of a small black obsidian altar, which is topped with a golden raven statue and 2 large candles. It is faced by a book stand which holds a religious text which has been heavily illuminated with gold leaf. If a player takes more than a passing glance at the open page the book will briefly glow and fill the room with bright yellow light, restoring all lost hit points to anyone in the room. This is a one-time occurrence to each new reader of the book.

The room is truly empty other than the items described. However the golden raven statue is worth 150 gp, and the book is worth 100 gp.

16. PRIVATE ALTAR: Far more decorated than the other two small rooms on either side, this small room contains a large obsidian altar inlaid with ivory and gold ravens. It is topped with numerous candles, books, and strings of jewels. On either side of the altar are stone stands that hold a greatsword and a sling, with a pile of bullets on the ground.

Towards the back of the altar sits a large granite statue of a gargoyle with a black raven head. The statue's eyes appear to be large black jewels.

In front of the altar are lavishly embroidered pillows, laying on a thick and plush carpet.

This room appears to have been intended for those of great influence or wealth to worship in private with the arch-priest himself.

Any player who attempts to get close to the statue or grab anything from the altar will cause the gargoyle to animate and surprise the party.

If the party defeats the gargoyle, its eyes are indeed black opals worth 150 gp each. At the base of where the gargoyle was perched are 700 sp, 1 rhodochrosite, 1 spinel, 1 chain, and 1 silver dagger.

Outcome

Once the party has cleared the temple of all threats, the villagers of Locran will be eternally grateful. They present the players with locally made sweaters, and as much dried fish and iron rations as they can carry. Many mugs of dark ale are poured out in the party's honor, and a celebration is held at the inn.

Word is sent to the mainland for a new group of priests to come and occupy the temple; hopefully they will fare better. If the players wait the week it takes for them to arrive, the clergy will request that any raven statues and jewels removed be returned to the temple.

Cyril will offer free room and board to the party any time they return to Locran.

If the players stay more than a couple of nights further, it becomes clear that some of the disturbances out on the moors are still occurring. In fact, something still seems to be wrong in Locran.

It seems that something is still out there in the wilds of the island, waiting... Perhaps in the mountains, or at Castle Devyn.

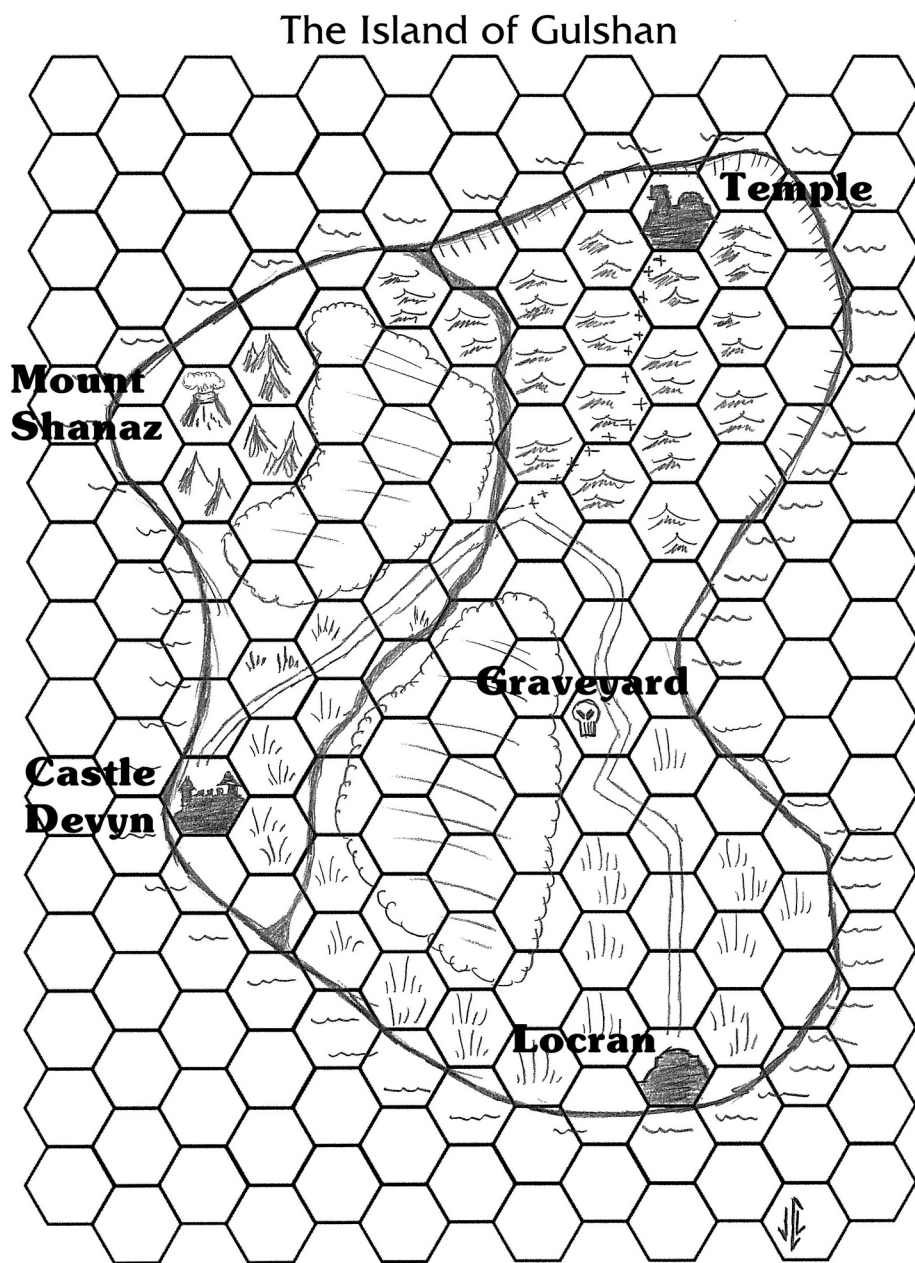
The strings of jewels on the altar are worth 200 gp total. Each greatsword is premium quality, but aren't really worth any additional value. The slings are both +1, and all 30 bullets are holy and operate the same way as holy water in addition to normal bullet damage.

Gargoyle: AC 15 \dagger , 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

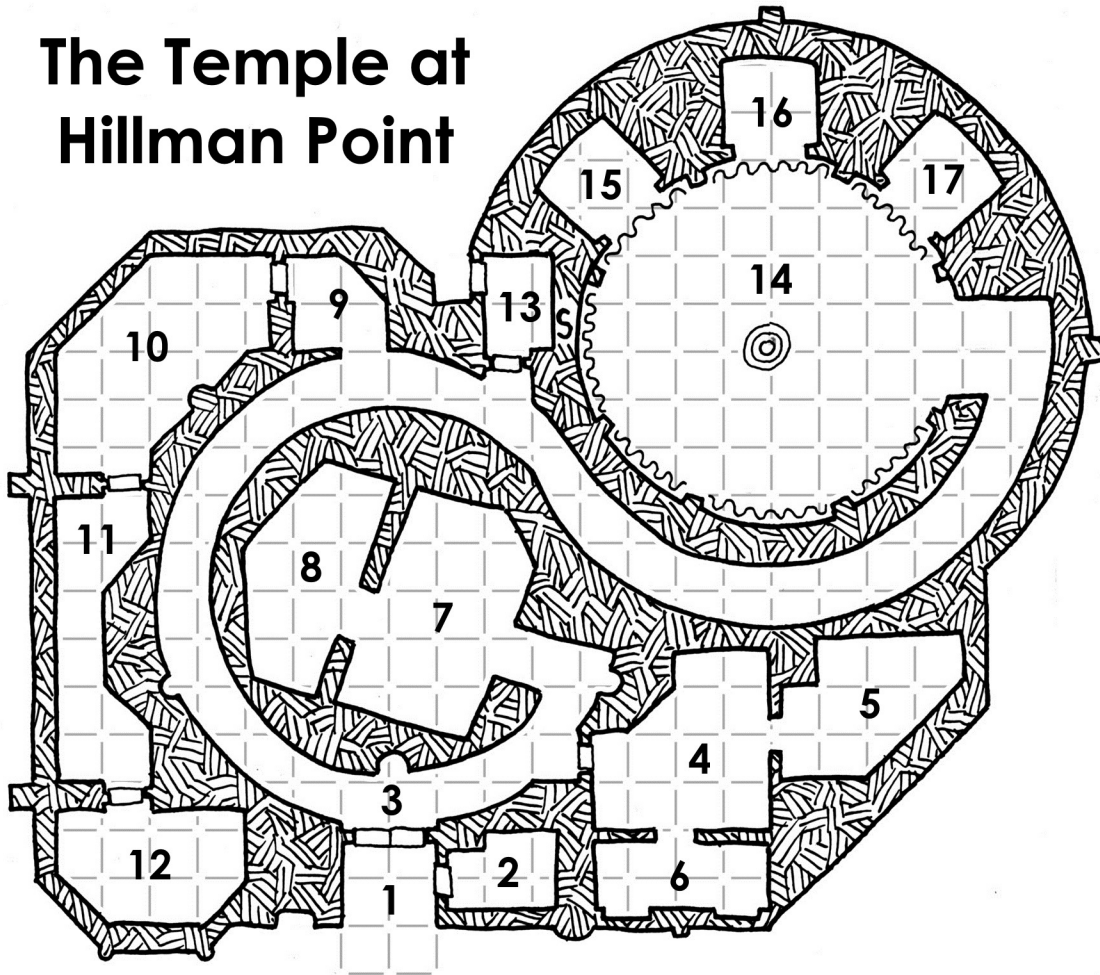
HP 17 $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square$

17. SMALL CHAPEL 2: This room contains a bench in front of a small black obsidian altar, which is topped with a golden raven statue and 2 large candles. The golden raven statue is worth 150 gp.

On the left wall there is a bookcase with many rows of small openings; each is large enough to hold a long sheet of thick paper rolled up. While most of them are now empty, there are several still left. When removed and unrolled the party will discover these are clerical spell scrolls; most are lower-level such as **cure light wounds** and **light**, but there are one or more higher-level ones, including **bles**, **locate object**, and **neutralize poison**.



The Temple at Hillman Point



Midnight on Black Lake

by Noah Patterson

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

Background

The small and remote town of Black Peak is in an uproar over a recent string of disappearances. Recently, a group of the town's youth headed up the mountain towards an area called **Black Lake** for a weekend retreat. Unfortunately, the group never returned.

The town's elders sent a messenger boy up the mountain the day before, and he also never returned. The town's members are afraid that something awful has happened and are looking for heroes to go up the mountain and see what happened to the youth.

Townspeople will say the group has awakened a curse that was cast over the lake. The people tell how 22 years earlier a youth from Black Peak was shunned by the town elders for his grotesque disfigurement. The disfigured person later drowned in the lake. The youth's mother, a known witch, put a **blood curse** on the lake so that anyone from Black Peak that swam in the lake would die.

In reality, the drowned youth's mother, **Deenova the Witch**, is hiding up by the lake in the mines and is killing anyone who comes near the lake.

Summary

In this adventure the players will learn more about the lake's dark history. They will investigate the disappearances and the history of the lake by talking to the town's members.

They will then go up to the hut where the retreat was meant to take place. Eventually they will cross the lake and find the old mine shaft where the murderer is hiding.

Note: All references to ability rolls in this module use the ability roll table from page 153 of the **Basic Fantasy RPG Core Rules** (3rd edition). The GM may, of course, choose other rolling methods as he or she sees fit.

Getting the Players Involved

The players are traveling through the remote town of Black Peak when the town elder, Lord Christy, stops them while they are at the Black Brier Inn.

A man in robes that seem far too fancy for the local area approaches you. "My name is Lord Christy of the Town of Black Peak. You look like a group of capable adventurers and we are in dire need of help." The room grows silent as it seems all eyes are on you. "A group of our youth went up the mountain to Black Lake two weekends ago on a retreat. Unfortunately, they never returned and we have no idea what has become of them. Our town will pay you 300 gold each if you will go up there and bring them back."

After the players agree to the proposition they may ask questions:

- *Have you sent someone to check on them already?*
"Yes, we sent a messenger boy just two days ago. He hasn't returned either."
- *Why can't you or other town's people go yourselves?*
"We fear there may be danger. We prefer someone equipped like yourselves go in our place?"
- *What happens if we can't find the kids or the kids are dead? Do we still get paid?*
"We pray this isn't the case. But we are an honorable people and always pay our debts."
- *What do you think could have happened?*
"We hope that they only got lost and not that some monster overcame them."

Part I: The Town

The players may now choose to investigate members of the town or to go straight to the lake.

If players choose to investigate town members first they can potentially hear the following rumors:

- Rumor 1: Some people in town call Black Lake, Blood Lake, because some former town youth drowned up there years ago.
- Rumor 2: No one has been up there since the accident. This recent group of youths was the first group to go back to Black Lake.
- Rumor 3: Supposedly there is a curse on the lake. The youth who drowned is said to haunt the lake at night. That's why everyone is afraid to go there.
- Rumor 4: The mother of the youth who drowned was a witch! She blamed the death on the town elders because they shunned her son for being disfigured.

Part II: The Hut

After the players have finished investigating around town they make the hike up to the lake. The hike takes about half a day and the sun has begun to set just as they arrive.

As you crest the last part of the climb you look down into a small valley below. The orange light from the setting sun reflects off a wide lake. From where you stand you can just make out a small hut near the water. A dingy sits in the sand near the door.

Once the players have come down the crest and to the hut read the following:

The hut is worn and run down. The thatched roof has holes in spots. A single wooden door marks the entryway.

Players may choose to investigate outside the cabin first. A successful Wisdom ability check shows that something heavy has been dragged through the grass from the door of the hut to the lake. Players may also find that there is dry blood on a few blades of grass.

After the players go inside the hut, read the following:

The hut is musty and warm inside. Scattered bits of equipment and bags are all that seems to be in here.

A successful Intelligence check reveals that the bags belonged to the youth who are missing. A successful Intelligence check shows signs of a struggle. A little bit of blood is left behind in the dirt.

At this point have all the players roll an INT check. Anyone who succeeds hears the sounds of crying. Following the sound reveals a small trap door in the bottom of the hut.

If players open it they find the messenger boy inside of the shallow root cellar. He is wounded, bleeding, and in shock. If a player bandages the boy's wounds he is able to calm down and talk to them.

"He tried to kill me! But I hid! He took the others to the old mine across the lake. You have to hurry! I hid down here and he left me alone. But I know he's coming back! He's coming back!"

After that the boy will say no more.

Part III: The Lake

The players can choose to either take the small dingy left on the shore across the lake or they can choose to take the long walk around the lake.

Walking around the lake would take considerably longer. Additionally, if the players take the long walk around they would need to fight 1d6 wilderness wandering monsters (**Basic Fantasy RPG Core Rules**, p.145) along the way as darkness engulfs the land.

The dingy can hold four people. One player must control the oars and another must steer at the back



of the dingy. It takes five successful rounds of driving the boat to get across the lake.

Deenova the Witch has cast **water breathing** on herself before battle. She has found a secret entrance to the mines underwater. While the players row across the lake she sneaks up and attacks the boat from below by stabbing it through with a long sword. Each round one randomly selected player must make a save vs. Death Ray to dodge the sword's blow or take 1d6 points of damage.

If at any time a player successfully hits Deenova or gets in the water (either voluntarily or if the boat sinks) Deenova will retreat back to the underwater entrance to the mines.

The dark murky water makes it impossible to make out the assailant.

Note that Deenova's statistics are found in Part IV, room 4, below.

If players don't make it across the lake in 1d10 rounds the boat sinks and players are forced to swim the rest of the way.

Part IV: The Mine

As you come up on the lake bed you can see the entrance to the mines just on the other side of a growth of trees. Darkness has completely enveloped the mountain area and the mine entrance looks like a black hole into hell.

The mine itself is cramped and small for any normal-sized character. Most characters will need to hunch down just to get through parts of the mine.

Room 1:

You step into an area that is a little bit taller than most of the passageways. The room is littered with old mining equipment, most likely rotted and rusted beyond use.

A leper zombie, still wearing his mining gear, hides in the pile of old tools.

Zombie, Leper: AC 13, HD 1*, #At 2 claws/1 bite, Dam 1d3 claw/1d3 bite + disease, Mv 30', Sv F1, MI 9, XP 37

HP 7 □□□□□ □□

Treasure: 10 gp can be found in the leper's pocket.

Room 2:

This room appears bare except for an old pile of coal in the corner.

A giant cave locust has made a nest in the pile of coal.

Giant Cave Locust: AC 16, HD 2**, #At 2 1 bite or 1 bump or 1 spit, Dam 1d2 or 1d4 (non-lethal) or immobile for 3d6 rounds due to stench, Mv 20' Fly 60' (15'), Sv F2, MI 5, XP 125

HP 10 □□□□□ □□□□□

Treasure: 10 gp lies hidden in the creature's nest.

Hallway A: This hallway has a secret door on the West side. Behind this door is a hallway which leads to the underwater exit in the lake.

Room 3:

Upon entering this room you instantly smell the stench of death. Hanging from the cross beams are multiple bodies. They are gutted, dismembered, and mutilated. Blood puddles on the floor. Each of the faces have been torn up and disfigured.

A save vs. Poison will allow a player to look past the disfigurement and reveal these to be the bodies of the town's youth.

Room 4:

This room is somewhat larger and appears to have some sort of shrine against the east wall. Burning candles, books, and other trinkets adorn the altar. But the centerpiece is a disfigured rotting head.

A successful Intelligence ability roll will reveal that the head belongs to the drowned boy from 22 years ago. The books appear to be for children. Most of the trinkets are toys or other possessions of children.

This is the room where Deenova has been living for the past 22 years. She will sneak in behind the players while they examine the altar.

Deenova will hold nothing back, making an all-out assault on the players. She will attack with **magic missile** first from the doorway, and then will move in with her shortsword.

Deenova the Witch, Human Female Magic-User 5:
AC 13 (ring of protection +1), AB +2 (-3 with
shortsword), #At 1 shortsword, Dam 1d6, Mv 40',
MI 12, XP 405

HP 25 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□

Spells: **magic missile**, **ventriloquism**, **phantasmal
force**, **web**, **water breathing**

Equipment: **Ring of Protection +1**, shortsword

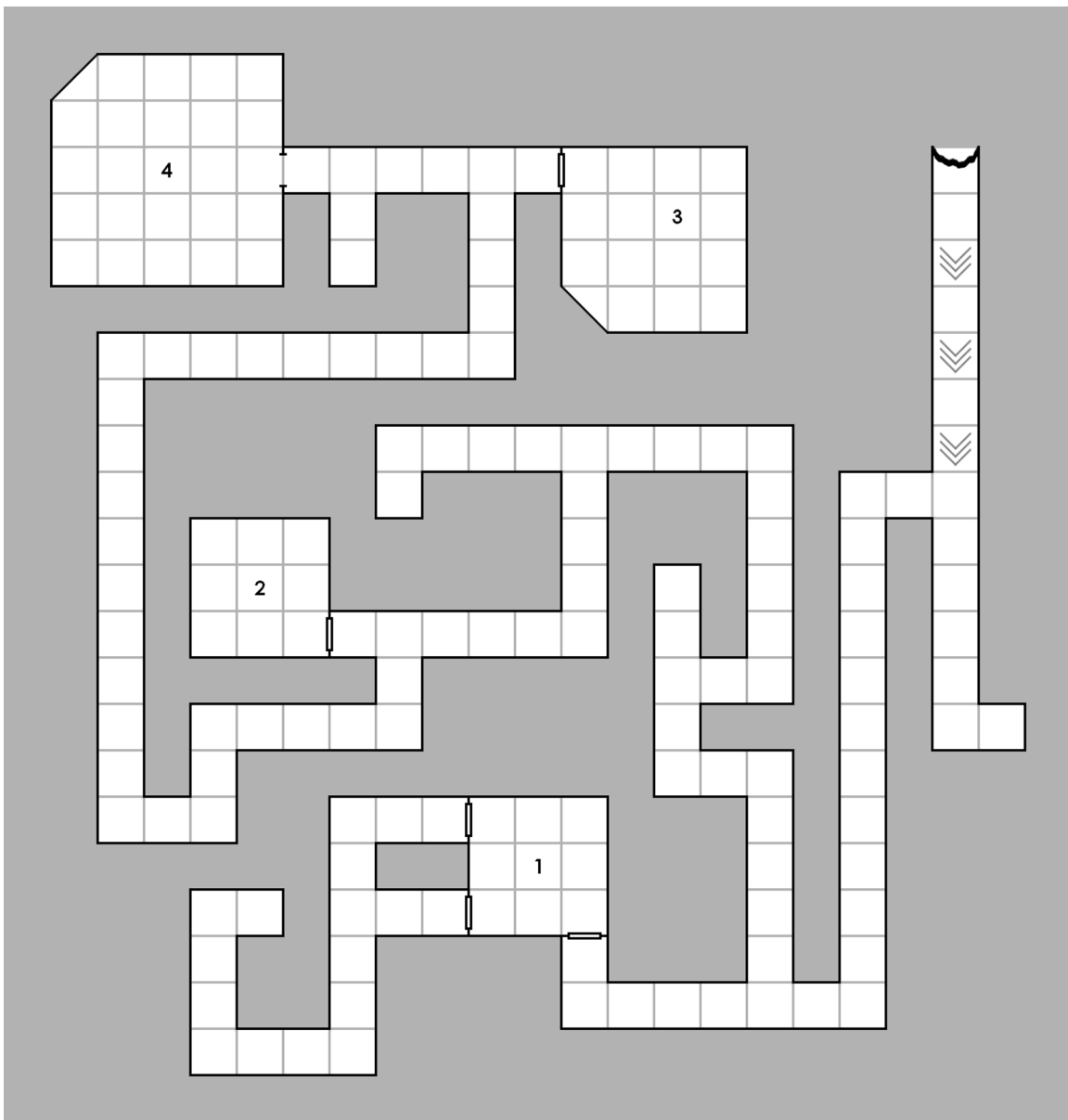
Deenova wears a white porcelain mask and tattered
men's work clothes.

Conclusion

If the player characters slay or capture Deenova,
they will surely remove her mask. A successful
Intelligence roll will reveal her identity.

Should the adventurers return to town and give Lord
Christy the bad news, he will collapse on the floor in
grief and shame. He will admit that he cast out the
young boy years ago because he thought his
disfigurement made him an abomination.

Lord Christy will blame himself for the deaths of the
town's youth. He will pay the adventurers their
reward and then resign his position, leaving to
wander the wilderness in shame.



Horror at the Pumpkin Festival

by Noah Patterson

An adventure for 4 to 6 characters of levels 1 to 3.

Background

The small hamlet of Girzwild is holding their annual Pumpkin Festival in conjunction with the year's harvest. The festival centers on an old fable which the town's elders speak of. The old story tells of a demonic creature who wears a pumpkin for its head. The creature would come out each night during the autumn months and kidnap any child who was disobedient to their parents.

The story is ultimately believed by the town's people to be a harmless tale to scare children into obeying their parents. But in reality the creature truly exists.

The creature, known simply as a Jack o' Lantern to most lay people, is actually a being from another dimension who sustains itself off of human flesh. The town's priest during the original attacks managed to seal the demon away. This victory by the priest marked the beginning of the Pumpkin Festival. Since the priest's act of heroism the battle has become more legend and fable and less historical fact.

Now, over 300 years later, a corrupt priest named Shalla is secretly killing town members who enter the corn maze as an offering to the Jack O'Lantern. Shalla was exiled from the town only six months earlier for his practice of dark magic. Shalla hopes to resurrect the demon and have it reign horror over the small town.

Summary

In this adventure the players will learn more about the town and its ancient fable. They will participate in and enjoy the festival's events.

However, when they enter the corn maze they will find one of the evil priest's victims. The priest will have his followers ambush the group.

Finally, the players will enter the giant pumpkin caves and have to face off against Shalla and the Jack o' Lantern.

Note: All references to ability rolls in this module use the ability roll table from page 153 of the **Basic Fantasy RPG Core Rules** (3rd edition).

Getting the Players Involved

The players could be in Girzwild for a number of reasons. Perhaps one of the players has a family

member in town. Maybe one of them has a connection or another quest marked in the area. Or maybe the group is simply passing through and decides to stop and enjoy the festivities. Players may have even met each other at the festival—each one there in Girzwild for a different reason.

No matter what the group decides, they are all there to participate in the festival's many activities and contests.

Part I: The Festival

The festival mainly takes place in the town square with a few activities, including the corn maze, being out in the nearby fields.

To get the player's started read or paraphrase the following:

The square is alive with townspeople as the festival begins. Booths with food, potions, trinkets, and other seasonal wares line the streets. Festive paper decorations and lanterns in oranges, browns, and golds mark every corner of the festival accenting the natural colors of the autumn trees. At the center of the square is a large straw statue with a jack o'lantern head on top.

The festival has many events to participate in including a pie eating contest, a chili cook-off, an archery contest, and a pumpkin slinging contest. The jewel of the festival is the corn maze. But only the first half of the maze is made up of corn. The second half is carved out of a pumpkin the size of a church or inn.

Players can mingle with the townspeople to learn more about the history of the festival. Players can potentially hear the following rumors:

- Rumor 1: The festival celebrates the day the town priest sealed away an evil demon that was stealing children from the town. He was considered a hero. Nowadays we know that the story is just a fable.
- Rumor 2: The demon was only known as Jack O'Lantern because of his pumpkin head. That is why it is the Pumpkin Festival.
- Rumor 3: The effigy at the center of town represents the demon the priest locked away.

- Rumor 4: Some people believe that the story actually happened and believe that one day the demon will return.
- Rumor 5: A few people have disappeared the last couple nights. Some believe the demon has returned.

After conversing with town members players can participate in a number of various festival activities. By participating in these activities they can earn tickets to enter the corn maze, which costs three tickets to get in.

A1. Pie Eating Contest

The pie eating contest takes place on the stage at the front of town square. Participating players will roll two checks: one for Dexterity (to determine how fast they can eat the pies) and one for Constitution (to determine how much pie they can stomach).

Players add their two total scores together to get a final number. Then compare the scores to the other contestants below.

- Contestant 1: 30 (3 pies)
- Contestant 2: 22 (2 pies)
- Contestant 3: 12 (1 pie)

If a player wins first place they earn 3 tickets for the corn maze and a gold pie tin (worth 10 gp). If a player participates they earn 1 ticket.

A2. Stew/Chili Cook-off

The chili cook-off takes place in front of the Wild Traveler Inn. Participating players will roll two checks: one for Intelligence (to determine their knowledge of cooking) and one for Wisdom (to determine how well they can cook).

Players add their two total scores together to get a final number. Then compare the scores to the other contestants below.

- Contestant 1: 31
- Contestant 2: 20
- Contestant 3: 13

If a player wins first place they earn 2 tickets for the corn maze and a silver ladle with gold embellishments (worth 25 gp). If a player participates they earn 1 ticket.

A3. Archery Contest

The archery contest takes place out in the open field near the woods. A grouping of five scarecrows with pumpkin heads are lined up against the trees. Players, and other participants, will take turns trying

to break the pumpkins with the short bows provided by the tournament judges.

Players need a roll of at least 12 or higher to hit one of the pumpkins. The pumpkins require 3 hits worth of damage to break. The short bow does 1d6 damage when it hits successfully.

The order of participants is selected randomly. There are three rounds, meaning each participant gets three turns. The NPC contestants are as follows:

- Contestant 1: -1 DEX
- Contestant 2: +0 DEX
- Contestant 3: +1 DEX

At the end of the third round the player who broke the most pumpkins wins. The winner receives 2 tickets to the corn maze and an engraved short bow (worth 30 gp, deals 1d6+2 points of damage). If a player participates, he or she earns 1 ticket to the corn maze.

A4. Pumpkin Slinging Contest

In another part of the field they are holding a pumpkin slinging contest. Participants will use their brute strength to throw the largest pumpkins possible across the field. Each participants gets three throws. There are three zones in which a pumpkin can land.

- Zone 1: Worth five points; requires a Strength roll of 12 or higher.
- Zone 2: Worth ten points; requires a Strength roll of 15 or higher.
- Zone 3: Worth fifteen points; requires a Strength roll of 18 or higher.

The NPC competitors are as follows:

- Contestant 1: -1 STR
- Contestant 2: +0 STR
- Contestant 3: +1 STR

The participant with the most points at the end of the contest is the winner and receives 2 tickets to the corn maze, along with a gold-encrusted **Warhammer of Strength** (worth 20 gp, deals 1d6+1 points of damage). If a player participates, he or she earns 1 ticket to the corn maze.

Part II: The Corn Maze

Once the players have earned enough tickets (the maze costs 3 tickets a piece to get in) they can proceed to the corn maze. If they don't have tickets then the ticket master at the entrance turns them away.

Read or paraphrase the following to get them going:

The late autumn sun nears the horizon as the jack o'lanterns begin to light up, glowing warmly on the cobbled streets and in the fields. The corn is tall this year, reaching almost eight to nine feet towards the sky. However, the corn still doesn't stop you from being able to see the gigantic orange pumpkin at the far side of the field—a looming mammoth over the town.

After the players have given their tickets to the ticket master and entered the maze read the following:

The smell of dried husk is all around as you push on into the depths of the maze. A brisk and biting wind has picked up, creating an eerie howl in the distance. It feels as if it might rain soon.

B1. Navigating the Maze

Players will need to make successful Intelligence or Wisdom rolls in order to properly navigate the maze. A successful roll will get them to the opening at the center of the field. Only one player will need to make this roll to lead the group out.

The longer it takes them to navigate the field the darker the night becomes. Determine potential negative effects based on how many checks it takes the players to navigate the maze.

- 1st Try: No negative effects.
- 2nd Try: The field grows dark, making it hard to see long distances. -1 check on all ranged attacks for the rest of the night.
- 3rd Try: Blackness engulfs the field. All players must make a save vs. Poison or become frightened and receive -1 penalty to all checks for the rest of the night.



B2. Goblin Ambush

As you reach the center of the maze you step into a large open crop circle. The stench of fresh death invades your nostrils and you realize something is amiss. Laying on a hay bail in the middle of the circle is a decapitated body. Fresh blood still pours from the wound into a puddle in the dirt.

The players have stumbled upon one of Shalla's sacrifices. A successful INT check reveals that the death was sacrificial and intended to open a portal to another plane.

Shalla has recruited a tribe of goblins from the nearby area to assist in his plan, promising them gold. This group of five goblins wear shoddy masks carved to look like pumpkins. The goblins hide in the corn and attempt to ambush the players first with pumpkin bombs (made out of mini pumpkins and flammable oil, deals 1d4 points of damage to anyone within a 10' radius) and then leap out to attack with their curved goblin blades.

Treasure: The heroes can salvage 2 unused fire bombs from the goblin's bodies as well as 13 gp.

5 Pumpkin Goblins: AC 14, HD 1-1, #At 1 curved goblin blade, Dam 1d6, Mv 20' Unarmored 30', Sv F1, MI 7, XP 10 ea.

HP 3 □□□	4 □□□□
4 □□□□	3 □□□
2 □□	

B3. Tracking the Killer

After they have defeated the goblins the players may choose to track Shalla. A successful INT check reveals a small trail of blood that leads the players to the entrance of the giant pumpkin cavern.

Part III: The Pumpkin Cavern

The gigantic pumpkin looms before you, taller than a church. In the darkness it is hard to tell just how large the pumpkin actually is. A large door-sized hole is carved into the side of the pumpkin.

After the players have entered the pumpkin:

The inside of the pumpkin smells of rot. Goopy strings and over-sized pumpkin seeds adorn the inside walls. Guttering torches are placed periodically in sconces carved from the pumpkin's flesh.

C1. Living Walls

As the players travel deeper into the pumpkin the stench of rot grows stronger. They eventually come to a long corridor that is no more than 3' or 4' wide and stretches 15' long.

You reach a long narrow corridor that stretches deeper into the belly of the pumpkin. The corridor can't be any more than a few feet wide. Looking into the cramped space you finally realize what is causing the stench. Countless arms, legs, and entrails are hung from the ceiling and walls in front of you. Blood drips from the strands of pumpkin innards.

Players will need to make save vs. Poison check or be sickened. Players who fail become afraid (if they weren't already) and receive a -1 penalty on all checks for the rest of the day.

Eventually the players will need to squeeze down the bloody corridor. When any player makes it halfway down the corridor, the walls come alive and attempt to crush anyone inside. Any players inside the corridor must save vs. Paralysis to make it out, or take 1d6 points of damage and be trapped inside.

A successful attack of 3 or more fire damage will cause the walls to retract and free anyone trapped inside.

C2. The Killer's Chapel

Exiting the living corridor you find yourselves in a large room carved to look like a chapel. Benches, a prayer circle, and an altar are all carved out of the pumpkin. Similar to the corridor, blood and body parts adorn the walls. A strange man is hunched over the altar. You watch in horror as he lifts a bucket full of bloody entrails and body parts and dumps it over the altar. The prayer circle begins to glow with orange light. "I have done it," he screams. "Now no one can stop me!"

Shalla has successfully summoned the Jack O'Lantern demon from the other side and players have exactly 6 rounds before the demon steps through the circle. The players must kill Shalla in order to stop the summoning.

If the players fail to kill Shalla in 6 rounds then the Jack O'Lantern kills Shalla upon emerging from the circle. The players must then kill the Jack O'Lantern to drive him back into the nether realm.

Shalla, Human Male Magic-User 3: AC 12 (**ring of protection +1**), AB +1, #At 1 sacrificial **dagger +1** (AB +2 in melee), Dam 1d4+1, Mv 40', MI 12, XP 175
 HP 12 □□□□□ □□□□□ □□

Spells: **charm person, shield, autumn storm**

In combat, Shalla will immediately cast **shield** on himself and then begin attacking. His main goal is to remain alive until the demon is summoned, but he will not hesitate to attack or kill anyone coming near him.

Jack O'Lantern: AC 17, HD 3*, #At 1 breath/2 vines, Dam 2d6/1d4/1d4, Mv Fly 20', Sv M3, MI 9, XP 175
 HP 16 □□□□□ □□□□□ □□□□□ □

The Jack O'Lantern will fight until it only has three or less hit points, at which point it will attempt to flee.

After the players have killed both Shalla and the Jack O'Lantern, they can salvage the bodies to find a **Sacrificial Dagger +1** and a **Demon Seed** (a large pumpkin seed made out of solid gold worth 50 gp); this seed is often used in dark magic rituals.

Note: This is not the Jack O'Lantern creature found in the **Basic Fantasy Field Guide Volume 1**.

Conclusion

The players may return to town and tell the people what has happened. The town will mourn the 10 lives lost in the corn maze.

After the funerals and mourning the town mayor will award the players 25 gp each for their service in preventing further tragedy.

New Spells

Autumn Storm	Range: 100'+10'/level
Magic-User 2	Duration: Instantaneous

This spell causes a storm of leaves and wind to spring forth from the caster's pointing finger and engulf a single target, dealing 1d6+2 points of damage. The target is allowed a save vs. Spells, with success resulting in no damage.

For every three caster levels beyond the 2nd, the storm lasts for an additional round and causes an additional 1d6+2 points of damage. The target may attempt the save vs. Spells each round the spell lasts.

The Raid on Aquila Tower

by James Lemon

An adventure for 3 to 5 characters of levels 5 to 7.

Background

After your ship arrived in Kazimir a few days ago, a call has gone out: Baron Arturo Landau needs able fighters to accompany him and his guards on a raid. Evidently something has taken residence in the supposedly-abandoned Aquila Tower and has begun to terrorize the locals as well as travelers. The Baron will reward those who accompany (and survive) the assault, including land and title!

Kazimir

This small port is home to fishermen and others. It's a medium-sized town, quiet and reserved. There is a cozy inn, the Maiden's Spear, located at the town square, offering warm beds and cold ales. While the population of Kazimir has dwindled in recent times, they are a hardy and resourceful bunch; most have learned the farming or building trades, and the quality of life in Kazimir reflects that.

The Baron

Baron Landau is not a typical ruler; he doesn't sit in his manor all day. He is an active participant of the community, and frequents the inn, bar, and fishing posts on a near-daily basis. If the PCs don't travel to his home to see him, it's assured they will run into him soon.

The Baron may be reserved at first, but like the other residents of Kazimir he will welcome any help he can get. Seeing the PCs' weapons and equipment, the Baron will try his best to recruit them for a mission. Neither he nor the town have much to offer in return as far as treasure, but there is ample land in the surrounding areas and plenty of skilled workers who will gladly offer their fares to help the PC establish a home or farm to call their own.

If the PCs accept his offer, the Baron will pay for a night's stay at the Maiden's Spear. He will see them early the next morning at the town's gates, with torches and rations for each PC. He will introduce the guards that will accompany them. These men have served the town and Baron since they could barely hold a sword, and the Baron trusts them with his life. They are devout but not as experienced as the Baron.

Baron Arturo Landau, Human Male Fighter 9:

AC 16, #At 1, Dam 1d10, Mv 30', MI 9, XP 1075

STR 13 (+1), INT 13 (+1), DEX 7 (-1)

HP 51

Equipment: plate mail, two-handed sword, **Scroll of Protection from Magic**

Thorben Vadas, Human Male Fighter 7:

AC 19, #At 1, Dam 1d6, Mv 20', MI 9, XP 670

STR 13 (+1), WIS 16 (+2) CHA, 18 (+3)

HP 32

Equipment: plate mail, Shield +2, shortsword

Aroldo Masson, Human Male Fighter 6:

AC 19, #At 1, Dam 1d6, Mv 20', MI 9, XP 500

INT 7 (-1), DEX 13 (+1), CHA 14 (+1)

HP 25

Equipment: plate mail, shield, shortsword, **Scroll of Protection from Undead**

Bogumil Paterson, Human Male Cleric 6:

AC 19, #At 1, Dam 1d10, Mv 20', MI 9, XP 500

STR 5 (-2), WIS 13 (+1), DEX 16 (+2), CHA 8 (-1)

HP 27

Spells: **light***, **remove fear***, **find traps**, **hold person**, **cure disease***

Equipment: plate mail, maul, **Potion of Diminution**



Getting to the Tower

Aquila Tower is located on the west side of Lake Jelena to the north. It is about a day-and-a-half hike from Kazimir on foot. While there are horses available, the Baron would prefer to approach the tower quietly. Luckily the trail north from Kazimir will lead to the tower, so the hike itself should be fairly routine, at least the Baron says so. Of course it's been awhile since he's ventured outside the town...

As the party approaches the first wooded area, they will begin to hear singing; it will be hard for them to resist stopping and listening to such pleasing song.

5 Harpies: AC 13, HD 2*, #At 2 claws/1 weapon + special, Dam 1d4/1d4/1d6 or by weapon + strangle, Mv 20' Fly 50' (10'), Sv F2, MI 7, XP 100 ea.

HP 14 □□□□ □□□□ □□□□
 10 □□□□ □□□□
 8 □□□□ □□
 11 □□□□ □□□□ □
 9 □□□□ □□□□

At the base of one of the trees near the harpy nests, covered by leafy branches, is a backpack with 1,100 sp, 700 ep, a **Longbow +2**, and a **Scroll of Protection from Magic**.

Further down the road there are areas where the trees are much more numerous. If the group go off the road near one of these areas, they're certain to run into a hangman tree.

Hangman Tree: AC 16, HD 5, #At 4 limbs + strangle, Dam 1d6 + strangle, Mv 0', Sv F4, MI 12, XP 360

HP 18 □□□□ □□□□ □□□□ □□□

The party should be able to make it into view of the lake before having to stop for the night. If there's ample moonlight the tower will be clearly visible thanks to the lake-water's reflections. The party can make a fire, but it would be wise to not do so in the tower's line-of-sight. The party will hear all kinds of strange noises coming from the tower, echoing over the lake's waters. If a fire and/or the party is out in the open, it's likely one of the giant eagles nesting on the top of the tower will take flight for a closer look.

3 Giant Eagles: AC 15, HD 4, #At 2 claws/1 bite, Dam 1d6/1d6/1d8, Mv 10' Fly 90', Sv F4, MI 7, XP 240 ea.

HP 19 □□□□ □□□□ □□□□ □□□□
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 13 □□□□ □□□□ □□□

Approaching the Tower

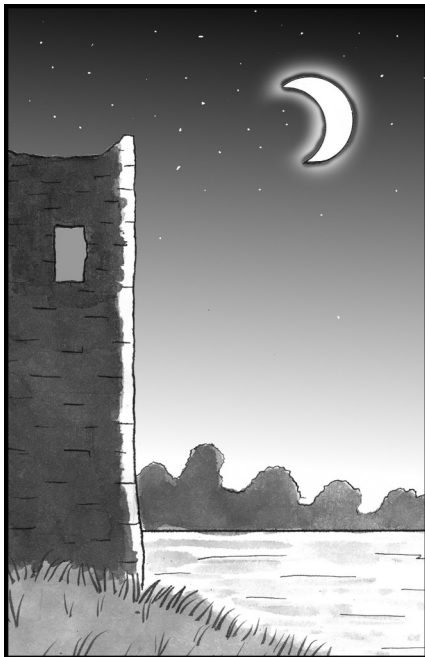
Taking either the trail to the tower or coming from the edge of the lake, the landscape quickly becomes steep and rocky. The spot where the tower is located was chosen exactly for this reason, as well as affording an incredible view over the lake and its surrounding land.

As the party gets closer to the tower, they will run into the displacers that have been roaming the lakeside area around the tower.

2 Displacers: AC 16, HD 6*, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8, XP 555 ea.

HP 31 □□□□ □□□□ □□□□ □□□□
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 27 □□□□ □□□□ □□□□ □□□□
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If the players notice the recently-created mound near the bushes, and dig into it, they'll find a bag containing 3,000 gp, another bag containing a mithril belt worth 1,400 gp, a copper bowl with inlaid gems worth 900 gp, and a small satchel containing a **Potion of Diminution** and a **Potion of Human Control**.



Aquila Tower

Just like the buildings of Kazimir, the tower is solidly-built but not extravagant. The tower has been abandoned for a long time. If asked why, the Baron will say both lack of money and men forced him to withdraw any remaining troops and civilians back to Kazimir.

Key to the Tower

- 1. Wizard's Chamber:** One tall window throws sunlight into this room despite the large curtains hanging in front of it. Tapestries of dark purple and greens hang on 4 walls. A large bed is below the window.
- 2. Wizard's Study:** the room is empty of all life except for the PCs. Three tall windows offer a splendid view. On a square stand in the middle of the room is a cloth draped over a spherical object. If someone lifts the cloth off, they will see a large **Crystal Ball of Clauraudience**.
- 3. Stairs Landing:** There are 2 unlit torches on the wall. The PCs will immediately notice the stench of rotten food and stale air.
- 4. Storeroom:** There are 2 large bookshelves on the west wall filled with various foodstuffs (most rotten), clothing, and weapons such as daggers and poorly-made wooden shields. On the floor are various piles of half- or completely broken weapons and metallic items. Piles and trails of rust cover the floor.

2 Rust Monsters*: AC 18, HD 5*, #At 1, Dam special, Mv 40', Sv F5, MI 7, XP 405 ea.

HP 24 □□□□ □□□□ □□□□ □□□□
 □□□□
 18 □□□□ □□□□ □□□□ □□□□

5. Road Entrance: There is a door here, with numerous planks of wood nailed and bolted across them. It will take several rounds to remove them, and will cause plenty of noise in the process. If the party comes down the stairs into this area, they will see shattered furniture and rubble piled against the door. If they take the time to move it all out of the way they can open the doors (if they didn't remove the planks earlier, they'll have to break down the doors).

6. Library: The floor is extremely damp; it's evident water has been running down the stairs into this room. There are insect carcasses all over the place, along with broken vials and jars.

The shelves on the wall are full of books, all swollen from the extremely damp atmosphere. Most have been destroyed by mold and mildew.

Stirring from the corner is a basilisk.

Basilisk: AC 16, HD 6**, #At 1 bite/1 gaze, Dam 1d10/ petrification, Mv 20' (10'), Sv F6, MI 9, XP 610

HP 32 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□

Buried under a pile of torn and spittle-covered books is 3,000 gp, 900 pp, a **Map to Treasure Type A**, a **Potion of Gaseous Form**, and a **Scroll of Protection from Undead**.

7. Reading Nook: There is 1 unlit torch on the wall near the stairs. On the opposite side is a large lounge chair and a free-standing torch in a squat iron stand.

8. Ground Entrance: This very heavy door will be hard to budge due to weathering, but is otherwise unsecured. The air rushing out will be stale and musty; it's obvious this hasn't been accessed in a long time. There is a door on the other side. If the party made a lot of noise opening the door and/or while in this room, they will begin to hear awful noises and banging on the door.



9. Troll Lair: as mentioned in room 8 above, the door to this area has been barred from that side, and for good reason. If the party opens the door they'll be greeted by some very cranky and hungry trolls.

3 Trolls: AC 16, HD 6*, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10(8), XP 555 ea.

HP 30 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□
 20 □□□□ □□□□ □□□□ □□□□
 27 □□□□ □□□□ □□□□ □□□□
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Hanging on the north wall are several satchels containing 1,500 cp, 1,600 gp, a diamond earring worth 1,200 gp, a gold leaf-inscribed goblet worth 600 gp, and a platinum pin worth 700 gp.

10. Wine Cellar: Lining the west wall is a very large rack of wine bottles, from floor to ceiling. Many bottles are missing or broken, old wine spilled under the rack and in front of it. There are a few choice bottles left intact however. If the party takes the

time to inspect the bottles, they'll discover some of them aren't actually wine but are potions; among them are a **Potion of Heroism**, **Potion of Giant Strength**, and a **Potion of Levitation**.

11. Barracks: There are bunk beds lining two of the walls. A large square table occupies the middle of the room, with four chairs around it. Depending on when the party enters this room, the weretigers will either be asleep and/or sitting at the table playing cards.

3 Weretigers: AC 17†, HD 5*, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9, XP 405 ea.

HP 14 □□□□ □□□□ □□□□
 23 □□□□ □□□□ □□□□ □□□□
 □□□
 19 □□□□ □□□□ □□□□ □□□□

Strewn across one of the beds is 1,500 sp and a spinel worth 375 gp.

12. Barracks: 3 rows of bunk beds are on the far wall jutting out, and on the other side is a single set.

13. Statue of Kamila: At the end of this long hall, in a cubby apparently dug out specifically for this feature, is a life-size sculpture of an Elven priestess. A plaque at the base indicates the name "Kamila".

14. Undercroft: Located on the northwest and northeast corners are stone doors. They are shut tight and cannot be forced open. Each door has a rune engraved on its surface. On the north wall between the doors is a grid of runes, three rows by three columns. If the pattern of a "U" is pressed, the two doors will retract (otherwise the pressed runes will return to their original positions after thirty seconds). The doors will remain open for one hour, after which they will shut and the grid will reset itself.

The room has boxes scattered all over the place. Many are stacked up to the ceiling, while others have either fallen or been knocked over. A few broken boxes show scattered hay, broken statues, and other knick-knacks.

If the party takes the time to search through all the boxes, they will discover a **Helm of Reading Languages and Magic**, a **Bag of Devouring**, and a **Scroll of Dimension Door**.

15. Treasury: In the middle of the room are two large rectangular tables, covered with multiple artifacts; some are broken and others intact. On the north wall is a large bookshelf, holding more broken as well as intact items.

If the party looks through everything, they will find a **Scroll of Magic Missile**, a **Map to 4 Magic Items**, a **Potion of Healing**, a **Potion of ESP**, a **Battle Axe +2**, a **Wand of Lightning Bolts**, and a **Shield +2**.

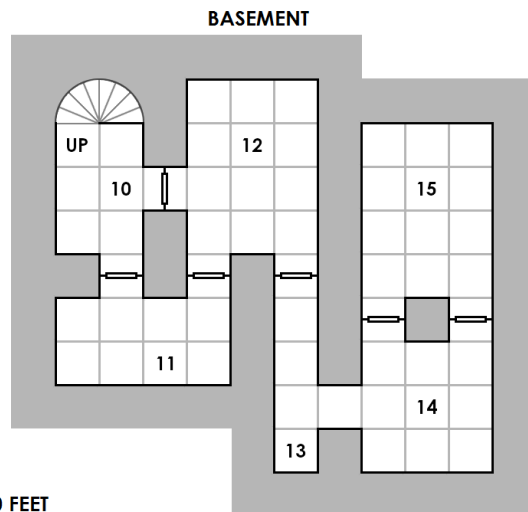
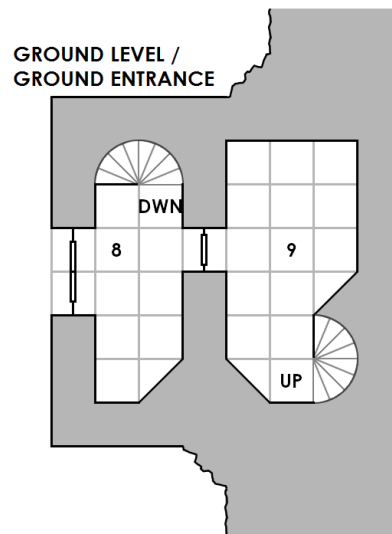
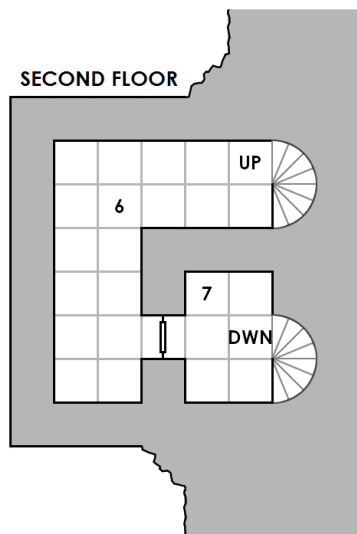
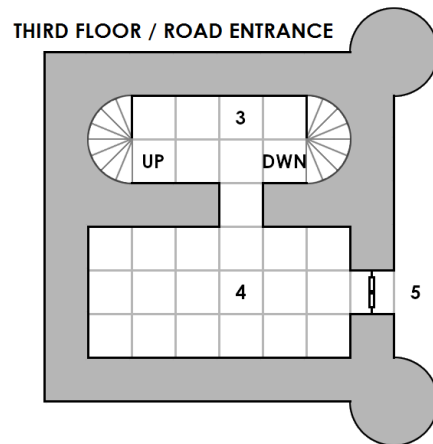
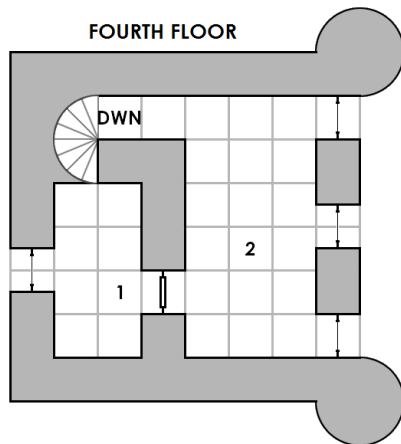
Outcome

The Baron made a promise to those who survive the raid, and his word is iron-clad. If he survives, he will invite the party back to his manor for a great feast, at the end of which he will present the **Hammer of Jaylen**, a very heavy copper weapon which adds 1d4 points of damage when used against slimes and oozes. The hammer counts as a +1 weapon for

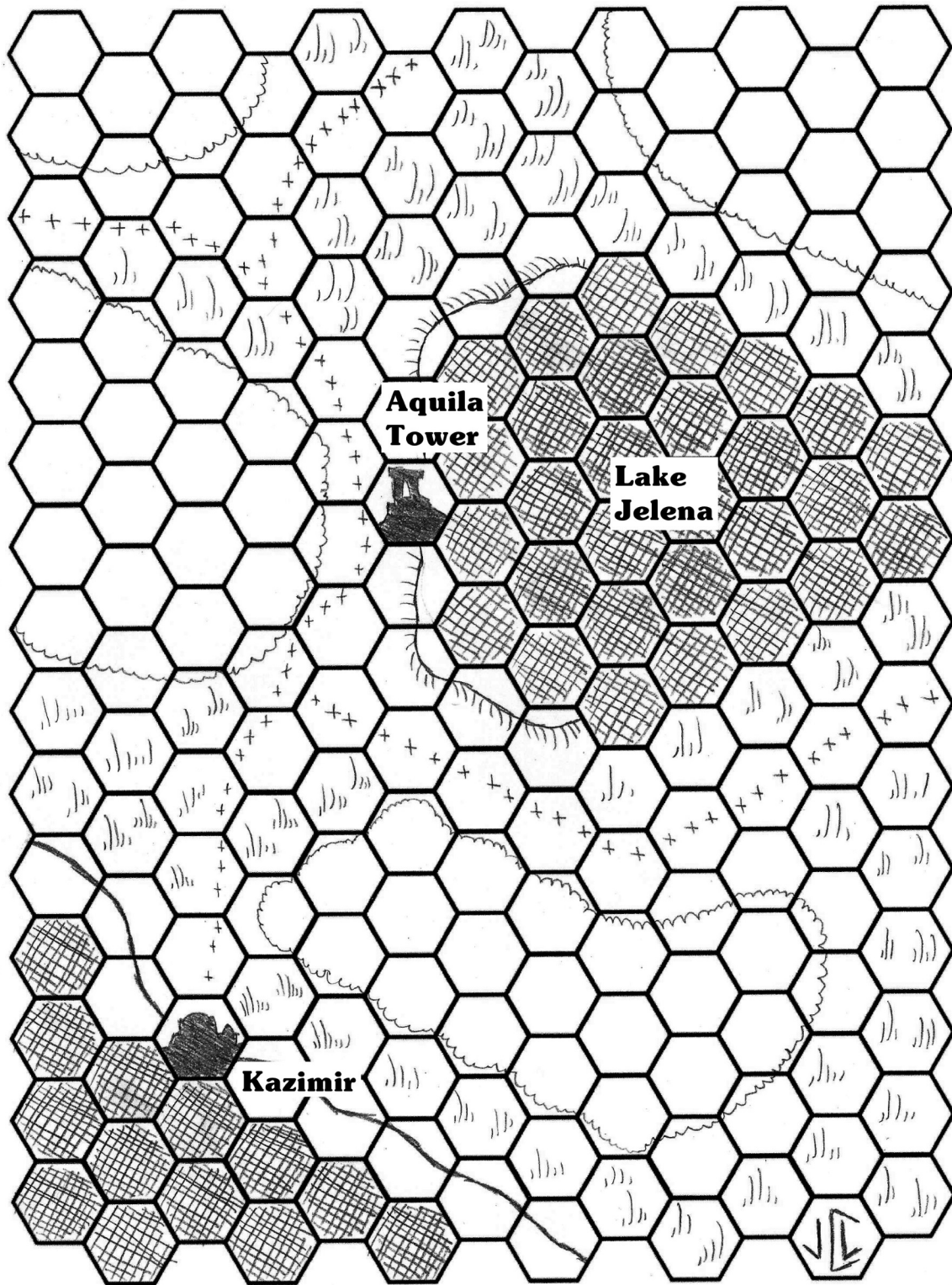
purposes of determining which monsters it can damage, but does not actually add a bonus to the user's attack roll. Note that it can damage slimes or oozes which are usually immune to weapons, and without causing side effects such as splitting.

The Baron will also give the party a scroll, on which is written that the bearer is entitled to a small tract of land within the realm of Lavinia, courtesy of the Baron.

If the Baron does not survive, the party will still receive the gifts from the Baron's steward Vitomir upon their return to Kazimir, as the Baron left a signed and sealed letter with Vitomir. Impressed by the party's bravery and tenacity to stick by the Baron's side even to his end, Vitomir will encourage the party to help choose a new Baron, with possible candidates even coming from the party itself if they wish to take upon themselves such responsibilities.



SCALE :
1 SQUARE = 10 FEET



The Tomb of Thorin Zuse

by Roy Hassell

An adventure for 4 to 6 characters of levels 2 to 4.

Introduction

This is the tomb of a long-dead barbarian warrior prince, **Thorin Zuse**, of whom stories are still told today. Legends say that he died during the great orc wars over five hundred years ago. They also say that on the day he died he personally killed over a thousand orcs before being over-run by the horde. It took over 13,000 troops to halt the orcs and drive them back across the mountains and to the south. When they found Thorin's body it was buried under a mound of dead orcs, most of whom he probably killed.

The chieftains of that time knew that if Thorin's body was laid to rest in a normal grave or tomb, the orcs would never stop until it was destroyed and desecrated. Therefore, they decided to honor such a great warrior-hero and bury him in a deep, secret tomb, hoping that the orcs would never learn of its existence.

Adventure Key

An Occupied Tomb

A small tribe of goblins (a male shaman, 19 regular males and 19 females) have turned the first eleven rooms of the tomb into their lair. They originally entered into the tomb by way of the open shaft leading into Room 9 due to a cave-in. They will also use this shaft as their escape route if necessary.

Due to their scattered appearances in this dungeon, statistics are given here for all of them. For convenience, they are printed in boldface where they appear in the dungeon key following. As the goblins are encountered, the GM should refer here and select an appropriate group. The shaman's statistics are given in area 6, below.



19 Male Goblins: AC 14, HD 1-1, #At 1 spear or 1 shortbow, Dam 1d6 or 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP	3	□□□	6	□□□□□ □
	3	□□□	2	□□
	3	□□□	3	□□□
	4	□□□□	4	□□□□
	3	□□□	3	□□□
	3	□□□	4	□□□□
	6	□□□□□ □	3	□□□
	3	□□□	3	□□□
	3	□□□	6	□□□□□ □
	4	□□□□		

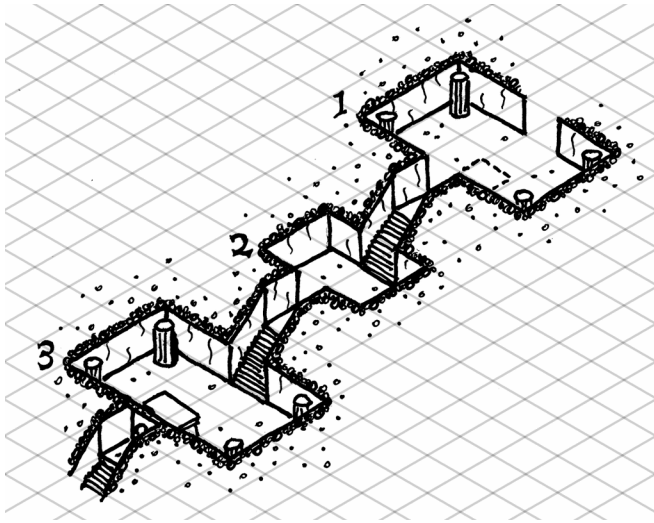
19 Goblin Females: AC 11, HD 1-1, #At 1 flint knife, Dam 1d3, Mv 20', Sv F1, MI 6, XP 10 ea.

HP	3	□□□	3	□□□
	3	□□□	4	□□□□
	5	□□□□□	5	□□□□□
	3	□□□	4	□□□□
	5	□□□□□	3	□□□
	3	□□□	4	□□□□
	4	□□□□	2	□□
	5	□□□□□	5	□□□□□
	2	□□	5	□□□□□
	3	□□□		

Goblin Shaman: AC14, HD 3-3, #At 1 spiked club or spell, Dam 1d6-1 club/ by spell, Mv 20', Sv C3, MI 8, XP 10

Spells: **cause fear** (x2)

HP	10	□□□□□ □□□□□
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Room 1:

The entrance is almost completely concealed by over-grown trees and brush, but once the PCs get to the doorway they will find it open; in fact the stone door has been broken to pieces. When the PCs enter they will find a large room (40'x30') that has debris strewn about the floor. In each corner there are large columns going from floor to ceiling.

Fifteen feet directly in front of the door is a pit trap that will pop open when at least 25 pounds of pressure is placed upon the door. A save v. Death Ray (Dexterity bonus or penalty applied) will allow the victim to catch themselves on the edge of the trap and pull themselves out. If the save fails the victim falls 20' to the bottom of the pit, taking 2d6 points of damage. The trap door will close automatically.

There is an injured goblin already in the bottom of the pit laying next to the wall. He has a broken leg and has been in the pit for 2 days, weak and dehydrated. If the PCs help him he will warn them about the arrow traps the other goblins have placed in the descending stairway leading to the next room, along with the possibility of other traps.

Searching this room the PCs will find nothing of value. They will discover a small hole in the upper right-hand corner of the room, about a foot in diameter. If the PCs attempt to search inside of this hole or stick anything into it they will disturb a nest of 4 stirges that will immediately attack.

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

HP 6 □□□□□ □ 5 □□□□□ □
4 □□□□ 6 □□□□□ □

In front of the descending hallway the goblins have stacked up large limbs and brush to make a crude barricade and to help conceal the doorway.

If the PCs do not search for traps and disable them they will set off two **arrow traps** that are triggered by trip-lines. One trip-line is low at ankle height, the other is at waist height. If the traps are triggered there is a 50% chance per arrow that a PC will be hit, taking 1d6 points of damage (no saving throw to avoid damage). In any event, disabling the traps or triggering them will cause enough noise to warn the goblins in Room 2 of their approach.

Room 2:

As soon as the PCs enter this room they will be attacked by **four goblin guards**, each welding a spear and wooden shield. A **fifth goblin** is standing close to a large metal gong which he will ring if it looks like the battle is going against the other four goblins, in order to alert the other goblins within the tomb (if the PCs are able to prevent the goblins from ringing the gong, it is possible that they could take most of the other goblins by surprise). The gong is setup towards the back of the room in front of an open doorway.

If the PCs search this room they will discover that it is a large area (30'x20') but will reveal that there is nothing of interest or value here, just a few piles of sticks and wood presumably to be used as firewood.

Behind the large metal gong the PCs will find an open doorway leading into another descending stairway. This stairway has a single trap on the 5th step down. It triggers a scythe-type trap that will spring out from the left side of the wall, hitting its victim in the stomach and dealing 1d8 points of damage. A save v. Death Ray (Dexterity bonus or penalty applied) will allow the victim to duck under the scythe bar. If the trap is detected before it is activated it may be disabled by wedging metal spikes into the groove along the wall, thus preventing the scythe from moving. Or, each PC may attempt to step over the trigger step without activating the trap by making a Dexterity ability roll.

Room 3:

This is another large area (30'x40') with large columns in each of the four corners and a large stone coffin sitting towards the rear middle of the room. Looking around it appears that the room is empty except for the coffin and quite a bit of trash and debris strewn about the floor. There were several statues in this room but they have all been destroyed or badly defaced.

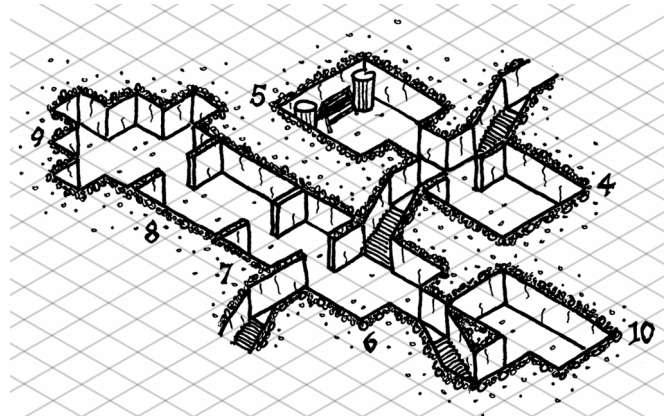
Actually, there are **four goblins** armed with shortbows hiding behind each of the four columns in the corners of this room. If the gong in Room 2 was rung two of the goblins will have moved up to each side of the doorway and they will attack as soon as the PCs enter the stairwell. If the gong was not sounded, the goblins in this room will not attack the PCs until they have moved into the center of the room, so as to catch as many of the party as possible within deadly crossfire.

Searching this room, the PCs will discover that this is not just an ambush site but is most likely the tribal toilet as well because it smells horrible in here. In fact, they will discover that the goblins have broken open the coffin and are using it as their toilet; they have even used the bones of the coffin's former occupant to build a seat for their toilet. Behind this coffin/toilet the PCs will find a large hole in the back wall (about 3'x4') close to the floor. Looking through it they will see that it is actually a door that leads into another descending stairwell. There are no traps in this stairway, but if the PCs are not watching where they are walking they will walk on some broken pottery that has been strewn at the bottom of the last step as a warning device. If they see it before stepping into it they can easily bypass the broken shards.

Arriving at the bottom of the steps, the PCs will see that there is a room directly to the left of the stairway and then a short hallway and another room to the right. There is another open doorway directly in front of them leading into another descending hallway.

Room 4:

This room appears to be a food storage area. The PCs will find several animal carcasses in this room with meat and skins hung upon racks to dry. If the gong was sounded, there will be **two goblins** with spears hiding behind one of the racks in this room. They will attack once the PCs have fully entered into the room. While the PCs are engaged with these two goblins, the other two goblins hiding in Room 5



will attack the PCs from behind (if the PCs went to Room 5 first, this scenario will be reversed).

However, if the gong was not sounded, the PCs will discover **two female goblins** working in here when they enter the room. They are both holding flint knives but they will cower in the corner; they will fight only if the PCs attempt to hurt them.

Room 5:

The goblins have turned this room into their burial room. They have destroyed several of the statues that were in the room in order to use the rubble to cover over two graves. At the back of the room in-between two columns there is a large wooden rack with a large leather skin stretched over it with crude drawings upon it, some of which look like pictures of goblins.

If the gong was not sounded, this room will be empty of goblins. However, if the gong was sounded, there will be **two goblins** with spears hiding in this room behind some of the rubble. They will wait until the PCs have fully entered the room before attacking. While the PCs are engaged with these goblins the two goblins in Room 4 will attempt to sneak up on the PCs and attack them from behind (if the PCs entered into Room 4 first, this scenario will be reversed).

Room 6:

This is the goblins' communal eating and drinking room. If the gong was not sounded, this is where **most of the male goblins** (roll 1d10+10) will be lounging around, drinking their noxious beer. They will be totally surprised when the PCs enter the room. If any PC speaks goblin they may attempt to negotiate with the remaining goblins. If the PCs can convince the remaining goblins that they only want to look around and not harm them or drive them

from their home, the goblins will retreat into their alter room and wait for the PCs to leave.

However, if the gong was rung this is where the goblins will make their last stand, so that the females and wounded males can make their escape out through the shaft in Room 9. In that event, this room is defended by **four male goblins**, two armed with spears, the others with bows, and the **goblin shaman** armed with a spiked club and his spells. The shaman will cast **fear** upon whichever intruders seem to be the strongest fighters.

Room 7:

This is another storage area and where the goblins have several barrels of a horrible-smelling type of beer brewing. Currently there are **two male goblins** with spears in this room; they are covering the retreat of the female goblins.

Room 8:

This room is used for cooking and food preparation so that the smoke can go out the open shaft in the next room.

If the gong was not sounded there will be five female goblins working in this room. If the gong was sounded, all of the females have already escaped through the shaft in Room 9.

Room 9:

This room is mostly filled and covered in debris from the roof cave-in at the back of the room. A shaft accessible at the top of the debris pile leads up (about 150') to the surface. A Human can make it up the shaft but it will be a very tight fit, and they will not be able to carry any equipment.

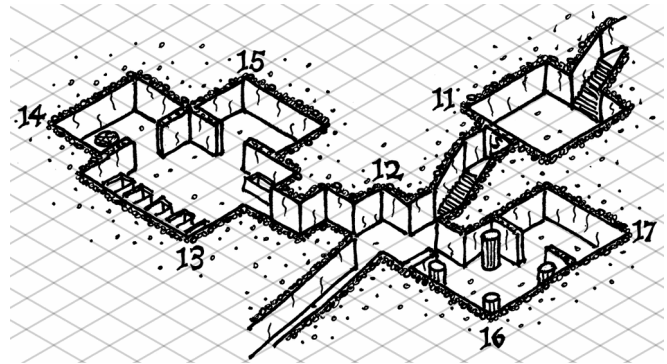
Room 10:

The **goblin shaman** has made this into his sanctuary. He is equal to a third level Cleric, and is the acting leader of this group of goblins. If the gong was not sounded in Room 2, this is where he will be.

Room 11:

This is the communal sleeping area with animal pelts and old blankets covering the floor. There is a secret door in the back of this room that leads into the lower portions of the tomb.

If the gong was not sounded, most of the female goblins will be within this room, and perhaps a



couple of the males. If the gong was sounded, this room will be empty.

Room 12:

The foyer at the bottom of the steps leads to a small hallway to the right and a room to the left. Directly in front is an open doorway leading into a descending ramp-like hallway.

Room 13:

This room appears to be an obvious tomb as it contains six open coffins, each containing the skeleton of a warrior. Unless the PCs touch one of the skeletons, they will not rise until the PCs enter Room 14.

6 Skeletons: AC 13 (half damage from edged weapons, one point only from arrows or bolts), HD 1, #At 1 rusty iron mace, Dam 1d8, Mv 40', Sv F1, MI 12, XP 25 ea.

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

Room 14:

This is a shrine room containing a large statue, presumably the image of some forgotten god.

Room 15:

This is a burial preparation room containing all the materials needed to prepare a body for burial.

Room 16: Fire Trap

Each of the four columns in the corners of the room has a screaming orc skull on it about waist height; each skull is facing in a clock-wise manner towards the next column. In the center of the room is a gear-like mechanism that has a long lever on it in the upright position. If the PCs attempt to enter the room, the orc skulls will begin spewing out flames far

enough to reach the next column. Anyone caught in the flames takes 2d6 fire damage. A save v. Dragon Breath will allow the victim to dodge back out of harm's way. To deactivate the trap someone will have to brave the flames by sliding upon their stomach into the center of the room and disengaging the lever.

Room 17:

This is a tapestry room. Each wall is covered with mural-type tapestries depicting scenes from the Orc Wars. The middle tapestry shows a person standing on top of a mound of dead orcs, fighting off hundreds of other orcs who are surrounding him. This is obviously a depiction of Thorin Zuse on the day he was killed in battle. These tapestries weigh 30 pounds each, and each is worth about 1,000 gp.

Room 18:

This is a type of portico, with the floor covered in what appears to have been palm leaves. An open doorway is to the right and another open doorway is further back on the left.

Room 19:

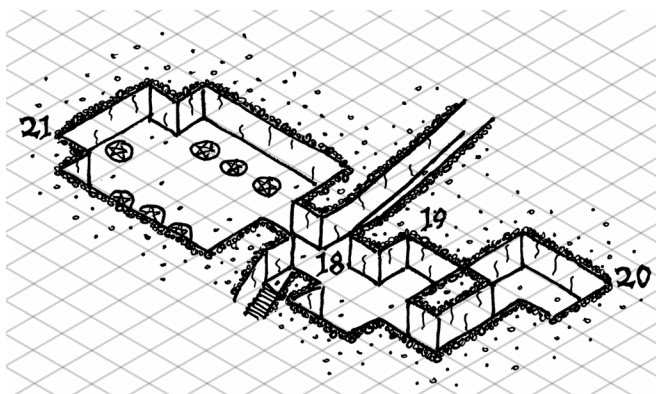
The walls of this room are covered with orc skulls from floor to ceiling, with more skulls piled high to the right and left sides of the doorway, creating a narrow alley-way that leads to an actual hallway.

Room 20:

This appears to be a weapons room, but all the weapons are rusty and damaged, none of which are worth more than a few coppers apiece.

Room 21:

This room has seven beautiful statues, presumably depicting the old heathen gods. At the foot of each statue is a dish with an offering in it:



- A. 5 black pearls (5 gp each), 2 rubies (40 gp each), and 1 large uncut diamond (80 gp)
- B. 150 gold coins
- C. 4 **Scrolls of Cure Light Wound**
- D. 2 **Throwing Daggers +1**
- E. A beautiful **Longbow +1, +2 vs. Orcs**
- F. A **Mace +1, +2 vs. undead**
- G. A **Wand of Magic Missiles** (3rd level, 10 charges)

Room 22:

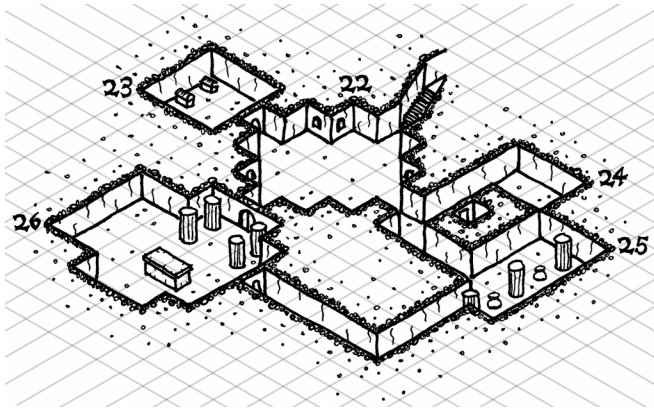
This is an anteroom that is empty except for eight large ornate urns that stand in the alcoves of each corner. The urns weigh about 25 pounds each, but if the PCs manage to carry them out they are worth about 50 gp each. There is a closed door to the right side of the anteroom, and to the left there is an open doorway that leads into another hallway, tee-ing into another hallway. To the right leads around a corner and into Room 25; to the left is a long narrow hallway that leads into Room 24.

Searching the wall on the right side of the hallway leading to Room 24 will reveal the hidden door to the pit trap. This door appears to be a hidden door concealing a secret room, but the door itself is the trigger to the trap. The door appears to be stuck and the only way to open the door is to push hard on one side of the door (see "Doors" in **Basic Fantasy RPG Core Rules**, p.37), which will suddenly spring open with the door spinning in the center, causing the victim to fall into the pit trap behind the door. A save v. Death Ray (Dexterity bonus or penalty applied) will allow the victim to catch their balance enough to prevent falling into the pit. If the save fails, the victim will fall 40' to the bottom of the trap, taking 4d6 points of damage.

Room 23:

This room contains three small locked chests, and one open chest. The open chest contains hundreds of orc tusks. The locked chests contain the following:

- A. 2,000 cp and two beautiful engraved copper bracelets (worth 5 gp each)
- B. Six gem stones (worth 2 gp each) and a large jar of eyeballs.
- C. A book: *The History of the Orc Wars* (worth 500 gp to any library)



Room 24:

This room is accessed by a long narrow hallway. This appears to be a food offering room, with several crumbling baskets and barrels of old moldy stuff that might have once been food. Other than that there is nothing else of value or interest in this room.

Room 25:

Coming around the corner and into this room the PCs will see three stone columns directly in front of them, and in between the columns are two large urn-type vessels (about 4 feet tall and 2 1/2 feet in diameter) that are completely sealed. To the right is an open doorway that leads into a narrow hallway.

If the PCs break open the urns sitting in between the columns they will release the large bone vipers (see **Basic Fantasy Field Guide Volume 2**) that have been sealed within the urns (one in each urn), which will immediately attack the PC closest to it.

2 Bone Vipers: AC 14 (half damage from edged weapons, one point only from arrows or bolts), HD 1*, #At 1 bite, Dam 1d4 + poison, Mv 40', Sv F1, MI 12, XP 37 ea.

HP 5 □□□□□ 8 □□□□□ □□□

The hallway to the right is only about 5' wide and goes for about 30', and then makes a right for about another 30' before stopping at what appears to be a solid stone door (actually it is not a door at all but simply a carving in the wall to look like a door). On the right-hand side of the door is a pull lever. This lever does not open the pit door but is actually the trigger that opens the **pit trap** directly in front of the door. The pit is 30' deep and has spikes sticking up

out of the floor. Anyone falling into this trap will take 3d6 points of falling damage and another 2d4 points of damage from the spikes. A save v. Death Ray (Dexterity bonus or penalty applied) allows the victim to catch themselves on the edge of the trap opening and avoid falling to their likely death.

Room 26:

This room is accessed through two sets of double doors and is the actual tomb of Thorin Zuse. His coffin sits in the middle of the room with the skeletal remains of what appears to be orc warriors surrounding the coffin. When the PCs enter the room and pass the four columns beside the doorway, the skeletons will rise and attack the PCs. If the PCs leave the room the skeletons will not follow them or leave this room, and if the PCs do not return for more than 10 minutes the skeletons will lay back down on the floor in their original position. If the skeletons are destroyed the PCs can freely enter the room and search it.

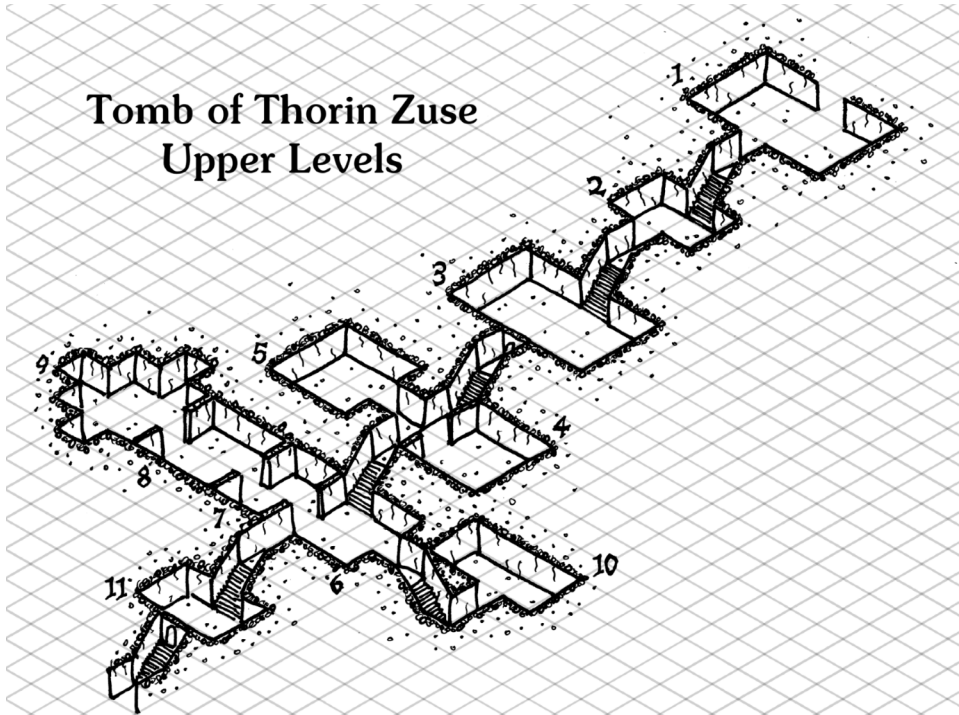
8 Skeletons: AC 13 (half damage from edged weapons, one point only from arrows or bolts), HD 1, #At 1 rusty axe, Dam 1d8, Mv 40', Sv F1, MI 12, XP 25 ea.

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

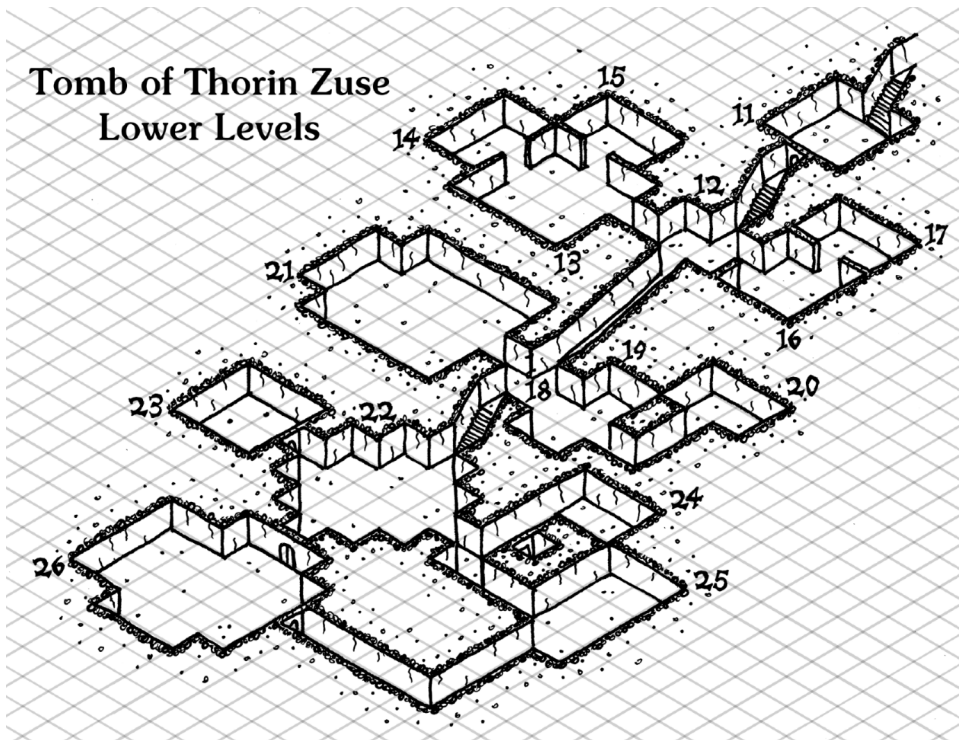
The casket of Thorin Zuse is sealed shut and trapped with pressurized salt acid. If the lid is opened without disabling the trap, the acid will spray out to a distance of 10', hitting anyone standing in front of the casket and dealing 1d6 points of damage (and an additional 1d6 points of damage one round later). A save v. Dragon Breath allows the victims of the trap to dodge out of the way of the acid spray.

Upon opening the casket the PCs will see the skeletal remains of **Thorin Zuse**, and can easily tell that he was a large man, standing at least 6'6" tall. He was buried in what was once a beautiful blue robe closed with a wide leather belt, both of which are now rotten and holey. However, he is holding a beautiful jewel-hilted longsword in both hands upon his chest. If the PCs pry the sword from his hands he will not rise. The sword is a magic **Longsword +1, +2 vs. Orcs.**

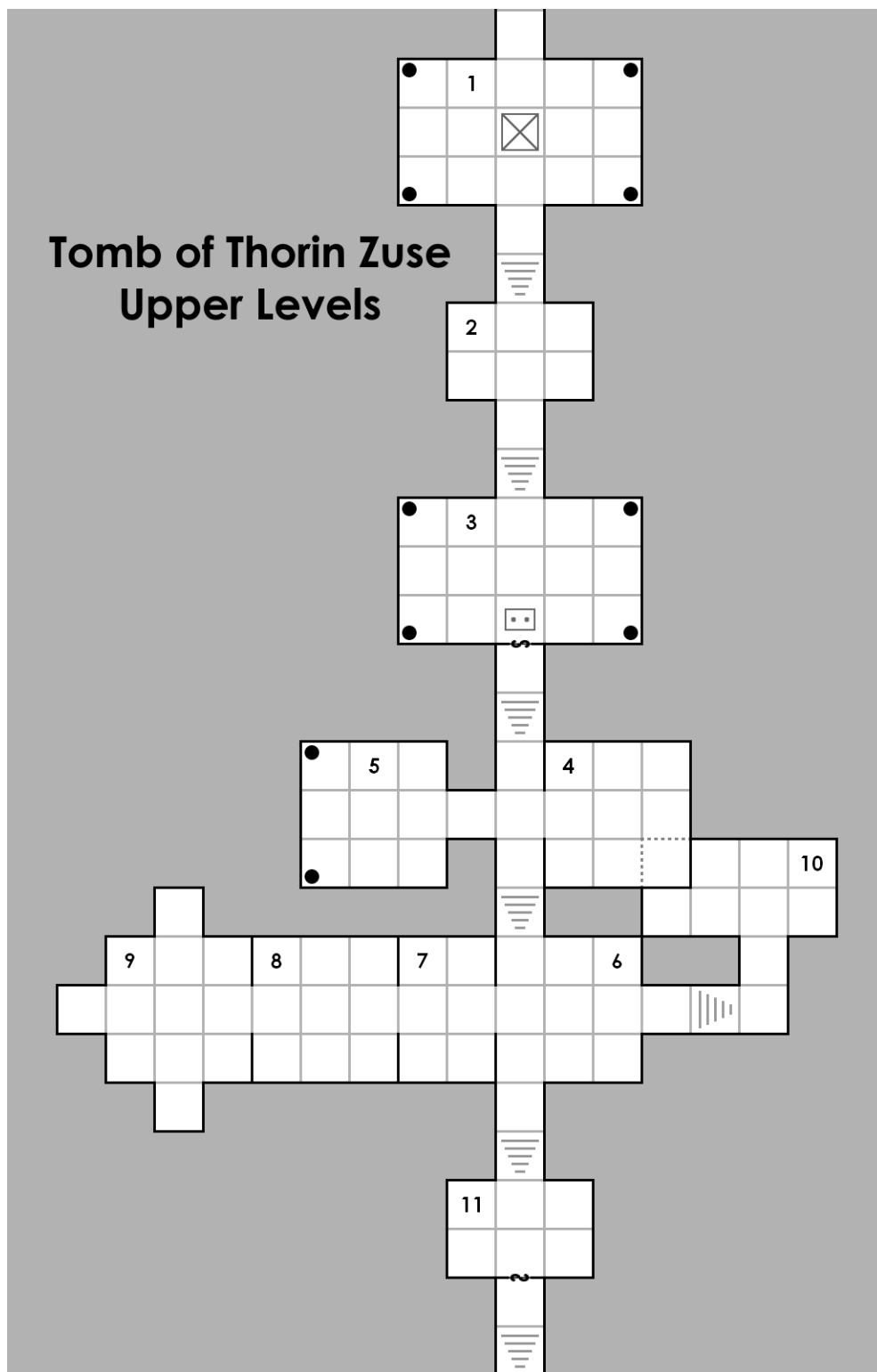
Tomb of Thorin Zuse Upper Levels

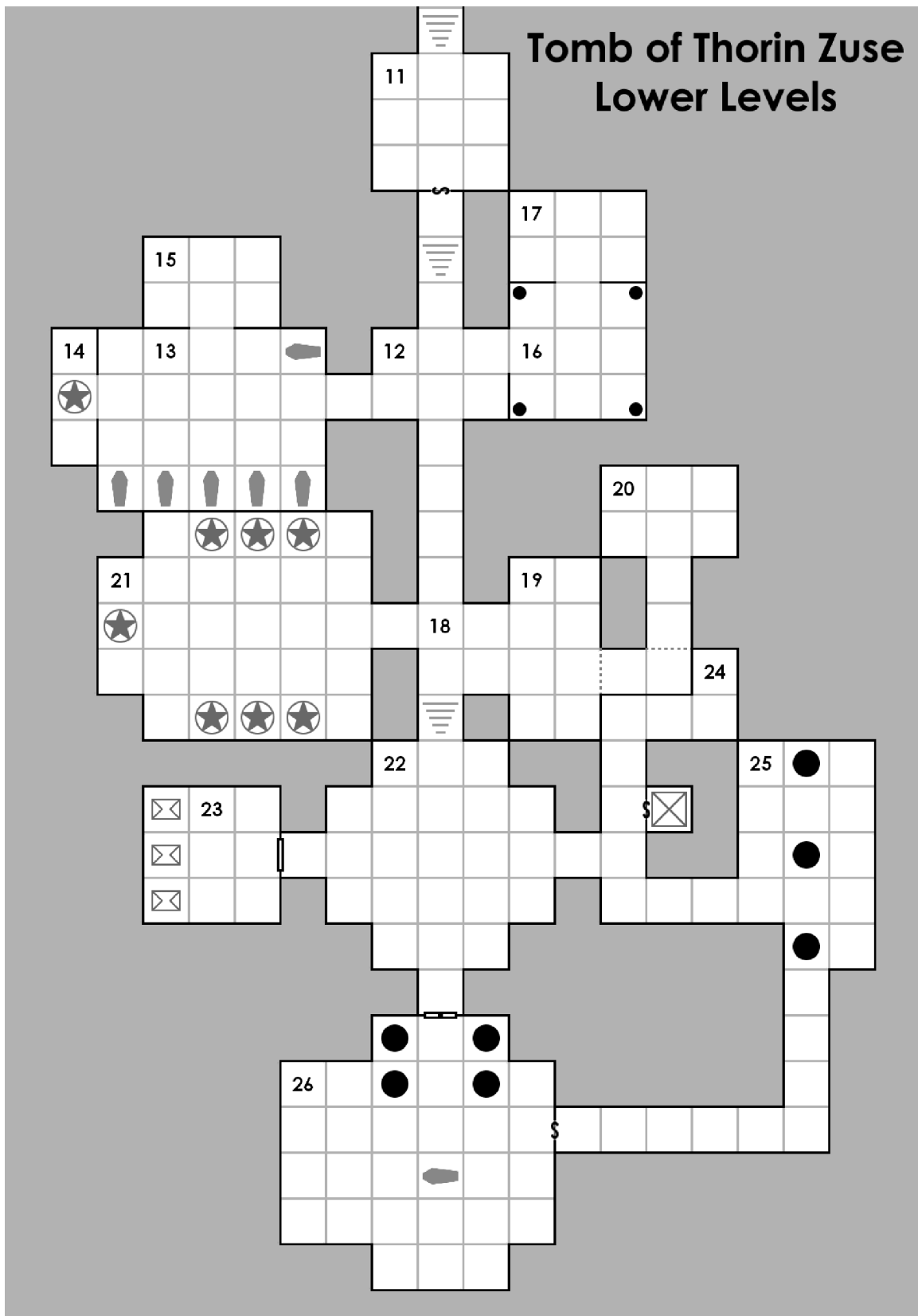


Tomb of Thorin Zuse Lower Levels



Tomb of Thorin Zuse Upper Levels





Wulfric's Tomb

by John Dutton

An adventure for 4 to 6 characters of levels 3 to 5.

Introduction

You are relaxing in one of your favorite inns, 'The Gentleman of Fortune'. It is a popular haunt of many adventurers: partly because the landlord, a former adventurer himself, is sympathetic to your profession's melodramatic ways. Mostly though, it is because they serve the finest pint of beer in the kingdom.

You have spent a merry evening, showing off your scars, telling exaggerated tales of your latest exploits, and drinking heroic quantities of ale. Eventually though, as it often does, the conversation turns to Wulfric's Tomb.

Wulfric's Tomb is a place to excite the spirits of the most jaded adventurer and is viewed with a mixture of dread and desire. Desire due to the fabulous treasure said to lie within, and dread because of the fell beings rumored to stand guard over it.

Wulfric was a mighty warlock king who died 500 years ago. According to legend, he was buried with two great treasures. His power was such that his spirit did not pass out of this world, but survived as a specter that continues to brood over its treasure. In addition, through his dark necromancy, many of Wulfric's most loyal followers, who were entombed with their master, are said to serve him still.

Unfortunately few know for certain the precise location of Wulfric's Tomb. That is where the conversation usually ends. However, on this occasion, fate or the gods take a hand. Without warning, a grizzled old-timer with one eye and wooden leg, throws himself down at your table and begins.

"So you're seeking to plunder Wulfric's Tomb? Well, unless you're lily-livered cowards, this is your lucky day. My name is Alfgar and I know for a fact that Wulfric's Tomb lies at the foot of Wolfsholme Mountain."

"You're asking yourselves, 'How does he know?' Well I know because I saw it with my own two eyes – when I still had two. I was bounty-hunting trolls up the Wolf's Tongue River and had tracked a huge one to the head of the valley. It was then that I saw it, a great stone door with weird looking statues on either side. The place oozed wickedness. Now I'm no coward and I have five great wounds to prove it, but I swear before the gods, I felt my knees go weak at the mere sight of the place."

"I always intended to go back, but what with one thing or another I never got round to it. Of course I'm too old and decrepit to go now, but if you'll buy me another beer I'll gladly point it out to you on a map."

Alfgar is telling the truth. Wolfsholme Mountain lies about five days to the west. The party can reach it by following a river called the Wolf's Tongue. GMs may wish to create their own set of wilderness encounters to get their party from the inn to the start of this adventure. Alternatively, the journey could be taken as read, in which case the adventure begins below...

Key to the Tomb

1. Orc Attack:

It is the fourth day of your journey. You have just broken camp and are following the Wolf's Tongue River through an area of light woodland. Suddenly the morning hush is shattered. Somewhere to the north, someone is screaming for help. You can also hear other, harsher voices laughing and jeering.

The screaming is coming from a boy who is being attacked by a group of orcs. If the characters follow the sound of screaming they will discover a dead hunting dog with three black-feathered arrows buried in its side. Any inspecting characters must roll 5 or more on 1d20 (+/- INT bonus) to recognize them as orc arrows. They also notice footprints leading away from the dead dog and towards the voices. If the characters continue towards the voices read:

You arrive at what appears to be a life and death struggle. A boy has climbed to the very top of an oak tree and is screaming for help. Meanwhile three orcs are standing at the foot of the tree. Two of the orcs have started felling the tree with their axes whilst the third is mocking the lad, shouting "Climb down little squirrel and join us for breakfast."

The orcs are armed with short bows and hand axes. They are so occupied they will be surprised on a roll of 1-4 on 1d6.

3 Orcs: AC 14, HD 1, #AT 1 hand axe or shortbow, Dam 1d6, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□□ □□□
 6 □□□□□ □
 5 □□□□□

Equipment: 20 cp, 10 sp, 5 gp, 1 bottle of snake bite antidote

The 'boy' is actually a 16 year old girl called Fern. She explains that she was out hunting when she was ambushed by the orcs, who killed her dog and chased her up the tree.

She begs the characters to come home with her, explaining that her parents will want to thank them. In addition, her mother is a skilled healer and will be able to treat any wounds they have suffered. Her home is on an island in the middle the Wolf's Tongue River 6 miles to the west.

She confirms that Wulfric's Tomb is at the head of the valley, 11 miles west of her home, but also warns the characters that it is an evil, haunted place.

Fern, Human Fighter 1: AC 13, HD 1, #AT 1 shortbow or dagger, Dam 1d6 or 1d4, Mv 40', MI 9

STR 8 (-1), WIS 13 (+1), DEX 16 (+2)

HP 6 □□□□□ □

Equipment: shortbow, dagger

2. Owl Bear:

Note: This section assumes that the players agreed to visit Fern's home. If they decided not to, they can still encounter the owl bear, but without the benefit of her warning.

You have been walking for about an hour when suddenly Fern signals you to stop. She points to a strange-looking creature. It resembles a large

bear, but has a viscous-looking beak. Fern whispers that it as an owl bear and explains that it is extremely dangerous and best avoided.

If the party try to avoid it, each player must roll 11 or higher (+/- DEX Bonus). Anyone moving downwind of the owl bear may add +2 to their roll. If anyone fails, the owl bear spots that character; roll for reaction.

Owl Bear: AC 15, HD 5, #AT 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9, XP 360
 HP 25 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□

3. Fern's Home:

After another hour or so, Fern points to a small island in the middle of the river and says, "That's my home." You can see a large thatched house and several smaller thatched huts. She leads you to a canoe hidden amongst the reeds and paddles you to the island.

Fern lives with her father, Oaken and her mother, Amber. Oaken is a hunter and Amber is a healer. They are extremely grateful to the characters and invite them to stay the night.

Amber offers to treat any wounds the characters have suffered, and is able to restore 1d4+1 points of damage to each. She is also able to identify the orc's snake bite antidote.

Oaken confirms what Fern said about Wulfric's Tomb and is able to describe its location in greater detail. He then makes the following offer:

"It's an evil place alright, and I wish you would change your minds, but I can see that you are determined. Therefore, I am willing to guide you as far as the marsh; after all, there's more to be afraid of in these parts than Wulfric's Ghost."

Whether they accept Oaken's offer or not, when the character's leave Amber will give them a bottle of holy water each and three ancient **Flint Daggers**; these do normal 1d4 points of damage, however they count as magical items.

Oaken, Human Fighter 2: AC 16, HD 2, #AT 1 short sword or shortbow, Dam 1d6, Mv 30', MI 10

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

HP 16 □□□□□ □□□□□ □□□□□ □

Equipment: leather armor, shortbow, short sword

4. Wilderness Encounter:

Two hours after leaving Fern's house the characters will encounter one of the following (Roll 1d6):

- 1 **4 Goblins:** AC 14, HD 1-1, #At 1 short sword or sling, Dam 1d6 or 1d4, Mv 20', Sv F1, MI 7, XP 10 ea.
 HP 7 □□□□□ □□ 5 □□□□□
 4 □□□□ 2 □□
- 2 **3 Wild Boars:** AC 13, HD 3, #AT 1 tusk, Dam 2d4, Mv 50' (10'), Sv F9, MI 9, XP 145 ea.
 HP 16 □□□□□ □□□□□ □□□□□ □
 11 □□□□□ □□□□□ □
 7 □□□□□ □□
- 3 **2 Giant Ants:** AC 17, HD 4, #AT 1 bite, Dam 2d6, Mv 60' (10'), Sv F4, MI 7, 12, XP 240 ea.
 HP 14 □□□□□ □□□□□ □□□□
 10 □□□□□ □□□□□
- 4 **3 Wolves:** AC 13, HD 2, #AT 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8, XP 75 ea.
 HP 12 □□□□□ □□□□□ □□
 8 □□□□□ □□□
 8 □□□□□ □□□
- 5 **Mountain Lion:** AC 14, HD 3+2, #AT 2 claws/1bite, Dam 1d4/1d4/1d6, Mv 50', Sv F3, MI 8, XP 145
 HP 20 □□□□□ □□□□□ □□□□□
 □□□□□
- 6 **3 Elves:** AC 15, HD 1, #AT 1 sword or shortbow, Dam 1d8 or 1d6, Mv 30', Sv F1, MI 10
 HP 8 □□□□□ □□□ 6 □□□□□ □
 6 □□□□□ □

Equipment: shortbow, sword, leather armor

Note: If the characters are with Oaken they cannot be surprised. In addition, the GM should add +2 to reaction rolls; this is because Oaken knows how to act in order to avoid conflict.

5. Marsh:

The woods about you become thin, then peter out altogether. You continue following the Wolf's Tongue River across windswept heathland. Eventually, the river becomes a stream, the stream a trickle, and before long you find yourselves gazing out across a bleak marsh that stretches before you for three miles. Beyond the marsh rise the grim crags of Wolfsholme Mountain. Oaken

turns to you with a sigh and says, "Well, here we are my friends." He goes on to explain that he knows of two ways across the marsh, but both are risky. There is a causeway that leads to the entrance of the tomb, but it is long and winding with nowhere to hide from danger. Alternatively, one may cross the marsh itself, but it has many patches of quicksand and is home to all manner of deadly creatures.

Note: Oaken will not accompany the characters any further.

Causeway: If the party decides to use the causeway, about halfway along they will be ambushed by two giant frogs that are lurking in the marsh. The characters will be surprised on a roll of 1-4 on 1d6.

2 Giant Frogs: AC 13, HD 2, #AT 1 tongue or bite, Dam grab or 1d4+1, Mv 30' Swim 30', Sv F2, MI 6, XP 75 ea.

HP 14 □□□□□ □□□□□ □□□□
 12 □□□□□ □□□□□ □□

Marsh: If the party chooses to cross the marsh, each character has a 2/6 chance of stepping in quicksand. A maximum of one character will become stuck in this way. If the characters take sensible precautions the GM may wish to reduce the chance of becoming stuck to 1/6. A character stuck in quicksand has 5 rounds before being sucked under and lost.

Each round, the trapped character may attempt to get out; he or she must roll 17 or higher on 1d20 (+/-STR bonus). If other characters help, add their Strength bonuses to the roll.

To complicate matters, as soon as a character is stuck, the party will be attacked by four giant robber flies. Characters cannot fight the robber flies and help their companion at the same time, and so will be forced to choose. Even if no one gets stuck in quicksand, the robber flies will attack.

4 Robber Flies: AC 14, HD 2, #AT 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F2, MI 8, XP 75 ea.

HP 12 □□□□□ □□□□□ □□
 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 7 □□□□□ □□

6. Entrance to Wulfric's Tomb:

As you near the mountain, you can clearly see the entrance of Wulfric's Tomb, which is flanked by the crumbling statues of long forgotten gods. The doorway itself was once sealed with a massive stone slab, but this is now partly broken and there is a gap large enough for a human to squeeze through.

The entrance chamber is now the lair of a giant rattlesnake which will attack immediately.

Giant Rattlesnake: AC 15, HD 2*, #AT 1 bite, Dam 1d8 + Poison, Mv 40', Sv F2, MI 8, XP 100

HP 15 □□□□□ □□□□□ □□□□□

With the snake dead you are able to look around. The walls of the entrance chamber are elaborately decorated with ancient magical symbols. An open doorway in the middle of the west wall leads from the entrance chamber into a broad passage.

7. Passage:

The floor of the passage is covered by a large patch of yellow mold that stretches from wall to wall for a distance of 10'. Lying in the center of the mold are the skeletal remains of what appears to be an adventurer.

The patch of mold can be jumped by rolling 6 or higher on 1d20 (+/- DEX bonus). GMs may wish to penalize characters wearing armor (leather -1, chain -2, and plate -3). If anyone fails, they land in the mold, causing it to release a cloud of spores.

If anyone attempts to cross the mold by walking on top of the dead adventurer, there is a 1-9 on 1d10 chance that the body will shift, causing the mold to react.

The dead adventurer can be retrieved by simply pulling him; however doing so will cause the mold to react. His equipment is worm-eaten and useless; however, he also has a scroll, containing a painting of a wolf with an open, bloodstained mouth.

Yellow Mold: AC 0, HD 2*, #AT Spores, Dam save vs. Death Ray or take 1d8 for 6 rounds, Mv 0, Sv NM, MI N/A, XP 100

HP 9 □□□□□ □□□□□

8. Mural Chamber:

The northern and southern walls of this chamber are decorated with murals. The northern mural is of a wolf (the same as the painting on the adventurer's scroll). The southern mural is of a lamb. Both are painted with their mouths wide open, and in the center of each is a round hole, about 12 inches in diameter. An open archway in the western wall appears to lead into another chamber. Each hole appears to be 1 foot deep and has an iron ring at the end.

The hole in the wolf's mouth is splashed with a red substance which resembles dried blood. If anyone tastes it they will realize that it isn't blood.

If either of the iron rings is pulled, the section of wall on which that animal is painted will slide up, revealing a secret passage.

Lamb Passage: Behind the door lies a straight passage about 60' long. If anyone examines the walls they will see that they are pierced by hundreds of small holes. The passage ends in a wooden door. If the door is opened, it will be discovered that there is nothing behind it but a stone wall. At the same moment a cloud of toxic gas will fill the passage through the holes in the walls. Anyone in the passage must save vs. Poison or take 2d6 points of damage.

Wolf Passage: Behind the door lies a straight passage that continues north for 30' before turning sharply to the west (See Room 10 below).

9. Statue Chamber:

The archway accommodates a portcullis, the bottom of which can be seen if the characters look up as they walk through.

On the other side of the archway is a circular chamber about 40' in diameter. A red line is painted across the middle of the floor. On the other side of this stands the statue of a warrior around whose neck hangs a large iron key. Behind the statue is a strong-looking door. Lying next to the door are the remains of another adventurer.

The statue is a living iron statue. It won't attack until someone crosses the red line. At that point the eastern portcullis will close. It can be lifted on a roll of 20 or higher on 1d20 (+/- STR bonus). Objects placed to prevent it closing may be effective at the GM's discretion.

Living Iron Statue: AC 18, HD 4, #AT 2 Fists, Dam 1d8/1d8 + Special, Mv 10, Sv F4, MI 12, XP 280
 HP 30 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□

The large iron key can be used to open the western door.

The dead adventurer was a Cleric. He has a **Scarab of Protection** and a **Potion of Healing**.

10. Secret Passage (Wolf Passage):

Behind the door lies a straight passage that continues north for 30' before turning sharply to the west. The passage continues west for 80'. Halfway along it becomes narrow for 20'. At this point there is a skeleton lying on its back with a crossbow bolt lodged in its forehead.

The skeleton has a **Rope of Climbing**.

At the end of the narrow section is a pressure pad. If stepped on, a bolt will shoot from a hole at the western end of the passage at human head height. Each character in the narrow section must save vs. Death Ray or take 1d8 damage. Characters in the wide section may add +2 to their roll. The bolt will only hit one character. The trap will be ready to shoot again in 1 turn. The trap can be avoided by crawling. The passage ends in an unlocked door.

11. Crossroads:

- **North:** Stairs leading up.
- **South:** Stairs leading down.
- **West:** The main passage continues.

12. Queen's Burial Chamber:

The stairs lead up to a beautifully-carved door inlaid with gold and jewels. The door opens to reveal a 40' x 50' chamber. The walls and ceiling are decorated with beautiful mosaics. The chamber contains three sarcophagi, two of which have been broken open. The floor is littered with bones and there is a large, untidy hole in the chamber's southern wall.

The bones show signs of having been gnawed by ghouls and the untidy hole is the entrance to their burrow (Room 13).

The unopened sarcophagus contains the remains of one of Wulfric's wives. She is wearing a crown worth 300 gp and a **Ring of Beauty** (+3 to Charisma when worn).

13. Ghoul's Lair:

The tunnel is low; humans and elves will have to crawl. It leads to an earth burrow containing 3 ghouls. The ghouls will have heard the party approaching and will have prepared an ambush (surprise on 1-3 on 1d6). If the ghouls' morale fails they will flee through the southern tunnel, which eventually emerges close to the main entrance of Wulfric's Tomb.

3 Ghouls: AC 14, HD 2*, #AT 2 Claws/1 Bite, Dam 1d4/1d4/1d4 (all + paralysis), Mv 30, Sv F2, MI 9, XP 100 ea.

HP 10 □□□□ □□□□
 8 □□□□ □□□
 6 □□□□ □

14. Larder:

This is evidently a larder. The walls are lined with shelves piled high with all manner of food and drink. Everything on the shelves glows with a pale blue light.

The food symbolically nourishes Wulfric and his warriors. It is magically preserved and protected. If anyone touches it they will receive a mild shock and their hand will be repelled. If **dispel magic** is cast, the blue glow will disappear and the food will crumble to dust.

15. Model Room:

The walls are lined with shelves upon which rest dozens of exquisitely-constructed models. There are boats, wagons, livestock, servants, dancing girls, a kitchen, a smithy, and much more.

The models are equivalent to 1/32nd scale and are another example of sympathetic magic. They symbolically provide for the needs of Wulfric and his warriors. They are worth between 10 gp and 100 gp; however, while the smaller models are easy enough to carry, the larger ones are heavy and bulky.

16. Pay Room:

This room contains a small table on top of which stands a set of scales. In one tray there is a 1lb weight and in the other, a small leather bag. Behind the table is a large wooden chest.

The small bag contains 10 gp worth of gold dust. The chest is not locked and contains 1,000 more bags of gold dust. If anyone takes a sack out of the room,

the gold dust transforms into sand. A **dispel magic** spell will restore the sand to gold dust. It will also become gold again if it is carried out of Wulfric's Tomb.

17. Bottomless Pit:

The passage comes to an abrupt end and you find yourself peering over the brink of a black pit. It is 40 feet across. At the far side, a short flight of steps leads up to a large wooden door. An extremely narrow ledge runs around the edge of the pit.

The pit is too wide to jump. The skeleton's **Rope of Climbing** could be used to cross it. Of course, the GM should feel free reward any other imaginative suggestions with success.

Ledge: The ledge is 12 inches wide. If someone wishes to use it:

- Roll 13 or higher on 1d20 (+/- DEX bonus).
- Elves and Dwarfs: +1; Halflings: +2.
- Characters wearing backpacks: -1.
- The GM may also wish to penalize characters wearing armor as follows: leather -1, chain -2 and plate -3.
- If someone fails, test again to see if they regain their balance.
- If they fail again, they plummet 1,000' to the bottom of the pit.

If someone reaches the door, they will notice a large lever sticking out of the wall next to it. If this lever is pulled, a wooden bridge will extend across the pit.

18. Skeleton Chamber:

You see a large, semi-circular chamber. The walls are lined with niches, each containing the skeleton of a warrior. The moment you enter, they spring to life and form a line across the center of the room. Four skeletons look tougher than the rest. There is also one huge skeleton that must be the remains of an ogre. They attack.

8 Skeleton Warriors: AC 13 (half damage from edged weapons, one point only from arrows or bolts), HD 1, #AT 1 spear, Dam 1d8, Mv 40, Sv F1, MI 12, XP 25 ea.

HP 8	□□□□□ □□□	8	□□□□□ □□□
8	□□□□□ □□□	8	□□□□□ □□□
8	□□□□□ □□□	8	□□□□□ □□□
8	□□□□□ □□□	8	□□□□□ □□□

4 Skeleton Champions: AC 15 (half damage from edged weapons, one point only from arrows or bolts), HD 2, #AT 1 **Sword +1**, Dam 1d8+1, Mv 40, Sv F2, MI 12, XP 75 ea.

HP 15	□□□□□ □□□□□ □□□□□
15	□□□□□ □□□□□ □□□□□
15	□□□□□ □□□□□ □□□□□
15	□□□□□ □□□□□ □□□□□

Skeleton Ogre: AC 15 (half damage from edged weapons, one point only from arrows or bolts), HD 4+1, #AT 1 giant warhammer, Dam 2d6, Mv 40, Sv F4, MI 12, XP 240

HP 30 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□□□□

Note: Each skeleton can be Turned by its Hit Dice.

19. Wulfric's Chamber:

You find yourselves in a large square chamber. The walls and ceiling are decorated with murals illustrating the life of Wulfric. In the very center of the chamber stands a golden throne, upon which sits the twisted shade of Wulfric. As you enter he opens his eyes, rises, and with a nerve-shattering shriek, hurls himself at you.

Wulfric* (Wraith): AC 15 \ddagger , HD 4**, #AT 1 touch, Dam 1d6 + Energy Drain (1 level), Mv Fly 80, Sv F4, MI 12, XP 320

HP 32 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□□□□ □□

20. Wulfric's Burial Chamber:

An extremely narrow passage ends at a small round chamber, the center of which is occupied by a large sarcophagus. On top of the sarcophagus lies a recumbent statue of Wulfric.

The sarcophagus contains Wulfric's (inanimate) skeleton. He is wearing a golden crown worth 500 gp. His head is resting on his spell book. This is one of Wulfric's great treasures. It is written in an ancient magical script that can only be read by a few highly experienced Magic-Users (at least 10th level). However, if the characters decided to sell it, it would fetch a spectacular price.

In his left hand he is holding a **Staff of Fear**, and on his right hand he wears a **Ring of Metamorphosis**, which allows the wearer to change into a wolf, a raven, or an eel once per day. The wearer may remain in animal form until the next sunrise.

At his feet is a small casket containing 50 precious stones (worth a total of 2,500 gp) and a tiny wooden box. The interior of the box is padded and contains a sparrow's egg.

The egg contains Wulfric's soul. This is the second of his great treasures. As long as it remains intact, Wulfric can never truly die. He didn't place his soul inside a sparrow's egg through choice; that was the 'twist' in the spell he used.

If Wulfric is slain, but the egg remains whole, he will return at least twice before the party leaves the dungeon. His first appearance will be in the extremely narrow passage. If the party doesn't have the egg, he will attack them out of spite. If they do, Wulfric will attack the character carrying it. Wulfric will make his final appearance as the party is crossing the marsh and will offer them a jewel worth 5,000 gp in return for it. If they refuse he will attack once again.

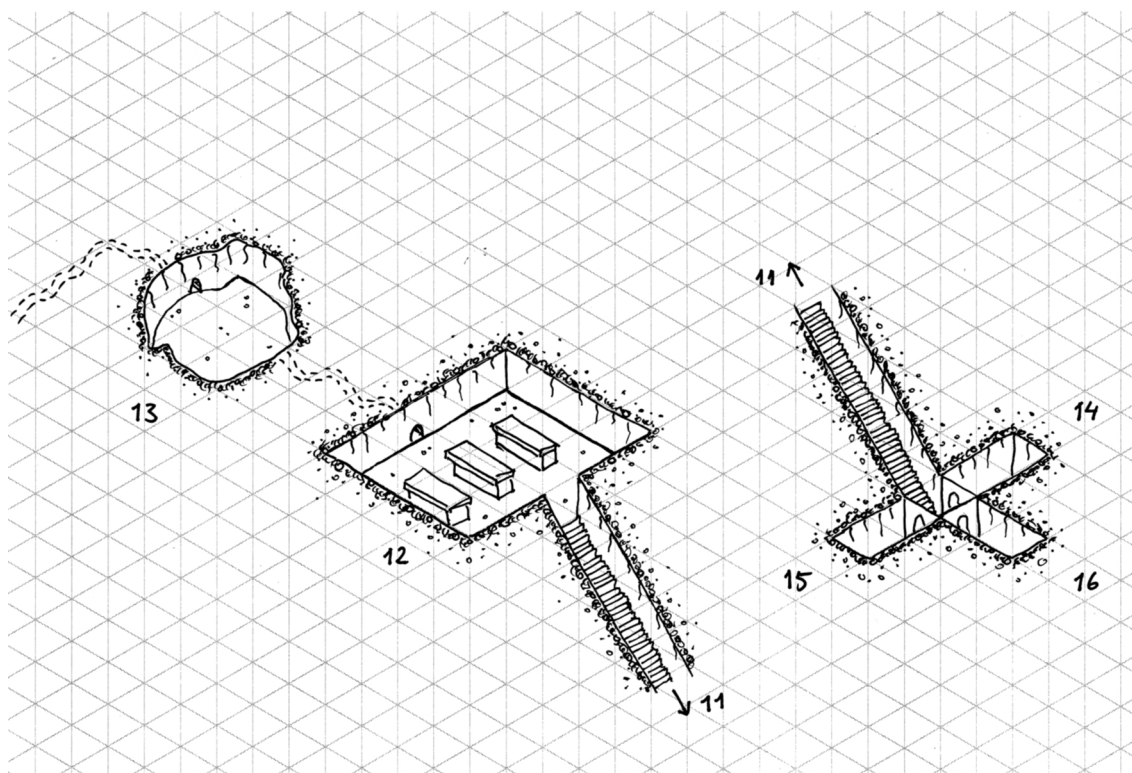
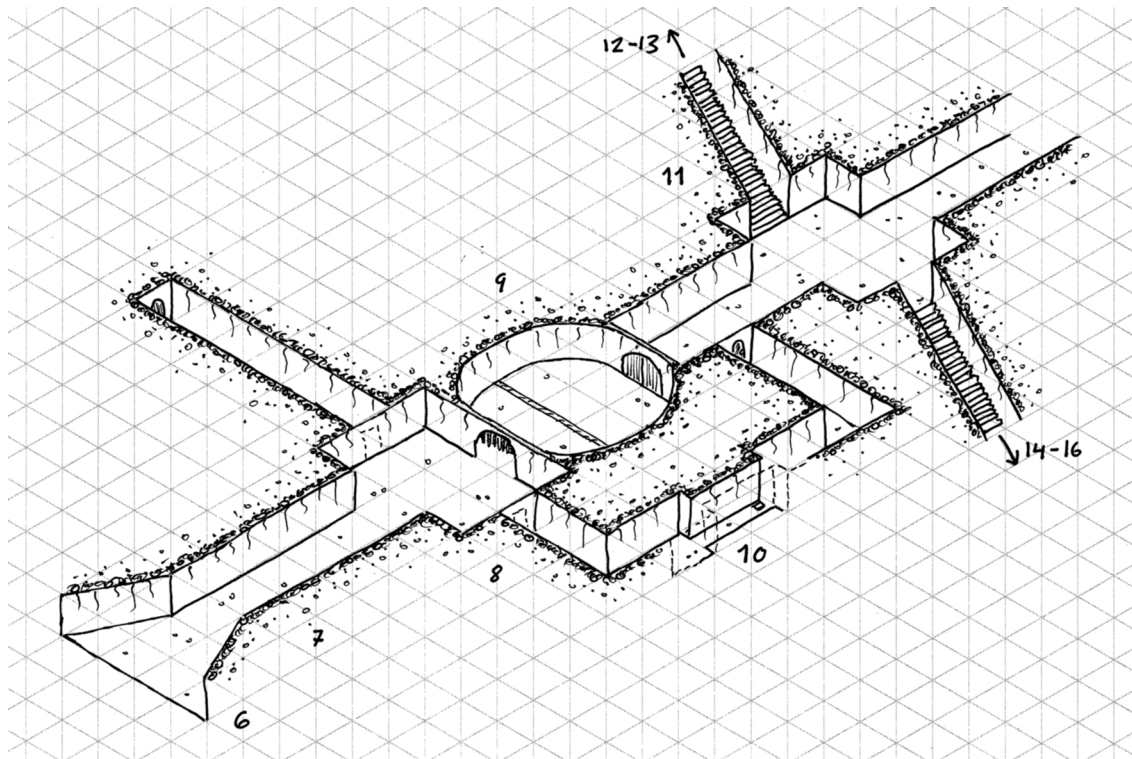
If the characters show the egg to a powerful Magic-User or Cleric, he or she will realize what it is and offer a large sum in return for it.

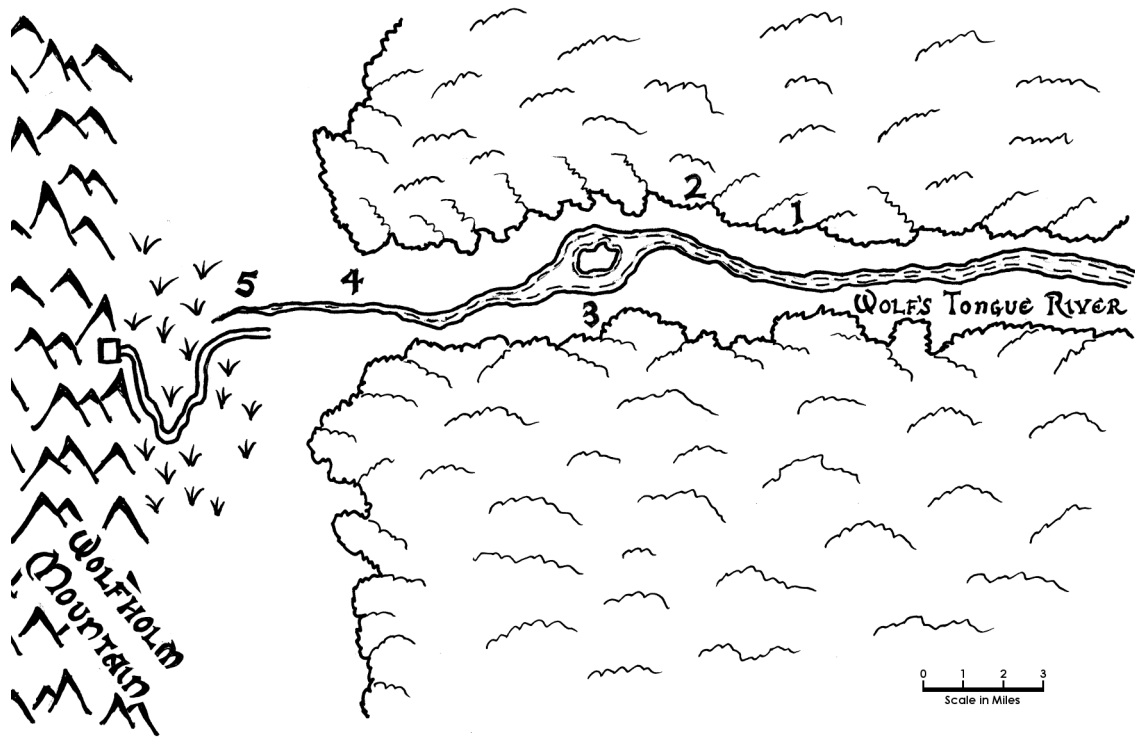
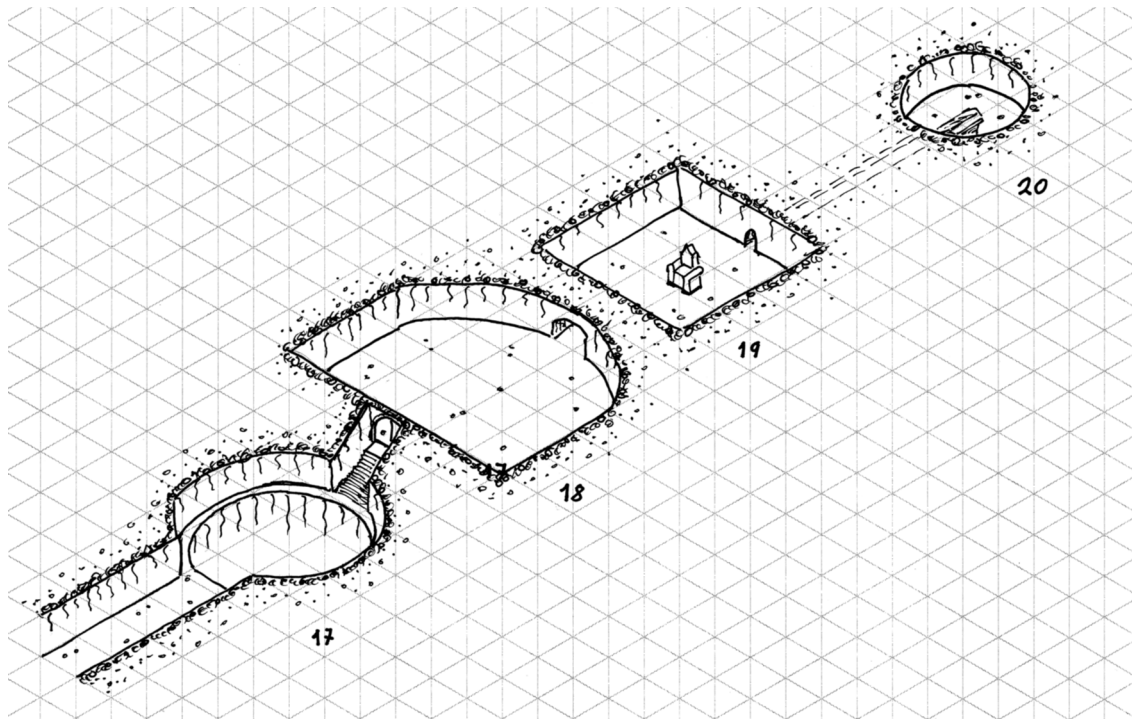
If the egg is destroyed read the following:

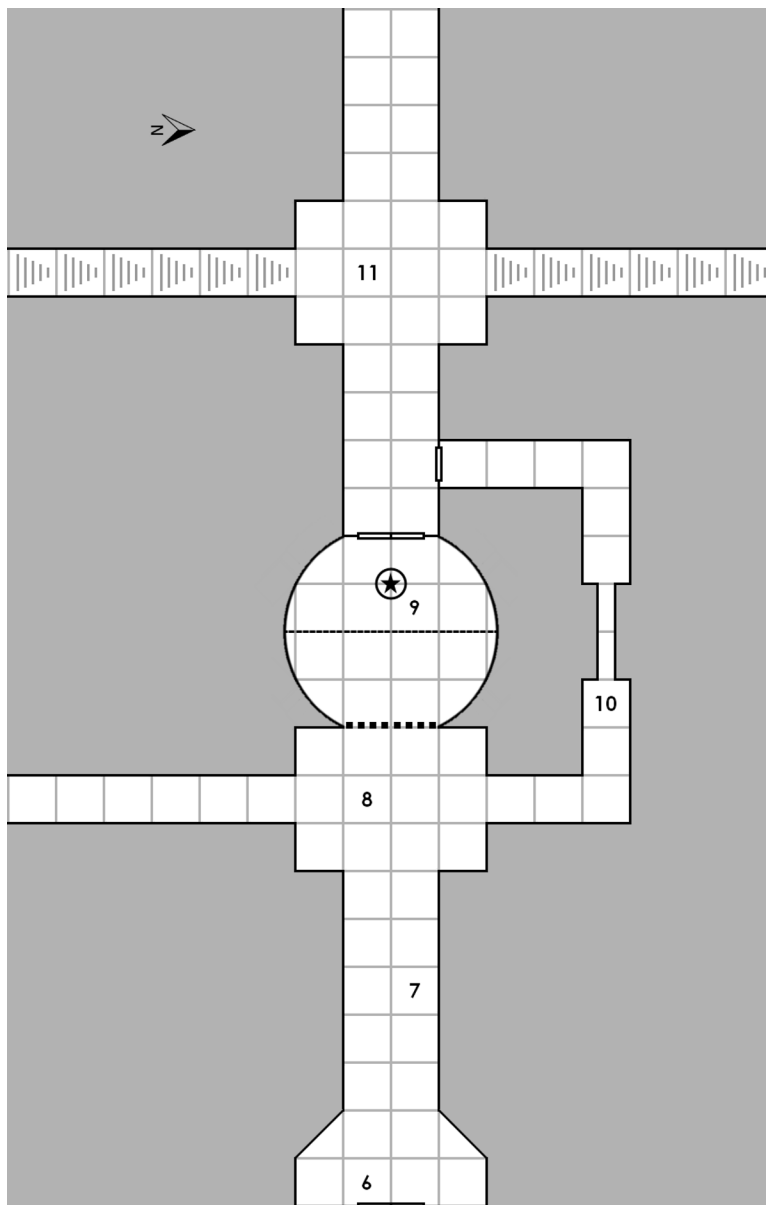
You are nearly deafened by a blood curdling scream. In the silence that follows you can't escape the impression that a great evil has left the world.

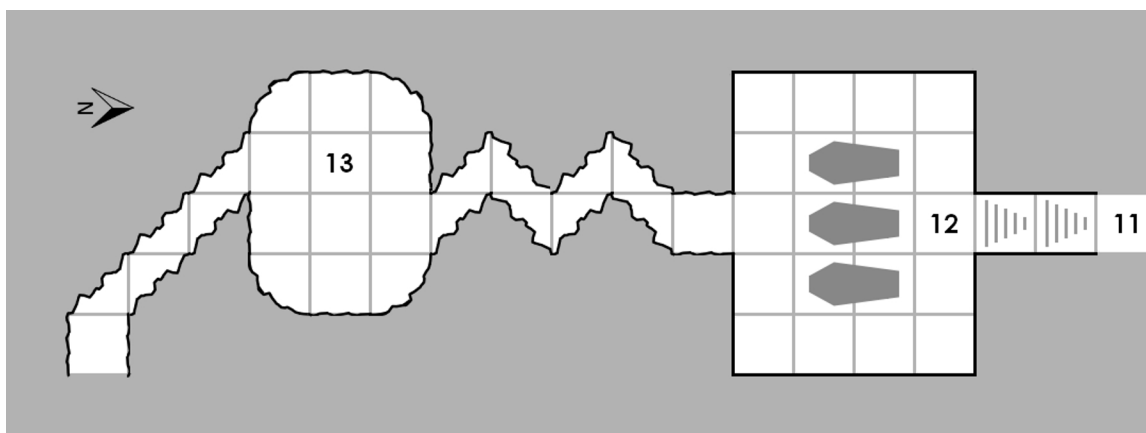
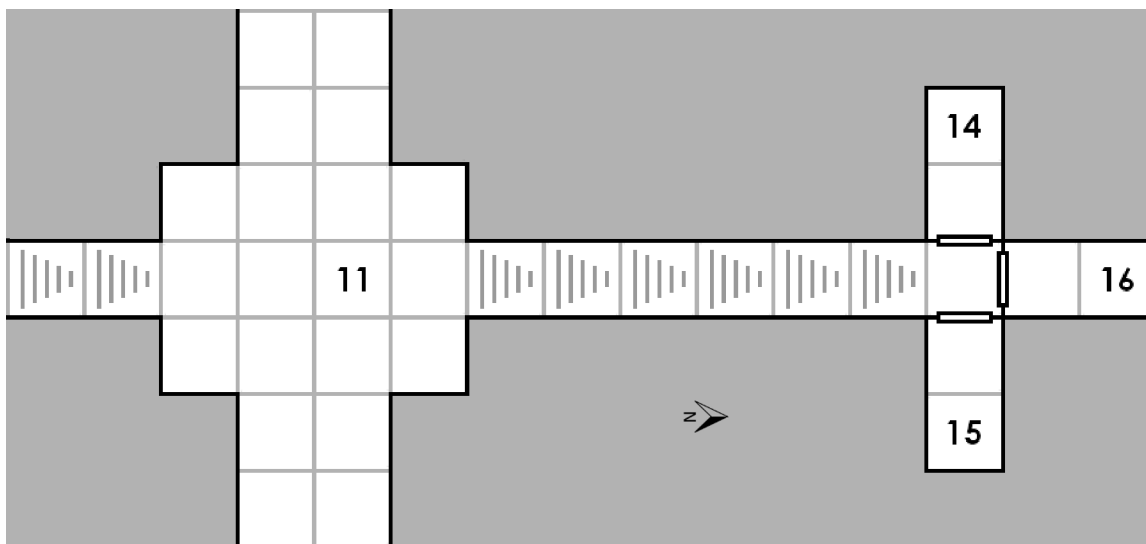
Conclusion

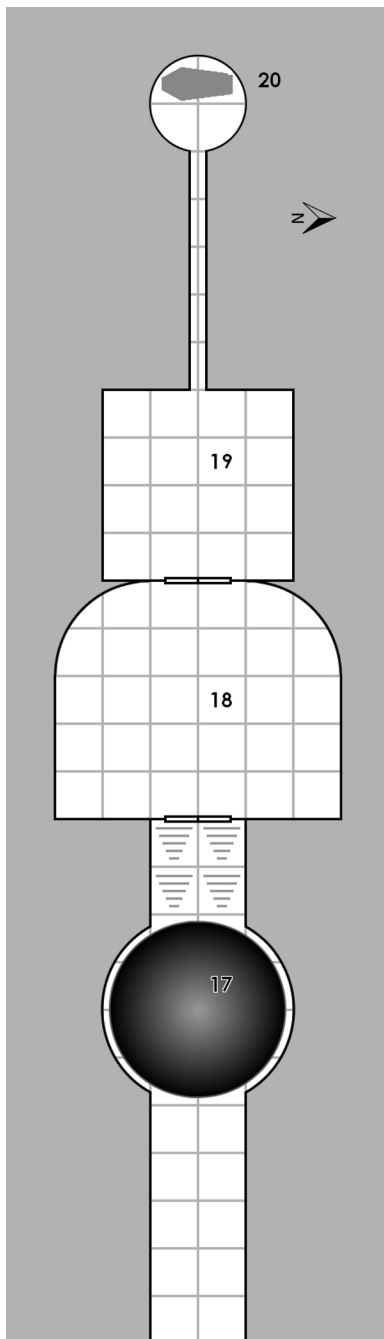
If the characters make it out alive they may feel that they didn't actually find the great treasures they imagined. Of course there are many things of value inside the tomb, e.g. the models, or the jewels on the door of the queens' tomb, but gathering them would require another expedition, by which time the dungeon will have been repopulated by various nasties. If they left the bags of sand in the pay room, someone might notice that a few grains of sand stuck to their fingers have turned into gold. At the very least, the characters may take pride in the knowledge that they have rid the world of an evil. Moreover, if they have Wulfric's spellbook and sparrow egg, they possess objects that are virtually priceless to the right buyer.











Secret Fortress of the Red Cult

by Galadrin

An adventure for 2 to 6 characters of level 2.

Introduction

Beyond the World's Spine, in the distant deserts of the barbarian people, a sinister cult has taken root. Using ancient sorcery, this malign sect has extended its reach far into the civilized world, capturing the dreams of a young princess and luring her out into the wasteland. Now the king, desperate for aid, has put out the call to all fighting men to uncover the mystery of his daughter's disappearance. Untold treasures await you in the ancient desert, but will you succumb, as many others before you, to the fell sorcery, poisoned darts and shifting sands of this hostile land? Magic and mystery await in this adventure for 2-6 early-level characters.

Background

For centuries, the Red Cult has lain dormant. Working in dreams, they once ruled the surrounding lands by manipulating generations of barbarian kings. At its height, the Machiavellian Red Cult even had legions of sanguine-clad murderers that roamed the dark alleyways of the barbarian settlements. Still, the leader, a High Priest and the only true sorcerer of the sect, remained secretive and paranoid. Unwilling to pass on his secrets to his apprentice, he eventually expired of old age and the cult faded into obscurity.

While the cult's minions were put to the sword by the barbarian queen Shaira'zarrah, a few true believers remained, secreted away in the last stronghold of the cult. There the cult persisted and, under the leadership of successive generations of apprentices (lured in dreams to the secret fortress across the desert), the high priest's body and soul were maintained. The grisly rituals went on for countless decades, as each new moon the lich required the sustenance of fresh, young organs to replace his own, withered, embalmed viscera.

With the latest apprentice, however, centuries of dusty tradition and routine have changed. Dangerously more apt than his predecessors, the boy was a quick learner, and secretly rose to power unheard of in his feeble minded forebears. As he studied under the lich, the apprentice delved deeper into the eldritch texts of his crippled master and dreamt of long lost glory.

Perhaps the lich priest, made careless by his growing insanity, has merely underestimated the young man, or perhaps he is desperate for true life once again and requires his aid; this much is not known. With leverage over the invalid High Priest, the apprentice grows in power each day and slowly reveals his plan for blood and empire. His first act; beckoning an

unwilling bride, a princess of unequalled beauty to sate his carnal lusts and sit by his feet as slave-queen.

Beginning the Adventure

By default, the players hail from a civilized kingdom far from the barbarian lands. The king has made his proclamation, a call for adventurers, as a last resort; he has sent many of his best men into the world to find his beloved daughter and none have returned alive. Despite the best arguments from his advisor, a high level lord knight who believes the girl merely ran away from home for foolish love, the king believes his young daughter of 18 years to have been tricked into leaving the safety of the castle. His only lead, he admits, is her journal, which (among other fanciful writings) tells of vivid and fantastic dreams of the desert. If requested, he will surrender this keepsake to the players in the hopes that it will aid them.

Upon examining the princess' chambers (again, upon request), it becomes evident that she left with supplies and clothes for a long journey to a warmer climate. Her diary reveals a series of four dreams she had in the month leading up to her disappearance (one at the end of each week). The dreams all have strong themes of desert palaces, beautiful oases and luxurious royal harems. Each of the four dreams ends with a distinct sign that will help the players trace the footsteps of the errant girl. On the last page is an ominous drawing of a serpent displayed against a black background with red borders (this appears to be heraldry, but is actually the sign of the Red Cult of old).

The four signs are as follows (in each case, a depiction is drawn that will be recognizable to the given people):

1. **The Path of the Serpent:** known by merchants and hill folk as the mountain pass to the barbarian lands, the depiction shows two distinctive peaks.
2. **The Jewel of the Desert:** known by merchants and barbarians as the only major city in the desert, the depiction shows a star over a walled city – the city heraldry).
3. **The Well of the Gods:** remembered only by those in the employ of the Red Cult as an ancient and long dry oasis out in the desert, the depiction shows the distinctive four pillars surrounding a pool of water in the desert.
4. **The Face of Doom:** known only to members of the Red Cult as the location of their hideout, the depiction shows a cliff face with a despairing and vaguely human countenance.

These signs are roughly each four different encounters that the players will face in the course of this adventure, although there is certainly room to add more encounters and adventures in the barbarian lands. When the players decide to set off for the deserts, each player may gather one the following rumors (murmured by the excited peasant crowds who are gathering to see our heroes off).

Rumors:

1. The barbarian lands are desert wastelands, impossibly dry. You had better bring extra water if you want to survive! (T)
2. Of the king's men who went out to find the princess, only a few bodies have been returned, and they died from poison darts! (T)
3. The king's daughter didn't head to the barbarian lands, she eloped with Prince Eustace the Useless! (F)
4. The Lord Knight actually abducted the princess, that's why he disagrees with the proclamation! (F)
5. I heard the Princess kept a diary; I know I would put any travel plans in one – were I literate! (T)
6. The barbarians once had a great queen, Shaira'zarrah, who put a great red serpent to death and freed her people from its tyranny. (T/F)

A Note on Desert Travel

Although tracking minutia is not really in the spirit of heroic adventure, it is worth noting the effects of travel in the desert, especially if your players veer off course and get themselves lost in it. Since the desert is very hot during the day and very cold at night, travel is usually done around sunset and sunrise (with rest around midnight and during the day). It is always dry, and a player must consume at least 1 gallon of water each day to function (3 if they travel during the day). Without this water, the player will become listless and stumbling (half movement, cannot attack etc), and die after 3 such days. If you want to be more generous, the near-lifeless bodies of the players can be picked up by desert patrols and brought either to the Jewel of the Desert (as slaves) or to the Face of Doom (as sacrifices), depending on what stage the party veered off course.

The First Sign: Path of the Serpent

After it becomes clear to the players that the princess left for the desert, they should be given the opportunity to equip themselves locally. The hamlet below the castle is very poor, but a few tradesmen and merchants are open for business (any item worth 20 gp or less can be found). At your discretion, any further item desperately required by the players can be purchased from the castle quartermaster.

In reality, the players should have probably saved their money for the travel expenses! As it turns out, one of the merchants on his way through the hamlet is heading to the Path of the Serpent next. He will take on the adventurers as travel companions for no charge (unlike his peers in the mountain pass), and prattle about wild stories the entire 2-day journey to the twin peaks. Like all merchants, he will recognize both the first and second signs to be the Path of the Serpent and the Jewel of the Desert, respectively.

Once the players arrive at the trading post within the mountain pass, the merchant barter with some of the mountain people, turns around and heads back towards civilization, bidding the players luck. Day and night, the trading post is populated by caravans, wanderers and sundry other folk from the barbarian lands, the mountains and the civilized world. Some equipment can be purchased here, although most of the caravans carry raw goods like bronze, pelts and silk. Finding a nomad caravan that will take the adventurers to the Jewel of the Desert is not hard, although at best each player will be charged 30 gp to travel. If the players are unable to

esoteric cults, who invariably use the lower levels of their tower for their blasphemous rituals. Aira'shizar's patron cult operates from the grand temple, and has become the most powerful cult in the city as she rises to power.

When the players arrive at the Jewel of the Desert, they will find all manner of equipment to purchase from the many vendors, although few fair prices. Pickpockets and bandits are commonplace, even though Aira'shizar's guards patrol the ruined streets. The tavern the players find is filthy, and all eating, drinking and sleeping is merely done on the floor amongst the squalor. If they ask around the tavern, the players will find a nomad goat farmer who recognizes the third sign (the Well of the Gods) as an old watering hole not far from his herding route and promises to take the players there in the morning for free. Although he knows nothing about them, he is under the employ of the Red Cult to bring a healthy youth to the Well of the Gods once a month (organ harvesting is their fate). He suspects an evil purpose to this, but is paid for his silence.

While the party sleeps that night, they are attacked in a shared dream by an enormous red serpent (actually the leader of the Red Cult, who is becoming vaguely aware of their presence while he meditates far away). Treat the encounter as a normal battle (and the red serpent as a giant python), except any hit points or items lost are not actually missing upon waking (spells cast are actually lost, however – a clue that the dream itself was magical). If any character "dies" in this dream, they wake up after the battle in a cold sweat, and will succumb to the cult leader's charm if they eventually face him.

Giant Red Serpent: AC 14, HD 5*, #At 1 bite/
1 constrict, Dam 1d4/2d4, Mv 30', Sv F5, MI 8, XP 405
HP 24 □□□□ □□□□ □□□□ □□□□
□□□□

The Third Sign: Well of the Gods

Early the next morning, the goat farmer will lead the party to the Well of the Gods (the journey would normally take only a few hours, but the farmer secretly delays so that they arrive about noon before slipping away). With the sun high, it quickly becomes too hot to journey, and the players are forced to make camp.

Built into a steep valley and hidden amongst the dunes, the Well of the Gods is actually four ancient

obelisks flanking the remnants of a stone ring (the watering hole in the center has long since dried up and been covered with sand).

In the afternoon, a mild sandstorm brews up, reducing visibility above the depression and turning day to night. During this sandstorm, the agents of the Red Cult launch their attack, charging down the steep valley at full tilt. Having expected a single sacrificial victim, however, they are ill prepared for this battle. As the last few cultists are cut down, the remnants will flee (at least one escaping successfully, as the wind bats arrows away and the deep sand slows pursuit). The sandstorm then gives way to dusk, and the party must track the bloody footprints across the dunes to find the Face of Doom.

5 Cultists: AC 13, HD 1, #At 1 khopesh, Dam 1d6,
Mv 40', Sv F1, MI 12, XP 25 ea.
HP 7 □□□□ □□ 4 □□□□
7 □□□□ □□ 6 □□□□ □
3 □□□

The Fourth Sign: Face of Doom

Upon arriving at the cliffs, which lead up to the distant World's Spine mountains, the fourth sign will become clear; a natural rock formation depicted a forlorn and wretched face. Climbing up a steep and treacherous approach will reveal a small cave entrance; a narrow corridor leading 20 feet into the earth. Below in the dunes, the body of the escaped cultist can be seen, half covered in sand. Although the cult has not been alerted, time is still of the essence, as the cult leader will accelerate his plans to turn the princess into an undying queen should he suspect his hideout has become compromised (the players will at least be aware that the hostage princess will not be safe if they delay).

Dungeon Level 1

1. ENTRANCE CAVE

This dusty cave is choked with stale air. An unnatural darkness has settled here, but in the dim light the rough dimensions can be made out. The walls are of natural formation, although an ancient man-made open archway in the east betrays intelligent design. After 20 feet, this leads to an iron banded door. In the west corner of the cave is a battered chest. The chest is made of dark mahogany, but is well worn with many panels bashed in. The mangled brass lock no longer functions and the trunk opens with ease. Inside are some dirty clothes (travel gear for cultists on patrol), 3 wineskins (made of goat skin) and a hand axe.

2. GUARD ROOM

The iron banded door leading into this room is not locked. Inside, the walls are of rough hewn stone blocks, sandy in color, and common to much of the rest of the facility. Built into the west wall is a small fire pit with some ashes and remnants of food (this will be in use by night). Along the east wall are a half dozen bedrolls. The southern exit (a plain wooden door) is not locked.

Hidden amongst the bedding is a jambiya (dagger), 13 sp, and an ornate golden tiara, stolen from the princess by a guard when she first arrived (worth 250 gp or a grateful smooch from the princess). Gambling in this room are 4 cultists on guard duty,

half-drunk from the ambrosias the cult leader uses to control them. Together, in addition to their swords, they have a pair of dice (bone), 56 cp, 1 black stained suit of leather armor (each) and crimson garb. While the guards are drunk, this will only dull their senses momentarily (3 in 6 chance of surprise) - they will fly into a rage and attack after this. Any fighting in this room will alert the barracks (Room 3).

4 Guards: AC 13, HD 1, #At 1 khopesh, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	4	□□□□	7	□□□□□□□□
	4	□□□□	5	□□□□□□

3. BARRACKS

Along the eastern half of this large room, the stone floor is covered with bedrolls. A wooden barrel (dirty water) stands in the northeast corner. Behind a large tapestry on the northern wall (detailing the obscene rites of the cult in an unknown language) is a secret door that leads to the sepulcher. The plain iron studded door in the south leads to the throne room.

If alerted by fighting in the guard room (Room 2), the 7 cultists in this room will lock and bar the heavy, bronze door on the western wall, man the arrow slots with crossbows, and prepare for an ambush (the pit trap, visible from the central arrow slot, has a 3 in 6 chance of springing). Otherwise, these doors are left unlocked and the drunken cultists have the same chance of being surprised as the guards. If the bedding is searched, the players will find a dozen



sets of cutlery and bowls, 146 cp, 32 sp, and 8 gp. In addition to their weaponry, each cultist has the same leather armor as the guards, while the captain wears a heavy chain shirt and a tarnished golden ring (worth 50 gp).

3 Cultists: AC 13, HD 1, #At 1 khopesh, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 2 □□ 8 □□□□ □□□
4 □□□□

3 Cultists: AC 13, HD 1, #At 1 heavy crossbow, Dam 1d8, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 6 □□□□□ □ 4 □□□□
5 □□□□□

Captain: AC 15, HD 3, #At 1 scimitar, Dam 1d8+1, Mv 40', Sv F3, MI 12, XP 145

HP 14 □□□□□ □□□□□ □□□□

4. SEPULCHER

Down a dark, low and narrow corridor of hewn rock, a locked, bronze door leads into the sepulcher. Once inside, the stink of embalming fluid is nearly suffocating (any attempt to talk or cast a spell first requires a save vs. Poison). The walls are roughly carved from the natural stone and the ceiling is low (6'), making the use of two-handed weapons impractical (-2 to hit). The floor is dusty and smooth. A raised dais on the eastern end features an open sarcophagus. Inside lies the ancient lich priest himself in tattered sanguine vestments with a serpent crown. A podium in the northwest corner holds an ancient tome of cracked parchment (the instructions for the embalming procedure, written in an unknown language), next to which are several small vessels containing warm, goopy embalming fluids (these will burn like oil flasks).

The lich priest will rise from his grave, stiff and halting, to attack the party if they linger for more than a turn here (or immediately if they disturb his sarcophagus). He is utterly quiet while moving, giving him a 3 in 6 chance to surprise the party unless they are specifically watching him. The lich priest is treated like a mummy, except for his attacks (a touch attack that causes energy drain like a wight, and a +1 longsword). Once he leaves the sarcophagus (which takes 1 round), he will be confined to this room and the narrow corridor (he is still too weak to leave his sepulcher). The spiked pit trap before the door has a 2 in 6 chance of triggering (the lich is aware of the trap, and will not trigger it). Aside from a **Longsword +1**, the lich priest wears a **Ring of**

Protection +1. Searching his sarcophagus will reveal 228 gp, the remnants of the priest's notes on sorcery (mostly destroyed, and the Magic-User spells stolen by the cult leader; the only usable scroll here contains **remove/cause fear, hold person, and bless/bane**) and a ruined tome that speaks of many other hideouts of the Red Cult that also could have gone into seclusion during the great purge.

Lich Priest: AC 18‡, HD 5**, #At 1 touch or 1 **Longsword +1**, Dam Energy drain (1 level) or 1d8+1, Mv 20', Sv C5, MI 12, XP 450

HP 26 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □

5. THRONE ROOM

The floor here is set with large, smooth tiles of colorful sandstone. Closer to the throne that dominates the southern alcove (constructed of similar stone work), these tiles are covered by layers of rugs once luxurious, but now old and worn. From the eastern and western walls of the alcove hang rich, purple draperies slashed randomly here and there as if in a rage. The room is otherwise empty. If the players search the layers of rugs, they will find 3 exquisite ones (100 gp each) underneath that have not seen much wear. The secret door on the west wall, behind the drapery, is opened by a small, finger-sized hole (best triggered with peg, as the clamping mechanism will do 1 point of damage to one's finger). The secret portal on the north wall, set into a faded mosaic, opens when one traces their fingers along the worn shape of a serpent-man (inside is a treasure chest, poison needle trapped, with 552 gp in coins, an ornate and bejeweled golden jambiya worth 225 gp, a **Potion of Healing**, and an opulent pearl necklace worth 50 gp).

6. LABORATORY

This stairwell has a single portal to let in light; an iron barred window at the end of a narrow 30' shaft (sloping up at a 30 degree angle, tapering from 2' to 1'). Up the flight of stairs is the door to the cult leader's laboratory and personal chambers. The cult leader will either be here or in the Sacrificial Chamber (Room 9), depending which is visited second. Along the wall is a messy bed (which is noticeably dusty), a desk and chair, two heavy bookshelves and a small trunk. The furniture is all of cracked, old mahogany, and of little value in its condition. The bookshelves have been raided of anything valuable and the trunk contains dirty clothing, boots, and a **Potion of Healing**. The desk

contains random notes and mad scribbling (his spells are jealously guarded in his secret workshop) and a pen and inkwell. A quick scan of the notes reveals a mad embalming theory that the cult leader plans to use to make himself and his new queen eternally youthful. The only other exit (the iron reinforced door up to the dungeon bartizan where the princess has been imprisoned) is locked.

If the players have already been to the Sacrificial Chamber (Room 9), then the cult leader will be waiting here for the final battle. Upon entering, he announces:

"Ah, yes, I remember you. The feeble minded would-be heroes that faced my crimson serpent. Well, I'm afraid you are too late; I have come too far to let you ruin my plans. Now you die, for the serpent you faced was only a mere shadow of my true power!"

He pours out a potion onto the floor (the curling black smoke becomes 3 pit vipers) and then launches his attack.

3 Pit Vipers: AC 14, HD 1*, #At 1 bite, Dam 1d4 + poison, Mv 30', Sv F1, MI 12, XP 37 ea.

HP 3 □□□
2 □□
5 □□□□□

Cult Leader, Human Male Magic-User 4: AC 11, AB +2, #At 1 dagger +2, Dam 1d4+2, Mv 40', XP 75

HP 12 □□□□□ □□□□□ □□

Spells: **magic missile, shield, snake charm, mirror image**

Aside from his **Dagger +2**, the only other valuables the cult leader has include a jeweled Serpentine Crown of some magical ability (a powerful artifact that the cults in the Jewel of the Desert will be eager to recover), an enchanted crook-staff (functions as Snake Staff) and a golden ring (worth 250 gp).

Snake Charm: The caster fires rapidly expanding colorful rings of magic from his eyes towards any number of targets in sight. If any of the targets have been previously "killed" by the giant red serpent in their dreams, they are affected as per a **charm** spell. Otherwise, there is no effect.

7. DUNGEON BARTIZAN

This tiny dungeon tower has been the princess' prison ever since she arrived. A single oilet lets in light and in one corner of the cobbled floor is a thin bed of old hay. If the cult leader was defeated in the laboratory, the princess is found here in shackles; see **Conclusion**.

8. TEMPLE

Every surface of this room is made of fine white marble. Six pillars flank an area of the floor that is well worn (from knees and hands). At the southern end of the room lies a simple altar before a raised dais and the statue of a serpent-man. Rubies (100 gp each) are embedded into the statue's eyes. If the rubies are removed, the statue will curse the thief (as long as he is within 100' of the stolen gems, he finds serpent iconography incredibly unsettling, with snakes featured prominently in his nightmares and serpents of all kinds **bane** him, as per the spell). A secret door in the east leads to the Throne Room (Room 5) and an ivory inlaid door in the west leads to the Sacrificial Chamber (Room 9). If the players spend more than a turn in this room, two giant rattlesnakes will uncoil and descend from the pillars nearest the statue and attack (should either side flee, the rattlesnakes will return to the tops of the pillars).

2 Giant Rattlesnakes: AC 15, HD 2*, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 8, XP 100 ea.

HP 7 □□□□□ □□
10 □□□□□ □□□□□

9. SACRIFICIAL CHAMBER

This large, unnaturally cold room features a tiled pool of clear water (a half foot deep) with two low, bubbling fountains (if tasted, the water is foul – corrupted by the purpose of this room). On the south end of the room is a dark recess through a series of archways. In the north, double doors lead to the Prison (Room 11). On the west end of the room is an alcove with a raised dais, a well in the middle of the dias and rich purple wall hangings (similar to those in the throne room). Hidden behind the drapery on the south wall is a secret portal to the cult leader's Secret Workshop (Room 10). If the players have not yet visited the Laboratory (Room 6), then this room is otherwise empty.

If the players have already been to the Laboratory (Room 6), then the cult leader will be waiting here next to the well with the princess in his arms and 3

assassins (hidden in the southern recess). Upon entering, the princess faints as the cult leader stands over her with his dagger drawn. He turns and scowls at the party, announcing:

"You whelps, this is a delicate procedure you are interrupting! Wait, I remember you. Yes, the feeble minded would-be heroes that faced my crimson serpent. Well prepare to die, for the serpent you faced was only a mere shadow of my true power!"

With that, he drops the fainted princess and attacks. Moving like lightning, his whirling assassins spin out from the southern recess to ambush the party. After the cult leader is defeated, see **Conclusion**.

3 Assassins: AC 13, HD 1*, #At 2 khopesh, Dam 1d6, Mv 80', Sv F1, MI 12, XP 25 ea.

HP 4 □□□□ 7 □□□□□ □□
 4 □□□□

Cult Leader stats and information are in Room 6.

10. SECRET WORKSHOP

Past a regular pit trap and a locked, iron banded door lies this secret workshop where the young apprentice, now cult leader, spent many hours secretly researching sorcery. On a pedestal are many notes telling his story and his black grimoire; a haphazard collection of embalming research and scrolls (**magic missile, shield, sleep, and mirror image**). On the shelves lining the room are various apparatuses (beakers, vials etc) used in his research and a dark glass bottle (**Potion of Neutralize Poison**). On the east end of the small room is a trapdoor on the floor – a narrow garbage chute leading to some dismal natural cavern below. In a locked trunk on the floor are several leather bags containing 122 gp total, and in a false bottom of the chest is a **Wand of Paralyzation** (8 charges).

11. PRISON

A 30' long corridor descends to the iron studded double doors of the prison. This dank and filthy chamber is cobbled with uneven, rounded stones. Rotted gore stains corners of the stonework – signs of the past cruelties perpetrated here. Four iron-barred

cells are set into the east and west walls here, each with rusty shackles and broken bones. In the center of the room is a large, heavy anvil. Standing over the anvil is a massive, brutish individual, his body a bulbous mass of scars and muscle, wearing only black pants and a pointed red executioner's hood. Around his neck, the glint of a golden necklace (worth 200 gp) is visible; a sacrifice once tried to barter for her freedom with it, although the slave keeper was too simple to understand. Lacking any intelligence and unable to talk, the slave keeper is kept around because he is strong and easy to control. As long as the players do not enter the room or attack him directly, he will just stare. His armor class is based entirely on his thick, leathery skin, and the whip he holds does 1d4 points of damage in the hands of the players. Aside from various foul torture tools, there is nothing else in this room.

Slave Keeper: AC 15, HD 3*, #At 1 whip, Dam 1d4+3, Mv 30', Sv F3, MI 7, XP 175

HP 14 □□□□□ □□□□□ □□□□

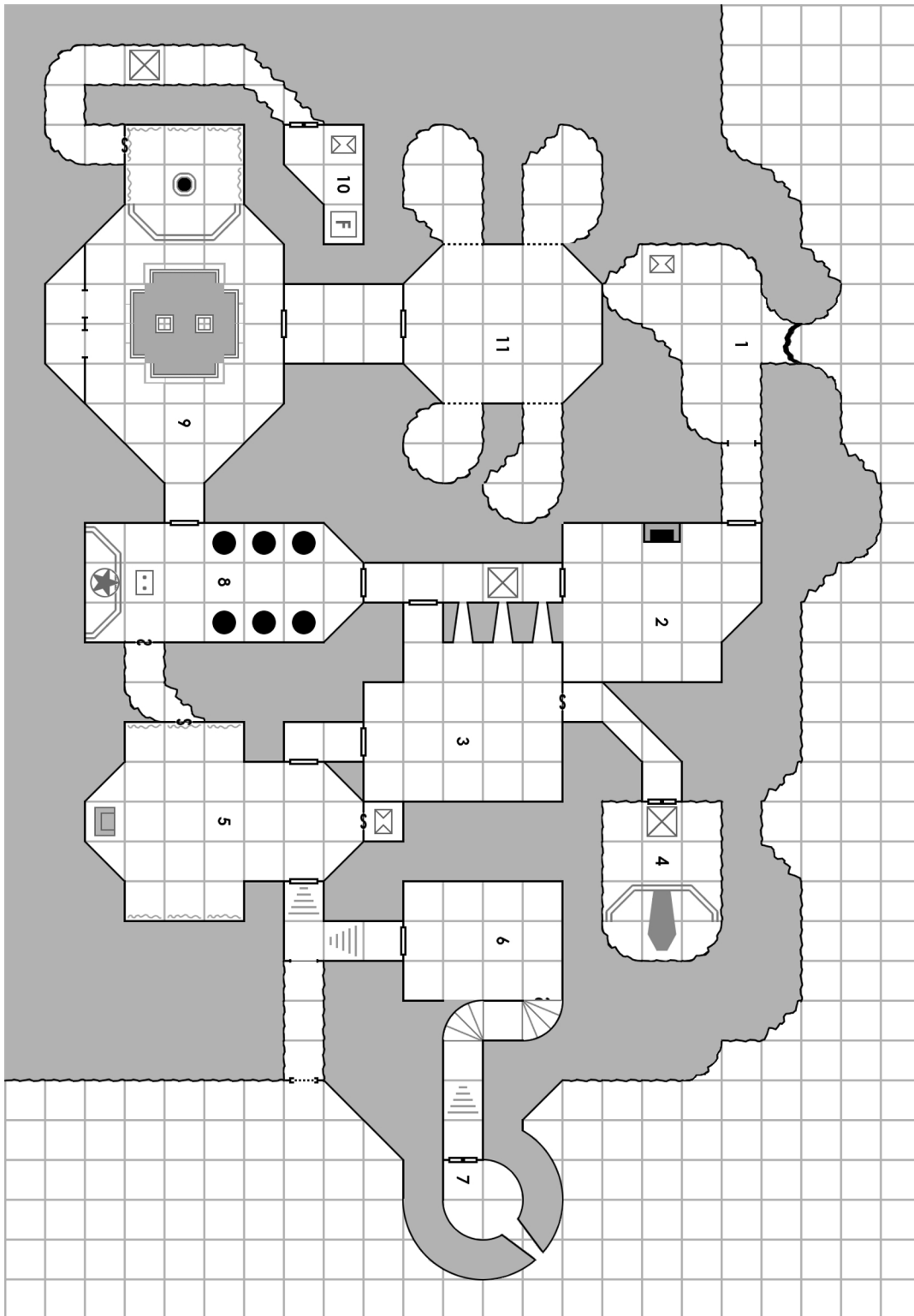
Conclusion

When the cult leader is finally defeated, the princess will either be discovered in the Dungeon Bartizan (Room 7) or awaken in the Sacrificial Chamber (Room 9), depending on where the final battle was fought. Read or paraphrase the following text:

The princess releases a cry of joy when she sees her rescuers for the first time:

 "My heroes! I thought I'd never escape that horrible sorcerer. My father will reward you all handsomely for my rescue!"

As she goes to give the nearest character a big hug, a deep rumbling rises from deep underground. A moment later, chunks of ceiling begin to fall as the entire complex crumbles. Dashing out of the secret fortress and down the cliff not a moment too soon, our heroes and the princess watch from the sand dunes as the mournful face on the cliff collapses and the Red Cult is destroyed.



The Bear Dungeon

by Matthew Ozor

An adventure for 1 to 2 characters of level 1.

Introduction

The peaceful town of Bear has been a calm place for hundreds of years. That is until one day when some local farm children were playing in the woods and noticed a shiny object glimmering in the leaves. They brushed away the leaves and saw a silver handle on an old door. Wiping away the rest of the brush, they uncovered what they thought was a long lost food cellar. Yanking on the door it opened with ease... A rush of air blew out, with a smell unknown to them. The children placed their heads in the opening and they heard the noises, noises that grew louder with each passing second. Being young and not wanting to see the source of the smell and sounds, they slammed the door and ran home.

The next day there was news all over town of strange monsters and creatures sighted throughout the farm lands. The livestock was scared to death, staying huddled together. Footprints shaped like dogs were in the mud road, but upon closer inspection it strangely indicated something that walked upright. An old lady swears to have seen skeletons walking in the fields. The old man closest to the forest woke up to find a green slime residue all over his porch, and his cat was nowhere to be seen.

Player's Background

The GM should read or paraphrase the boxed text below to the players to start the adventure.

You are a group of wondering adventures trying to make your way to the south before winter rears its cold head. Late in the morning you come across the small farming village of Bear.

People everywhere are gathered along the road and you can overhear people talking of strange and unusual happenings. Two small kids come running, crying aloud and yelling. "We are so sorry it must have been us – we opened the cellar in the woods" The people start pressing the children about what they found and where the cellar is.

The local people take notice of you and your party. Seeing that you are strong, tough, and have the look of well-seasoned adventures, they ask for your help.

If the group decides to take on the task and help the town, have them start at the entrance to the cellar. If not, have them venture forth and run across the cellar, maybe adding a small encounter on the way.

Wandering Monsters

5 Rat Dogs: AC 15, HD 3, #At 1 Bite, Dam 1d6, Mv 40', Sv F3, MI 9, XP 145 ea.

HP 14 □□□□ □□□□ □□□□
 13 □□□□ □□□□ □□□
 17 □□□□ □□□□ □□□□ □□
 12 □□□□ □□□□ □□
 11 □□□□ □□□□ □

Dungeon Level 1

1. Cellar Entrance:

A short path leads to an open room that is lit just enough from the sunlight entering the cellar door. The path looks freshly-traveled with no visible cob webs. The children's description of the smell did not do it justice. You noticed bear tracks headed away from the entrance of the cellar, and a single door that looks too complicated for an animal to open. Slime trails are seen throughout the room.

A snail will attack as soon as the group enters the room.

The secret entrance to the bear den is blocked by a large boulder that fits seamlessly along the south wall. On leaving the dungeon if the group did not discover the bear den, have the bear attack on the way out.

Giant Pounder Snail: AC 16, HD 2, #At 1 tail blow or 1 bite, 1d4 tail blow, 1d2 bite, Mv 10', Sv F2, MI 7, XP 75

HP 7 □□□□ □□

2. Awoken Dead Room:

The room is lit by a single torch on the north wall that creates shadows with every movement. It is also apparent now that this is no food cellar, as you see two open caskets in the center of the room. Two piles of bones are are laying next to them.

Walking through the room will alert the skeletons that have fallen out of the caskets. The piles of bones on the floor rise and surprise the party, roll for surprise.

2 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.
 HP 5 □□□□□ 4 □□□□

3. Stirge Nest:

The room has a feeling and smell of a giant bird cage. Walking in the room leaves white residue all over your boots. A small chest in the corner of the room is covered with years of the same white residue.

The stirges drop from the ceiling and begin swooping at the heroes. The chest is unlocked and contains two **Potions of Healing**.

4 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 □□ 3 □□□
 2 □□ 3 □□□



4. Gathering Hall:

This large room was once a meeting place of some significance, a council chamber perhaps. Now it is in shambles, with years of paint worn away, carpets stained with who knows what, and water dripping in from the roof above. Tree roots from the forest have begun breaking through the walls. Trash and food waste lay rotting everywhere. A large chest is seen stashed in the fireplace at the end of the room. A large painting of a bear is located above the fireplace.

When the door opens you see a group of kobolds who seem to be using this cellar as their den.

Once this room is cleared the troubles of the farm village is over.

The chest contains the following treasure: 1,300 cp, 2,700 gp, 1 bracelet (800 gp value), 1 buckle (1,000 gp value), and 1 necklace (1,000 gp value).

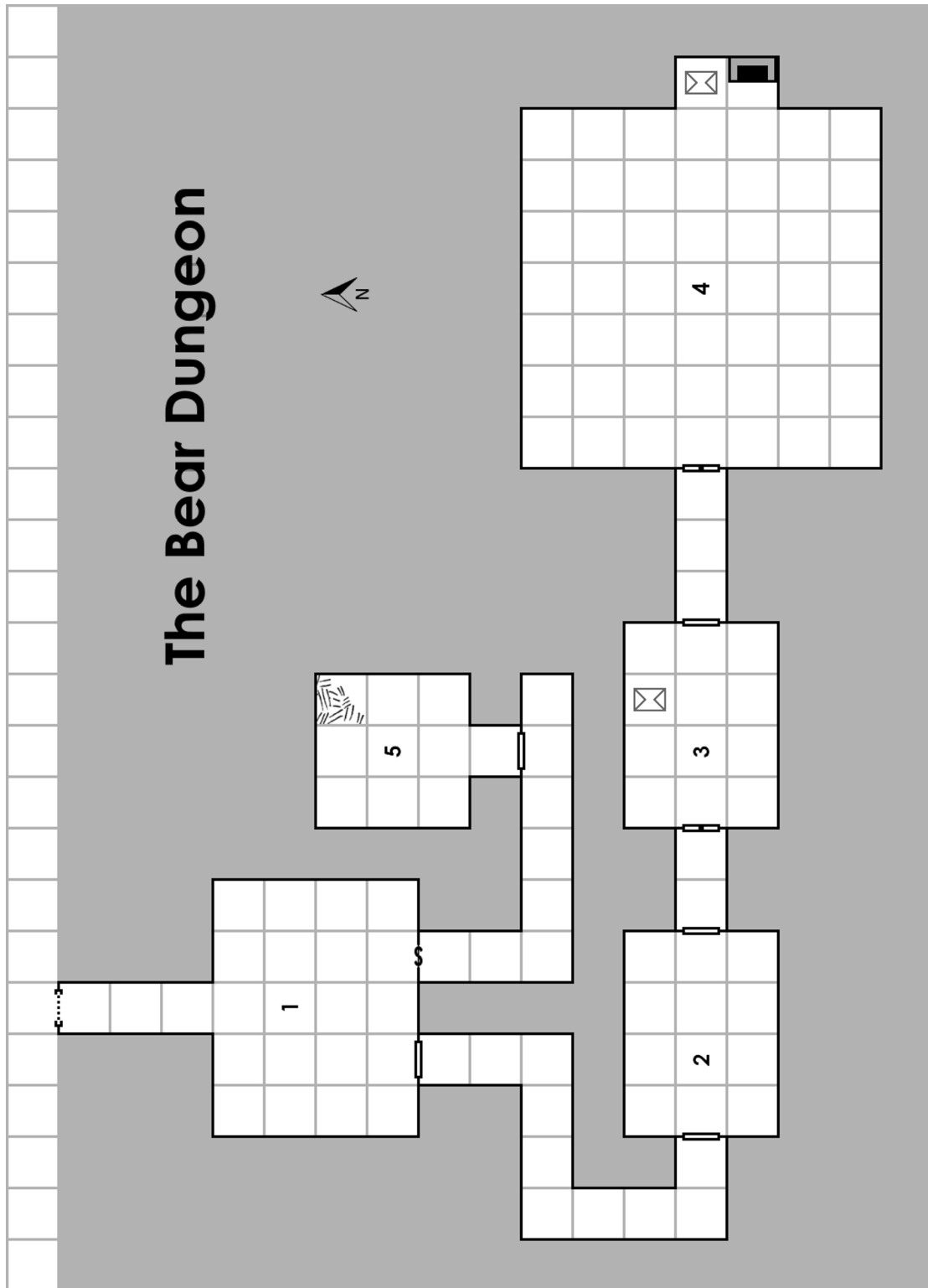
6 Kobolds: AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6, XP 10 ea.
 HP 3 □□□ 1 □
 3 □□□ 4 □□□□
 2 □□ 3 □□□

5. Bear Den:

You found the secret bear den. This is a dark and damp place, with animal bones all over. The bear was getting ready to hibernate for the winter and is furious at being awakened by the moving of the large stone boulder.

If the room is searched the PCs may come across a **Battleaxe + 1**.

Black Bear: AC 14, HD 4, 2 claws/1 bite + hug, Dam 1d4 /1d4/1d6 + 2d6 hug, Mv 40', Sv F4, MI 7, XP 240
 HP 13 □□□□□ □□□□□ □□□



Scale: 1 square = 10 feet

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