

Designed for use with the **Basic Fantasy** Role-Playing Game

# MYSTERIES OF THE PILLAR OF BLUE LIGHT



AN ADVENTURE FOR  
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 5TH TO 8TH LEVEL

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# ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership. Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**



## INTRODUCTION

This adventure is for a party of level 5-8. The adventure assumes the characters with creative use of spells, abilities and magic items will be able to avoid one or more challenges in the dungeon. There are, however, many challenges, and the characters may run out of resources before, they have explored the whole area. Then it becomes dangerous. Adventurers running headlong from room to room will find few enemies, but many ways to lose precious hit points.

## BACKGROUND

Gods have died and their names are forgotten, but traditions live on. Though pilgrims and worshippers may have forgotten why, they perform certain rites or visit places, that otherwise have long been abandoned. One such place is the remnants of a temple kept in use by a cult of wererats, who performs pilgrimages to the site to worship their ancestors. Whatever gods they once worshipped here, has been forgotten, and only the worship of ancestors remains.

This adventure takes the player characters to a mysterious underground temple, which hosts strange powers and memories of the past, and though wererats claim to worship their ancestors here, other powers are at play as well, and the adventurers may accidentally bring back a powerful force from the past.

## TREASURES AND XP

The adventure assumes that PCs gain XP from treasure. If narrative level advancement is used instead, it may be necessary to scale back the amount of treasure.

## THERE ARE CONSEQUENCES

It is recommended to read the adventure carefully as events in one room may have positive and/or negative consequences in later rooms, for instance breaking door the door between area 3 and 4 gives passage to area 4, but it also ruins the map with the safe passage through area 4.

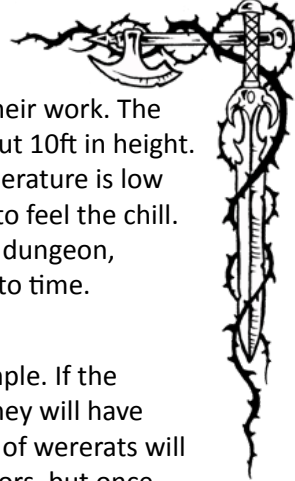
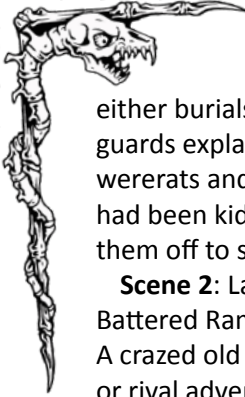
Also, if the characters trigger the flammable gasses in area 3, it will leave a poison gas in the area, which will make it difficult but not impossible to leave the dungeon for 6 hours.

There are several such consequences in the dungeon.

## SCENARIO START: A PURGING OF WERERATS

The introduction to this adventure consists of a few scenes to be played out during downtime beginning with the return or arrival to a town.

**Scene 1:** On a visit to local town the adventurers are greeted by a gruesome sight on the town square or the hangman's hill outside the town. Here hang seven townspeople, men and women, and they have all been hung at the same time. Two guards nearby, Fendrik and Anka, are there to ensure no one steals the corpses for



either burials or unspeakable rites. If questioned, the guards explain that the militia recently discovered a cult of wererats and purged them from the town. The wererats had been kidnapping travelers leaving town and dragging them off to sacrifice them to Ragnar.

**Scene 2:** Later that evening at the local tavern, The Battered Ram, the adventurers overhear a conversation. A crazed old man, Jykell, tells a group of youngsters – or rival adventurers! – how he has seen the cult of the wererats sneak off into the forest and visit their secret lair underground. He has no desire to enter the lair himself, but for 10 gold he will reveal the whereabouts. Jykell speaks the truth. He has spied on the wererats as they convened deep in the forest to visit their underground temple, but until the wererats were caught and identified as wererats, he had thought no further of it.

This situation can play out in different ways: 1) The youngsters refuse to pay the gold, and Jykell addresses the PCs or they choose to contact him: He promises to take them down the old hunting trail the next day, if they pay him 10 gold. 2) The rival adventurers agree and plans to meet with Jykell the next morning – or the PCs have a chance to intervene with a better offer, or perhaps they contact Jykell later the same evening to gain the same information.

**Scene 3:** Early next morning the corpse of Jykell is found. He was murdered by a wererat late at night, when he was stumbling home from the tavern having drunk most of his money away. He bled to death in an alley behind the tavern. However, even in his drunken stupor he strove to keep his promise and scratched the route in dirt and blood on the cobblestone. Only people such as the adventurers will recognize the scratches as a simple map. It points out an old hunting trail.

Following the trail leads along a small and rarely trod path winding through the forest, that after three hours leads the adventures to an overgrown clearing (area 0).

## ALTERNATE HOOK: CHARTERED ADVENTURING

The recent purge of a wererat cult brought an old tome into the hands of a patron of the adventurers. The tome reveals that the wererats gathered at ancient site to worship their ancestors, but the description of the site indicates that it is an old temple long forgotten.

The adventurers are hired for a fee of 500 gold pieces to go explore the area, map it and retrieve any valuables, especially historical artifacts. The site lies a few days of travel into a forest.

The journey is not very eventful, and after three days the adventurers reaches the site in the forest.

## THE DUNGEON

Generally, the dungeon is carved from the rock, but in many areas the rock is either growing back reclaiming

the rooms or the builders never finished their work. The corridors are roughly cut, and average about 10ft in height. The air is cool and slightly moist. The temperature is low and anyone staying still for a while begins to feel the chill.

There are no wandering monsters in the dungeon, however, visitors do come here from time to time.

## CAMPING IN THE DUNGEON

At night the wererat cultists visit the temple. If the characters have decided to set up camp, they will have unwanted guests during the night. A party of wererats will enter the dungeon to worship their ancestors, but once they detect signs of intruders, they will split up into three groups carefully looking for intruders. The party consists of **6 Wererats** (12HP) and **3 Wererat Assassins** (17HP).

**Wererats** AC 13, HD 3\*, #At 1 bite or 1 weapon, Dam 1d4/1d6, Mv 40', Sv F3, MI 8

**Wererat Assassins** AC 13, HD 3+2\*, #At 1 bite or 1 weapon (poisoned shortsword), Dam 1d4/1d6 + poison, Mv 40', Sv F3, MI 9

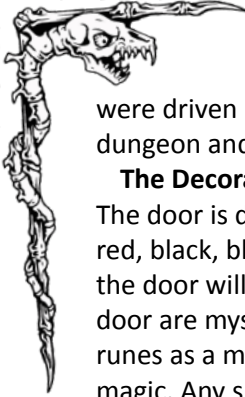
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Wererat 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wererat 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wererat 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wererat Assassin 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wererat Assassin 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## DOORS AND KEYS

The doors in this adventure are all quite special. Many are enchanted and/or locked, and though they can be opened by a successful lockpicking test, they can be dangerous to open without a proper key. The doors are all inclined to close by themselves, if left open without something to keep them open. Since each door is peculiar, they have their own entries throughout the dungeon, and most doors

Door	Key (where found)
<b>The Mosaic Door (area 2)</b>	Iron Key (area 5)
<b>The White Door (area 5)</b>	Silver Key (area 5)
<b>The Red Door (area 5)</b>	No key needed
<b>The Blue Door (area 6)</b>	Glass Key (area 3)
<b>The Yellow Door (Area 8)</b>	No key needed
<b>The Black Door (area 8)</b>	No key needed
<b>The Second Black Door (area 9)</b>	Bone Key (area 8) annuls the door's effects





were driven off, and the necromancer retreated from the dungeon and left the corpses as a reminder.

**The Decorated Door:** The heavy wooden door is locked. The door is decorated with a mosaic composed of tiles in red, black, blue, yellow, green, and white. Breaking down the door will shatter the mosaic. On the top half of the door are mystical runes. Any spell caster can identify the runes as a mystical ward, that defends the door against magic. Any spell cast at the door including *Knock* is reflected by the ward as a ray of energy targeting a random creature in the room dealing 1d6 damage per spell level. A Saving Throw vs Death Ray halves the damage. The key is in area 5.

### DANGER: YAGALIAN SULPHUR GASES

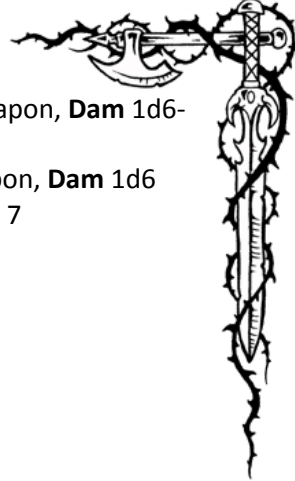
From cracks in the northeastern wall seeps Yagalian Sulphur gas. The gas leaves the wall in the northeastern corner covered with a thin layer of yellowish powder. This area covers the eastern wall down to the door in the wall. Any open flame near the wall – if the cracks are investigated or someone moves through the door while holding a torch (or the use of a magical fire such as a fireball in the room) will ignite the yellowish powder:

- Flames will spread almost instantly. Anyone the area must succeed a Saving Throw vs Wands to jump to safety. On a failure, the creature suffers 2d6 fire damage. The fire will burn for 1d6 minutes.
- A poison gas is created by the flames. The gas will spread into all of area 2 and area 3 if the door is open. Anyone in the area must make a Saving Throw vs Poison or take 2d6 poison damage. If successful, the damage is halved. The poison gas remains in the area for 6 hours and anyone entering the area and for every turn spent in the area must make a new saving throw.

Investigating the powder – any dwarf, alchemist or someone with a mining background will recognize the residue on the wall as deposits as Yagalian Sulphur and recognize the danger: Long exposure in the room (more than a day) can damage lungs and open fire will ignite it releasing flames and gasses (the fire trap on the stairs is too distant to trigger the gasses). Creative adventurers might find a way to scrape the powder off to create incendiaries. It takes 1d4+2 hours to scrape off enough for one dose. There is enough for three doses.

### EVENT: KOBOLD HUNTING PARTY (WHEN LEAVING THE DUNGEON)

If the adventurers have reached The Pillar of Blue Light and are about to leave the dungeon, they hear noise from the stairs (area 1) as they enter this room. Down the stairs comes a kobold hunting party consisting of **10 kobold hunters** (2HP) and **2 kobold warriors** (4HP). They have tracked the Bone Harvesters and are hoping to find loot in the dungeon. The adventurers have one round to react, before the kobolds enter the hall.



**Kobold Hunter AC 11, HD 1d4, #At 1 weapon, Dam 1d6-1 (spear), Mv 30', Sv NF, MI 6**

**Kobold Warrior AC 13, HD 1, #At 1 weapon, Dam 1d6 (hand axe) or 1d4 (sling), Mv 30', Sv F1, MI 7**

**Kobold Hunter 1**

**Kobold Hunter 2**

**Kobold Hunter 3**

**Kobold Hunter 4**

**Kobold Hunter 5**

**Kobold Hunter 6**

**Kobold Hunter 7**

**Kobold Hunter 8**

**Kobold Hunter 9**

**Kobold Hunter 10**

**Kobold Warrior 1**

**Kobold Warrior 2**

**Kobold Warrior 3**

**Kobold Warrior 4**

## 3 TILED FLOOR ROOM

*Silence hangs in the air. The walls are painted red and decorated with paintings of vases, and the floor is covered by tiles in many different colors. To the North is a green wooden door, and to the East is a corridor.*

The room is empty. The floor is an enchanted trap.

**The Tiled Floor:** The floor is covered by colored tiles.

Each tile is one by one foot, and they are placed at random. The tiles are in the following colors: red, blue, yellow, green, and white. The tiles are enchanted. A living being stepping on a tile releases a magical effect:

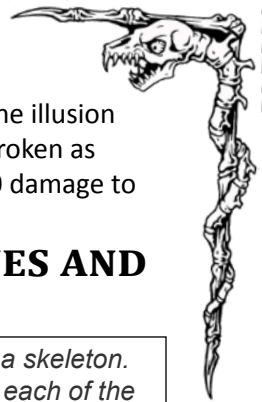
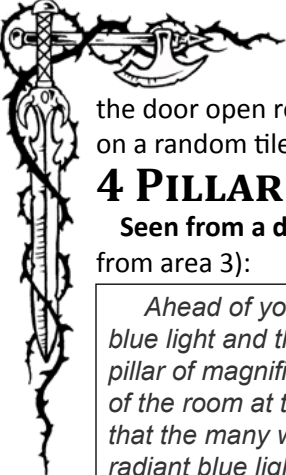
- Red tile: *Fire Blast* – target suffers 1d6 fire damage
- Blue tile: *Lightning Blast* – target suffers 1d6 electricity damage
- Yellow tile: *Poison Blast* – target suffers 1d6 poison damage
- Green tile: *Dissolving Blast* – a random piece of leather or cloth dissolves (this affects pouches, bags, backpacks, boots, armor, cloaks, capes, gloves etc.)
- White tile: *Ice Blast* – target suffers 1d6 cold damage

The tiles on the floor matches the mosaic on The Decorated Door with one difference: There are no black tiles. These tiles have one of the five other colors, but they are safe to step on. They do not trigger any magical effect, and anyone using the mosaic as a map can safely cross the floor to any exit. Otherwise the chance is 1 in 6 for every step on takes to find a safe tile a random. Anyone running or fighting across the tiles, must succeed a Dexterity check to avoid making a misstep.

Flying, levitating, climbing on the walls etc. does not trigger the tiles. A *Dispel Magic* will suppress the enchantment for 10 minutes.

## 3A THE GREEN NORTH DOOR

The heavy wooden door is painted green. The door is stuck due to the moisture in the air. Attempting to force



the door open requires a Dexterity check to avoid stepping on a random tile.

## 4 PILLAR OF BLUE LIGHT

**Seen from a distance** (when coming down the stairs from area 3):

*Ahead of you further down the passage is a strange blue light and the whispering sound of many voices. A pillar of magnificent clear blue light stands in the center of the room at the end of the corridor, and you sense that the many whispering voices emanate from the radiant blue light. The entrance to the room is barred by black iron bars.*

**Seen from inside the room:**

*The whole room is illuminated by a clear and powerful blue light, that radiates from the center. Here stands a ten foot thick pillar of clear blue light, that you cannot see through, but inside it, you see floating ghostly faces of women and men, all seemingly human, and the whole room is filled with their whispering voices, though no words can be identified.*

The walls, ceiling and floor are cut from the rock and meticulously cut to have smooth surfaces. The Mystical Pillar of Blue Light and the whispering voices, whose speech cannot be understood, is the only thing in the room.

Divine spell casters (i.e. clerics) and religious fanatics feel an unsettling chill down their spine when they enter the room. They sense a powerful presence emanating from the pillar, and it is not quite friendly nor quite hostile.

The Pillar of Blue Light is a mystical phenomenon. It radiates from the ceiling and consists of a powerful blue light that illuminates the area, and it takes the form of an opaque pillar 10 feet across. From the pillar can be heard the whispers of many voices. Within 10 feet ghostly faces of humans, men and women, old and young, appear floating whispering around inside the pillar. Stepping next to the pillar brings one of the ghostly faces floating forward to confront the intruder, and the whispering disappears. The faces wait. The pillar waits. The room waits.

No mortal magic can influence The Pillar of Blue Light. Divination spells at best reveals that it is the remnant of the shadow of an immensely powerful being whose name is lost.

Only by willingly stepping into The Pillar of Blue Light does something happen: Roll 1d8 and use the table on p. 8. Each effect listed on the table can only happen once for each creature and re-entering the pillar will have no effect.

### 4A GATE (TRAPPED BARS)

The passage is barred by black iron bars going from ceiling to floor. There are 3 inches space between the bars. The bars are a simple illusion hiding sharp blades. If anyone grasps the bars, they find themselves grasping sharp blades dealing 1d10 damage (half if the target is wearing gauntlets – assume anyone wearing plate armor

uses gauntlets). Touching the bars dissolves the illusion for 12 hours. The blade bars can be bent or broken as any other bar, but the sharp blades deal 1d10 damage to anyone attempting so.

## 5 LONG HALL – THE STATUES AND THE SKELETON

*On the floor in the center of the room lies a skeleton. Something metallic shines from its hands. In each of the north corners stands a statue. The statue to the right is a warrior in full plate holding out both its hands. In the right rests a short sword. The statue to the left depicts a sorcerer, whose features are hidden by a voluminous cloak. It is also holding out both its hands, and in its left hand rests a silver wand.*

The skeleton holds an iron key in one hand (area 4) and a silver key with a handle shaped like a dragon with eyes of amber (100 gold) (area 5a) in the other. The keys are both fused with the bones in each hand.

Both statues are holding out their hands. In their empty hands are carved the image of a key. If the item is removed from a statues' opposite hand, the item instantly glows white hot and then fuses with the victim's hand burning through flesh and merging with the bone dealing 2d10 damage. If a key is placed in the empty the hand, then the item in the opposite hand can be safely removed. If a key is placed and then removed, the key will fuse with the victim's hand dealing 2d10 damage.

The warrior statue has in its outstretched hand an enchanted short sword called *Backbiter* (add +2 to hit when used for backstabbing and adds +1d6 damage to backstabs). The sorcerer statue has in its outstretched hand small silver wand (*wand of moon-lightning bolts* with 5 charges; the bolt is silver-colored and deals +2d6 damage, when used under moon light; lycanthropes suffer double damage).

If attacked or damaged or their items are attempted stolen, the statues spring to life as **Living Statues** (HP: 21, 24). They will fight until their attackers are driven off or killed.

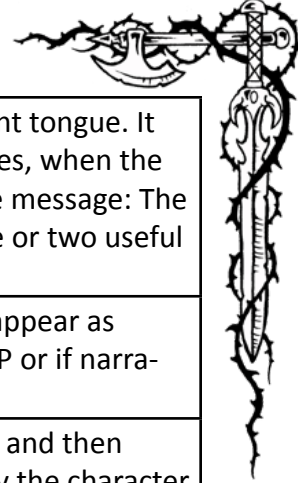
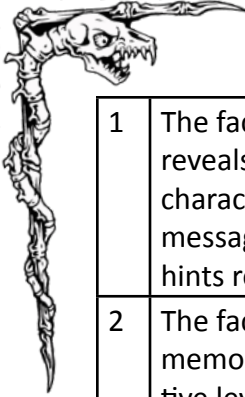
**Living Statue AC 16, HD 5, #At 2 fists, Dam 2d6/2d6, Mv 20', Sv F5, MI 11**

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### 5A LOCKED DOOR (WHITE)

*The door is painted white, though the paint is flaking off, and a black rot has begun to grow on the door. The door has a large iron handle with a keyhole.*

The key is in area 5 – using the key will safely open the door. The keyhole is enchanted. Searching for traps will reveal magical runes etched into the metal. Any spell caster can understand the runes and the door's magical



1	The face from the surface of the pillar appears now inside the pillar and speaks in an ancient tongue. It reveals the presence of three different treasures. Once on each of the next three adventures, when the character is near the treasure, they will suddenly be able to remember and understand the message: The message tells of the nearby treasure, reveals any magic items in the treasure and gives one or two useful hints regarding any traps and secret doors.
2	The face from the surface of the pillar confronts the character whispering secrets, that disappear as memories of dreams, yet they leave a lingering presence. The character is awarded 5000 XP or if narrative levels are used, the character permanently increases their wisdom score by 1.
3	A face seemingly carved from wood appears. With sorrowful eyes it stares at the character and then leaves a mark of a leafless tree on their body (have the player choose where). Once per day the character can reveal the symbol and either attempt to turn undead or Cause Fear (reverse of Remove Fear) in a cleric. Intelligent woodland creatures will act friendly, if they see the symbol.
4	A young woman's face appears. Her eyes glows with insight, and the light burns itself into the character. That character may now reduce Strength, Dexterity or Constitution by one and increase Intelligence, Wisdom or Charisma by one. The effect is permanent.
5	A young man's face appears. It is decorated with tattoos of tears. He exhales blue smoke, which enters the character. The first time the character is reduced to 0 hit points or less, the blue glowing smoke will flow out and heal half their hit points and remove the effects of any disease, poison and other debilitating effects.
6	The face of an old man with whirls painted on his cheeks appears, and he begins whispering mystical words. He whispers an incantation of a random spell of the highest spell level available to any magic-user present. If the character is a magic-user, then the character immediately learns the spell and may add it to their spellbook (or the GM can introduce a new spell). If the character is not a magic-user, they then remember the spell for 24 hours and in this period, they can either cast the spell or pass it on to a magic-user, who may add it to their spellbook.
7	An ancient woman appears with strange symbols tattooed on her face. Tears flows as she reveals a terrible secret to the character. If the character is a cleric, that character loses their faith. Convert the character to a fighter at a level one higher than their present level. Any other character increases their intelligence by 1 permanently.
8	The face of a young child surrounded by green leaves appear in front of the character. At first the face's whispers cannot be understood, but then the following becomes clear: "... and regrow my altar at the holiest of Sinless Wood, and you shall be the first of my chosen, and I shall then reveal my name ...". From now on the character can always sense the general direction of the holiest of Sinless Wood. If the altar is regrown, the character will become the first nature cleric (or the first druid) of Celebas the Hidden.

effect. The door emanates a magical aura, and a Dispel Magic spell suppresses the effect for one hour.

Any attempt to pick the lock or break down the door, will briefly have the door emanate intense cold dealing 1d6 damage within 10 feet. A successful Saving Throw vs Spells will negate the damage.

### 5B FIRE-TRAPPED DOOR (RED)

*The wooden door is painted red. At the edges grows a black mold. No handle or lock is visible. The air near the door feels warm.*

The black mold is harmless. The door radiates a magical aura so intense that the air around the door is warm. Anything touching the door is hit with a powerful blast of fire melting metal, overheating rock, burning

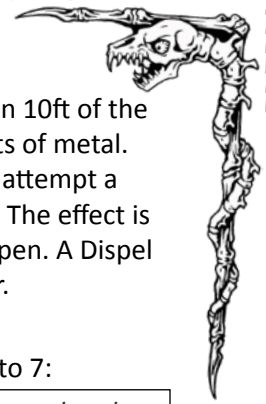
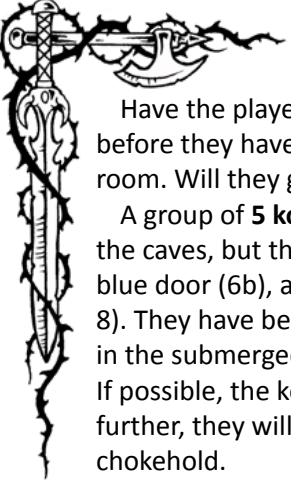
wood and clothes to ashes, and damaging creatures for 3d8 fire damage. If the door is touched by fire, heat or fire-based magic, it swings open. Otherwise the door must be continuously be held open, while it keeps burning whatever touches it. Ice-magic will negate the enchantment for 10 minutes.

### 6 IN THE INCOMPLETE HALL – AND TEMPORARY KOBOLD LAIR

A group of kobolds flee if the adventurers enters the room through the door:

*Just as the door opens, the sound of many feet running across the stone floor can heard. The sounds are receding, and in the light from your light source you catch a glimpse of small dark figures disappearing.*





Have the players respond to the actions of the kobolds, before they have time for a better look around in the dark room. Will they give chase or advance carefully?

A group of **5 kobold hunters** (HP 3) successfully invaded the caves, but they soon found themselves trapped by the blue door (6b), and they dared not enter the temple (area 8). They have been diving after treasure and catching fish in the submerged grotto (area 7), but their morale is low. If possible, the kobolds will retreat to area 7, and if pushed further, they will use the passage between 7 and 8 as a chokehold.

**Kobold Hunter AC 11, HD 1d4, #At 1 weapon, Dam 1d6-1 (spear), Mv 30', Sv NF, MI 6**

**Kobold Hunter 1**

**Kobold Hunter 2**

**Kobold Hunter 3**

**Kobold Hunter 4**

**Kobold Hunter 5**

*The stench of rotting fish and clammy air hangs heavy in the air. A large pile of coins is spread out on the floor among smaller piles of rotting remnants of pale cavefish. The uneven floor is hewn from the living rock.*

This hall was never completely carved. Uneven walls reveal the original grotto-walls, and any seasoned explorer can tell, that whoever began transforming the cave to a hall, never completed it.

**Uneven floor:** Any combat or running by the adventurers may cost them the balance as they may slip on fish bones, coins, and the uneven floor. If an attack roll fails by 4 or more, the adventurer falls prone. If running, they must roll against their Dexterity or fall prone.

**Coins:** There are 3087 dirty copper coins, 1212 blackened silver coins and 353 gold pieces.

## 6A DOOR (BLUE) LIGHTNING

*The door is painted blue, though it is covered with black splotches of rot. The air near the door feels electric – all the small hairs begin to rise and there is a smell of ozone.*

The Glass Key (area 3) voids the effect of the door and opens it safely.

The blue door has two different effects. One on the outside and one on the inside of the room.

**Electric sparks (inside):** Any living creature approaching the door can see sparks dancing on the blue surface. If the door is touched, the target is flung 20 feet through the room, and takes 1d4 electrical damage and 1d6 damage from landing – a successful saving throw vs wands halves the damage. The door recharges its spark in 1d3 rounds.

**Electric charge (outside):** If the character approaching the door is wearing metal armor (chain mail or heavier) or large amounts of metal, when they come within 10ft of the door an electric charge jumps from the door to the character dealing 2d6 electrical damage. The charge will

jump to new targets, if there are others within 10ft of the affected character also carrying large amounts of metal. Each target is only struck once, and each can attempt a saving throw vs wands to suffer half damage. The effect is negated when the door unlocked or forced open. A Dispel Magic spell will suppress the effect for 1 hour.

## 7 SUBMERGED GROTTO

When moving through the passage from 6 to 7:

*The air is cold and feels wet. Veins in blue, red and yellow decorates the uneven gray cave walls. Walls and floor glisten wet, and the sound of water dripping from stalactites accompanies you. Slowly the floor descends.*

The submerged part:

*The floor ahead of you descends sharply and becomes a pool of water, that reflects your light as a black mirror of unknown depth. The cave walls have many colors of veins running through them. From the ceiling is the continuous drip of water sending ripples through the pool. The air is cold, and the atmosphere feels wet. There is no floor ahead of you.*

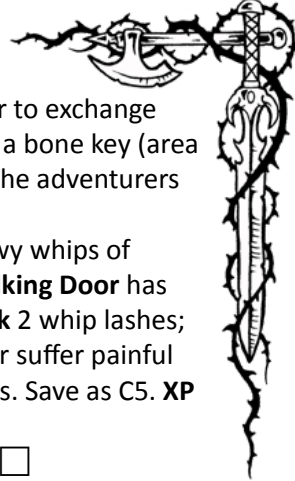
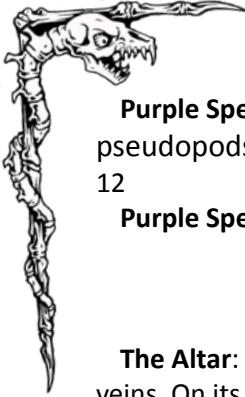
The submerged area is 15 feet deep, and the floor is jagged cover with stalagmites, that since have disappeared under the water. Spread out on the bottom is 10000 copper pieces, 3000 silver pieces and 1000 gold pieces. When the cave is dark and quiet, Luminous cavefish glowing green comes out, and their pale light is reflected in the thousands of coins.

On the bottom are also 5 gold plated wooden pillars. The wood is brittle and disintegrates on touch leaving the gold plating. Each of the 5 sets of gold plates is worth 800 gold, but their immense weight makes them difficult to retrieve. The plates are decorated with images of humanoid rats with swords fighting with humans wielding spears.

## 8 TEMPLE FOR THE RAT QUEEN

*The air is cool, and the room is dark. Your light is reflected in a large puddle of water covering the floor in the back half of the room revealing a red stone altar and behind it the statue of a large rat-like creature dressed as a queen – and both are in the slightly submerged part of the room. Then a faint but pungent smell hits you with the stench of rotting milk.*

Half the floor is submerged under 2-4 inches of cold water. In the eastern passage (to area 7) the depth quickly increases to 3 then 7 then 15 feet. The clear water reflects light, and even a simple torch will illuminate a large part of the room. Hidden beneath the water nearly invisible covering most of the submerged floor is a **Purple Spell-Eating Ooze** (HP 36). In its passive state it simply lies flat on the floor with a thickness about one inch. Once the water is disturbed, it will begin to rise and take shape. The ooze hungers for magic, and it will instinctively seek out spell casters with memorized spells, secondarily targets with magic items.



**Purple Spell-Eating Ooze** AC 12, HD 8, #At 4 pseudopods, **Dam** 1d4/1d4/1d4/1d4), **Mv** 30', **Sv** F8, **MI** 12

**Purple Spell-Eating Ooze**


**The Altar:** A crumbling block of red marble with black veins. On its top lie cloth bundles containing rotting cheeses. Some have begun to run; others are growing green. A pungent stench surrounds the altar. Among the most fluid and foul-smelling cheeses lies hidden a gold ring with three rubies (2400 gold) – though the smell keeps lingering on the ring for days.

**The Statue:** A regal looking humanoid rat dressed in a long robe and wearing a crown stands on a square base. It is bending forward as if sniffing with its long snout and whiskers at the offerings on the altar.

The statue is fragile: any use of destructive area spells will splinter the statue into large pieces revealing its hidden contents. If toppled or bashed with blunt weapons, it will also splinter. Inside the statue is a small metal chest containing six rubies (500 gold each) and a dagger in a golden sheath garishly decorated with turquoise (900 gold); The dagger's pommel is hollow, and it contains a *potion of healing*.

## 8A THE TALKING DOOR (YELLOW)

Carved on both sides of the door is the face of a bearded man. When the door is approached, the man opens his eyes and speaks.

*As you approach the door, you can see, that it is not only painted yellow, but there is carved a large face of a bearded man, that looks like he is asleep. Then the faces open its eyes, and with a smile he says: I shall only let you through, if you will reveal your names to me ... and also your business here ... oh, also what is your favorite color? Mine is yellow.*

The door's name is Eben Kan Drazd. The door is carved from the tree of a wood-spirit and a part of the spirit resides in the door. It is rather lonely, though it has a cheery disposition. The talkative door will try and keep company for as long as possible, as it never knows when it will have company again.

A closer look at Eben Kan Drazd reveals that the wooden face and door are chipped and slightly damaged, and that a black mold is growing on the lower parts of the door. If the characters spend one hour cleaning and repairing the damages to the door, then Eben Kan Drazd reveals the treasure hidden in area 8. If befriended Eben Kan Drazd will tell the party that the 'rat people' come here regularly to remember their king and queen. They are polite, though not too friendly, and they do not bother to maintain the door.

**A key for a key:** Eben Kan Drazd will offer to exchange keys. If the door is fed a key, it will spit out a bone key (area 9). If fed more keys, he will reveal secrets the adventurers have missed.

If attacked, the door manifests two sinewy whips of poisonous ivy with a reach of 20 ft. The **Talking Door** has the following stats: **AC** 10; **HD** 5; **HP** 23; **Atk** 2 whip lashes; **Dmg** 1d6+poison; **Poison:** Save vs Poison or suffer painful rash causing -4 on attack rolls for 1d6 hours. Save as C5. **XP** 350.

**Talking Door**


## 8B THE BLACK DOOR

*The entire door is painted black. With a dark grey paint is painted a monstrous figure, that seems like it is about to swallow a torch. The image fades from the door, and your [light source] burns out.*

*Above the door is an inscription: "Enter Only When Daring"*

The door will daily magically snuff out the first light source used near the door. The light source cannot be re-ignited for 24 hours.

## 9 PASSAGE OF FEAR

*Ahead of you is a dark corridor. Your lights flicker and wane as step closer. The walls of the corridor are covered in shadow, that clings like light-eating tar to the stone walls. Then suddenly everything grows darker, as [another of] your [light sources] burn out.*

The first time a creature nears the corridor or enters it, the enchantment in the corridor automatically snuffs out a light source. It cannot be re-ignited for 24 hours. A **dispel magic** spell on the corridor will suppress the effect for 1 hour.

If there is no light source in the corridor (light shone in from the outside does not count), then **1d3 Manifested Fears** (HP 13) appear for each living creature in the corridor.

**Manifested Fears** AC 14, HD 3, #At special, **Dam** special, **Mv** 30', **Sv** F4, **MI** 12

**Manifested Fears 1**

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**Manifested Fears 2**

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**Manifested Fears 3**

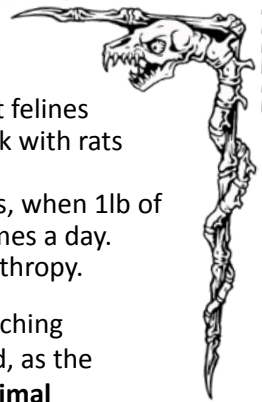
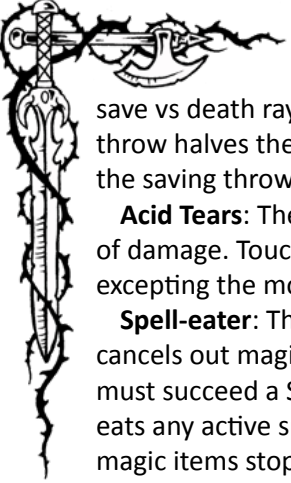
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## 9A DOOR (BLACK)

*The door in front of you is painted black, and a large carving of a face of a woman in pain covers a large part of the door. Her eyes are stare out at you in panic, and you can see faint traces of tears running from them. Her gaping mouth is twisted in pain. Her open mouth is a seems to be nothing but an empty space of darkness that even your light cannot illuminate.*

The door has no handle. The door is stuck.

**Wail:** Each attempt to force the door open causes a loud keening from the mouth: All creatures within 30 feet must



save vs death ray or suffer 2d6 damage. A successful saving throw halves the damage (stuffing ears gives +4 bonus to the saving throw; a *Silence* spell negates the effect).

**Acid Tears:** The tears are acidic, and they burn for 1 point of damage. Touching the door anywhere beneath the eyes excepting the mouth causes an acid burn.

**Spell-eater:** The door eats active spells and temporarily cancels out magical items: Whoever touches the door must succeed a Saving Throw vs Spells. If it fails, the door eats any active spell affecting the target, and the target's magic items stop working for one turn.

The Bone Key from the Talking Door (8a) annuls the magic-eating effect and cancels the wailing and the flowing acid tears for 24 hours. A small keyhole is next to the face.

**The Empty Mouth:** The mouth is a portal to the Plane of Shadow. The opening is too small for even a child to climb through. Reaching into the darkness allows a person to interact with the shadow-version of the door, and the shadow-version has a handle. Briefly groping in the darkness will reveal the handle, but a Dexterity check must be made to avoid touching the door in order to avoid the acid and the spell-eating effect. If light is put through the mouth, it will attract **1d3 shadows** (HP 11).

**Shadow AC 15, HD 2+2, #At 1 touch, Dam 1d4 + strength drain, Mv 30', Sv F2, MI 12**

Shadow 1

Shadow 2

Shadow 3

## 10 GREENLIT HALL OF THE KING OF RATS

*Green flames illuminate the room. The flames rise from two bronze braziers filled with smoldering skulls placed opposite each other halfway down the room. In the dancing green light, you see a huge wall painting at the end of the room. It depicts a huge rat-like monstrosity wielding a giant two-handed blade as it tramples across its fallen foes on a battlefield bathed in blood. The receding sound of a battle and the screams of the dying disappear completely leaving the room silent. In the distant corners are two glass vases with swirling smoke.*

In each of the braziers are a pile of burning human skulls feeding the green flame. They have burned for centuries. The green fire can burn water but evaporates in sunlight. Beneath the floor the corpses of hundreds of giant rats and thousands of normal rats are buried. Lifting a tile reveals innumerable bones.

**The Wall-Painting:** The painting is made with detail and artistry. Behind the wall painting and the plaster are the very bones of King Rat, buried behind the painting. The two-handed sword is not painted on the wall, but is an actual weapon mounted on the wall as a part of the painting. Any close examination of the painting will reveal this. The sword is **King Rat's Two-handed Sword**. To remove it requires a strength test with a -4 penalty.

King Rat's Two-Handed Sword+2, +4 against felines

- Grants the wielder the ability to speak with rats and rat-like creatures.
- Gain the effects of Cure Light Wounds, when 1lb of cheese is consumed. Can be used 3 times a day.
- Grants the wielder immunity to lycanthropy.

Once the wall painting is touched, the scratching of thousands of claws can be heard all around, as the thousands of rats begin to animate as **tiny animal skeletons**. The floor tiles begin to heave and tilt, as they struggle to get through. If released they will begin to swarm attacking any living creature, but they will not leave the dungeon. The first swarm will break through after 1d4+2 minutes and one more swarm every 1d4 rounds.

Anyone damaging the wall painting – and this includes removing the sword – has disturbed King Rat's grave, and they must succeed a Saving Throw versus spells or suffer from *The Curse of King Rat*.

**Tiny Animal Skeleton AC 11, HD 1hp, #At 1 bite, Dam 1d6, Mv 20', Sv NF, MI 12**

Tiny Animal Skeleton 1

Tiny Animal Skeleton 2

Tiny Animal Skeleton 3

Tiny Animal Skeleton 4

Tiny Animal Skeleton 5

Tiny Animal Skeleton 6

Tiny Animal Skeleton 7

Tiny Animal Skeleton 8

Tiny Animal Skeleton 9

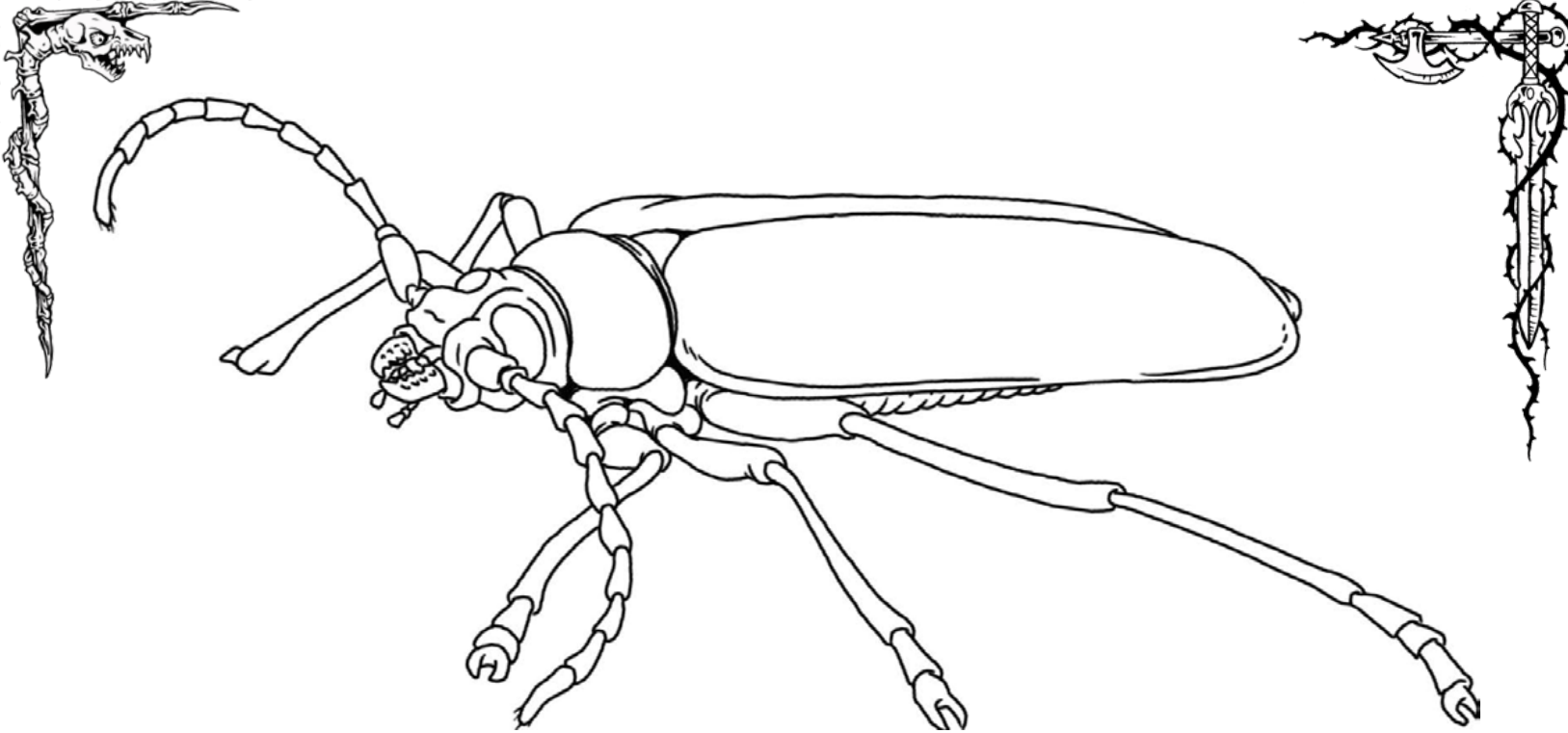
**Curse of King Rat:** Whenever the victim of this curse encounters a living rat, they will pass on the *Gift of King Rat*, and the rat will transform into wererat in one week. From that point forward its offspring will become wererats as well. To remove the curse the victim must either receive a Remove Curse from a 12<sup>th</sup> level caster or they must restore the statue of Queen Rat (if destroyed; this will be revealed in a dream) or they must feed all the rats in a village or town.

**The Two Glass Vases:** At the end of the room in opposite corners are two glass vases containing grey vapor. Once any non-rat or non-wererat enters the room, the vapor begins to seep from the vases, and on the second round they form **2 Gaseous Rat Warriors** (HP 16, 20). The gaseous rat warriors attack intruders. If defeated or if the intruders leave, the gaseous rat warriors return to their vases. In here they regenerate 1d10 hit points each round. Each vase is hardened by magic (AC 10; HP 20).

**Gaseous Rat Warrior AC 16, HD 4, #At 2 weapon or choke, Dam 1d6+1/1d6+1 (scimitar) or special, Mv 30' or 50', Sv F4, MI 11**

Gaseous Rat Warrior 1

Gaseous Rat Warrior 2



## APPENDIX: NEW MONSTERS

### BONE HARVESTER (GIANT BEETLE)

<b>Armor Class</b>	17
<b>Hit Dice</b>	4+1
<b>No. of Attacks</b>	1 bite
<b>Damage</b>	2d6 + special
<b>Movement</b>	50'
<b>Save as</b>	Fighter 2
<b>Morale</b>	9
<b>Treasure Type</b>	Incidental (see Bone Cover)
<b>XP</b>	320

A Bone Harvester is a giant carrion-eating beetle covered in sticky slime to which it attaches bones of the corpses it consumes. The bone-covering creates a clattering sound, when the beetle moves around. Bone Harvesters prefer rotting meat over living targets, but they will attack, if deprived of access to food.

**Fears Fire:** If living flame is forcefully presented to a corpse harvester, it must succeed a Morale Test or recoil from the fire. If cornered it will defend itself.

**Bone Cover:** The thick layer of bones protects the insect from most attacks. It suffers half damage from non-magical attacks, until it has lost half its hit points. Afterwards the cover is ruined, and it suffers damage normally. There is 15% chance, that an item worth 100-600 gold pieces are stuck to its bone cover.

**Bone Peeling:** If a victim's limb is trapped inside the specialized jaws within the mouth of the Bone Harvester, the victim will be exposed to a horrendous attack. If the Bone Harvester rolls a natural 20 on an attack roll or succeeds two rounds in a row on a bite attack, a limb of

the victim is trapped inside its mouth and on the next round, it will suffer the Bone Peeling attack: the bite does automatically 1d6+6+1d4 constitution damage and tears off flesh from the limb leaving flailing bloody bones rendering the limb useless.

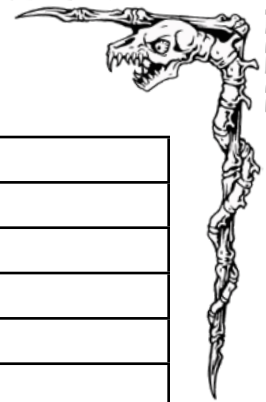
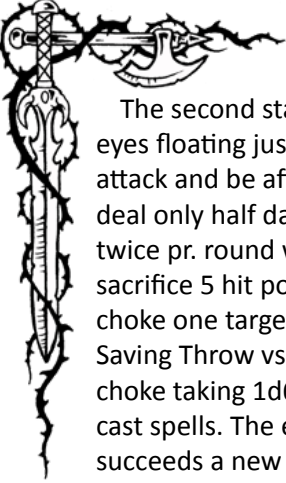
### GASEOUS RAT WARRIOR

<b>Armor Class</b>	16
<b>Hit Dice</b>	4
<b>No. of Attacks</b>	2 scimitar or choke
<b>Damage</b>	1d6+1/1d6+1 or special
<b>Movement</b>	30' or 50'
<b>Save as</b>	Fighter 4
<b>Morale</b>	11
<b>Treasure Type</b>	Nil
<b>XP</b>	320

A grey cloud of smoke and mist shaped as a terrifying humanoid rat with a fiendish smile wearing heavy armor and armed with a scimitar and buckler floats above the ground. The eyes glow red with malign magic.

In ancient time, when the rats worshipped their kings as avatars of their now dead god, fanatical warriors would transform themselves through lost rites into eternal guardians existing as mere clouds of smoke ready to coalesce into warriors of smoke and mist. Not all have been lost to time, and in the ruins of rat-temples their cannisters can still be found.

A Gaseous Rat Warrior exists in two states: As a shapeless cloud of smoke and mist, that is only harmed by magic. It can move 50' and seep through tiny cracks. When the cloud is in its designated cannister, the warrior regenerates 1d10 hit points pr. round.



The second state is a humanoid figure with glowing red eyes floating just above the ground. In this state it can attack and be affected by non-magical attacks, though they deal only half damage. The Gaseous Rat Warrior strikes twice pr. round with its scimitar. It can instead of attacking sacrifice 5 hit points to force a part of its smoke-body to choke one target. One target within 10ft must make a Saving Throw vs Paralysis; if it fails, the target begins to choke taking 1d6 damage and is unable to speak, attack or cast spells. The effect lasts 1d6 rounds, or until the target succeeds a new saving throw. If others assist clearing mouth and lungs of the smoke, the target gains +4 bonus to the saving throw.

It can shift between its two states by spending its action of shifting.

### KOBOLD HUNTERS

<b>Armor Class</b>	11
<b>Hit Dice</b>	1d4 hit points
<b>No. of Attacks</b>	1 spear
<b>Damage</b>	1d6-1
<b>Movement</b>	30'
<b>Save as</b>	Normal Folk
<b>Morale</b>	6
<b>Treasure Type</b>	P
<b>XP</b>	10

*See Game Master's Guide for description.*

### KOBOLD WARRIORS

<b>Armor Class</b>	13
<b>Hit Dice</b>	1
<b>No. of Attacks</b>	hand axe or sling
<b>Damage</b>	1d6 or 1d4
<b>Movement</b>	30'
<b>Save as</b>	Fighter: 1
<b>Morale</b>	7
<b>Treasure Type</b>	P, Q
<b>XP</b>	25

Stronger, larger and less timid the kobold warriors are mighty and fearsome in the eyes of other kobolds. They are armed with axes to show their status among kobolds, and they prefer to use slings in combat to increase their chances of a longer life.

### LIVING STATUE

<b>Armor Class</b>	16
<b>Hit Dice</b>	5
<b>No. of Attacks</b>	2 fists
<b>Damage</b>	2d6 each
<b>Movement:</b>	20'
<b>Save as</b>	Fighter: 5
<b>Morale</b>	11
<b>Treasure Type</b>	Nil
<b>XP</b>	360

Grey as the stone, they are cut from, they are indistinguishable from regular statues, until they move. These statues are hewn from living rock, shaped into living beings and enchanted by magic of a bygone age, living statues confound most sages as to whether they are living creatures or constructs. Their minds are alien, and they guard their own existence as well as certain places, items or memories.

Living statues are animated creatures, and they are unaffected by sleep, charm, illusions and other mind-altering effects, and they are immune to poison, disease, hunger etc.

### MANIFESTED FEARS

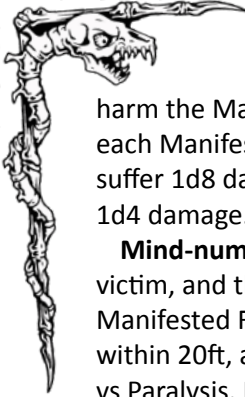
<b>Armor Class</b>	14
<b>Hit Dice</b>	3
<b>No. of Attacks</b>	special
<b>Damage</b>	special
<b>Movement</b>	30'
<b>Save as: Fighter</b>	4
<b>Morale</b>	12
<b>Treasure Type</b>	Nil
<b>XP</b>	205

Manifested Fears are strange beings manifested from the dark corners of the frightened mind. They appear only in certain areas, where the darkness is thick, and here 1d3 Manifested Fears appears for each creature entering the area.

Each fear is formed from something that looks like black fluid that takes a vaguely humanoid form reflecting the creature, that manifested it. In the oily surface is reflected things, creature, events etc., that the creature have a fear of. They radiate a cold hatred towards living creatures.

Manifested Fears are treated as incorporeal undead creatures. They can be turned as wights. They are immune to **sleep**, **charm**, and **hold**. Magical and silver weapons will harm them.

**Confronting Fear:** A creature who confronts their fears by loudly and boldly revealing something they fear, will



harm the Manifested Fears. For each new fear revealed, each Manifested Fear associated with the creature will suffer 1d8 damage. Repeating the same fear will only deal 1d4 damage.

**Mind-numbing Fear:** Manifested Fears choose one victim, and then they paralyze their victim with fear. Each Manifested Fear can create Mind-numbing fear in a target within 20ft, and the target must succeed in a Saving Throw vs Paralysis. If the target fails, they are unable to move or act as they are paralyzed with fear. The victim may make a new saving throw at the end of each round. If paralyzed by multiple Manifested Fears, they must make a separate saving throw against each.

**Life Drain:** If a chosen victim is paralyzed by fear, the Manifested Fear automatically drains 1d4 hit points from its target. If the target dies, it has died from fright.

### PURPLE SPELL-EATING OOZE

<b>Armor Class</b>	12
<b>Hit Dice</b>	8
<b>No. of Attacks</b>	1d4 pseudopods
<b>Damage</b>	Each pseudopod does 2d4
<b>Movement</b>	30'
<b>Save as: Fighter</b>	8
<b>Morale</b>	12
<b>Treasure Type</b>	U
<b>XP</b>	1085

It rises as a translucent purple wave from its passive dormant state and forms a what seems like a standing wave reaching a height of 10ft that is just about to crash, but never does. Instead tendrils forms from the purple mass reaching forth searching, feeling, reaching for living things. The air around it has an acrid smell.

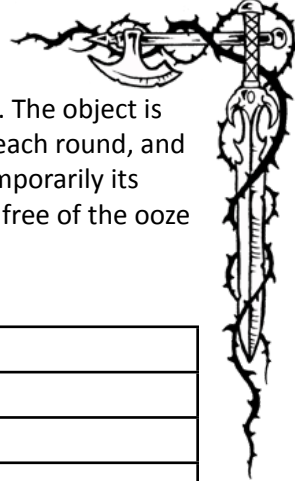
In its passive state the ooze merely lies on the ground or under water as a thin layer of slime often covering an area of 20ft x 20ft, but once disturbed by living things or by spells being cast in its vicinity, it rises and reaches out. It can sense spells being used within 40ft.

Each round the Purple Spell-Eating Ooze forms 1d4 pseudopods, which it randomly attacks enemies within 10ft with. The pseudopods reshape each round and attack from new directions.

**Spell-Eating:** Any spellcaster struck by the Spell-Eater loses one random memorized spell. The consumed spell heals the ooze by 1d6 for each spell level consumed.

**Spell-Absorption:** Any spell targeting the ooze (including scrolls, wands etc.) is absorbed into the ooze transforming the magical energies into one additional pseudopod pr spell-level. The additional pseudopods remain for one round before being absorbed into the ooze.

**Magic-Clinging:** If a pseudopod touches a magical object or if the ooze is struck by a magical item, it sticks to the



magical item leeching off magical energies. The object is stuck to the ooze healing it 1d6 hit points each round, and while healing the ooze, the item loses temporarily its magical properties. Tearing a magical item free of the ooze requires a strength test with a -4 penalty.

### SHADOW

<b>Armor Class</b>	12
<b>Hit Dice</b>	2+2*
<b>No. of Attacks</b>	1 touch
<b>Damage</b>	1d4+strength drain
<b>Movement</b>	30'
<b>Save as</b>	Fighter: 2
<b>Morale</b>	12
<b>Treasure Type</b>	E, N
<b>XP</b>	83

Composed of cold darkness and vaguely humanoid in its shape, the shadow moves soundlessly along surfaces stretching its dark limbs hungrily after the living, and their cold touch drains the life of the living leaving only shadows moving in their wake.

Shadows are undead-like creatures from the plane of shadow. They move like regular shadows silently across surfaces, and whenever they touch the living, their drain them of warmth, until only their victims' hungry shadows are left.

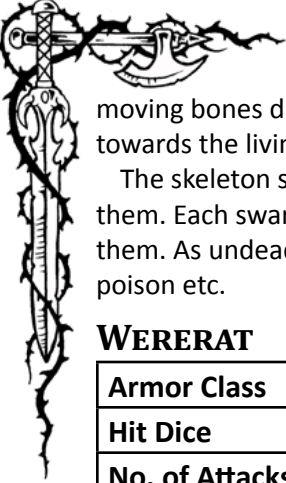
Shadows are not undead creatures, and they are unaffected by turn undead. They are like undead immune to sleep and charm. They are only struck by silver and magical weapons. They surprise on 1-5 on a d6.

**Strength Drain:** Their touch drains their victim of 1 STR point. The strength loss is regained after spending 1 hour in the sun. If a victim is drained to 0 STR, they become a shadow.

### TINY ANIMAL SKELETON (RAT SWARM)

<b>Armor Class</b>	10
<b>Hit Dice</b>	1 hit point
<b>No. of Attacks</b>	1 bite/scratch pr swarm
<b>Damage</b>	1d6
<b>Movement</b>	20'
<b>Save as</b>	Normal Folk
<b>Morale</b>	12
<b>Treasure Type</b>	Nil
<b>XP</b>	10

A mass of moving bones. The chattering of hungry mouths. The clacking of bone against bone. The scratching of tiny claws against the ground. The individual rat skeletons are hard to differentiate in the swarm of living,



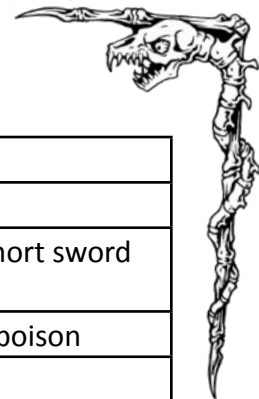
moving bones driven by ancient magic with a hatred towards the living.

The skeleton swarm is an undead, and a cleric may turn them. Each swarm counts as Skeleton (1 HD), when turning them. As undead they are unaffected by sleep, charm, poison etc.

### WERERAT

<b>Armor Class</b>	13
<b>Hit Dice</b>	3*
<b>No. of Attacks</b>	1 bite or 1 weapon
<b>Damage</b>	1d4 or 1d6 or weapon
<b>Movement</b>	40'
<b>Save as</b>	Fighter: 3
<b>Morale</b>	8
<b>Treasure Type</b>	C
<b>XP</b>	175

*See Game Master's Guide for description.*



### WERERAT ASSASSIN

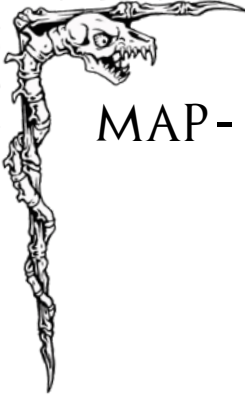
<b>Armor Class</b>	14
<b>Hit Dice</b>	3+2*
<b>No. of Attacks</b>	1 bite or 1 short sword with poison
<b>Damage</b>	1d4 or 1d6+poison
<b>Movement</b>	40'
<b>Save as</b>	Fighter: 3
<b>Morale</b>	9
<b>Treasure Type</b>	C
<b>XP</b>	225

Wererat assassins are much like wererats. They have the same abilities, but are trained in the art of killing, and they are stronger and armed with poisoned weapons. Their beady eyes carry with them the knowledge of them being stealthy killers. Rarely their victims know who took their lives.

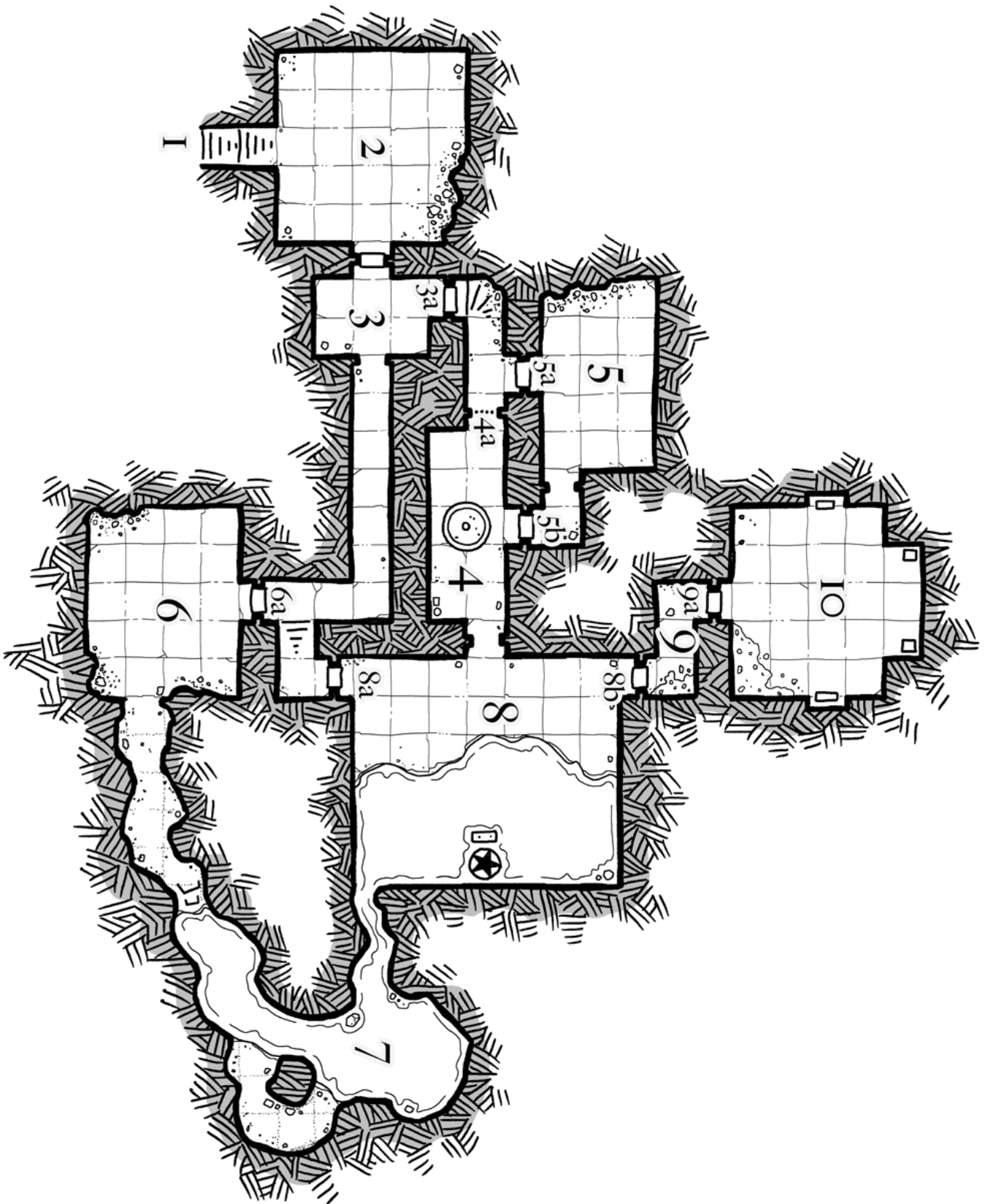
**Poison Blade:** If wounded by the blade, the target must succeed a Saving Throw vs poison or suffer a painful, slow poison doing 1d6 damage each round for 1d6 rounds. If the saving throw is successful, the poison only deals 1d6 damage.

**Sneak Attack:** Wererat Assassins can use the thief's Sneak Attack ability.

**Stealthy:** Wererat Assassins can surprise their victims on 1-4 on 1d6.

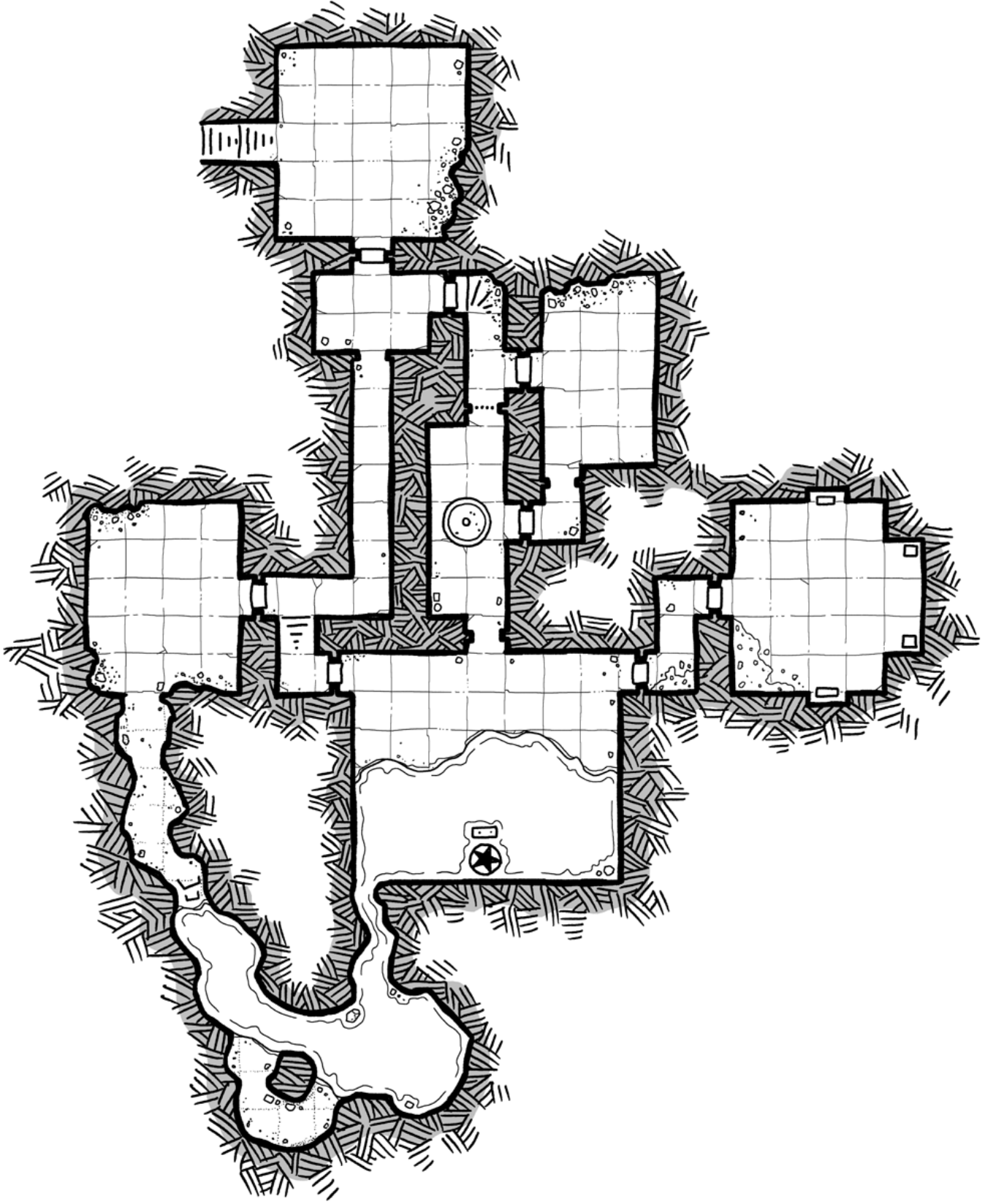


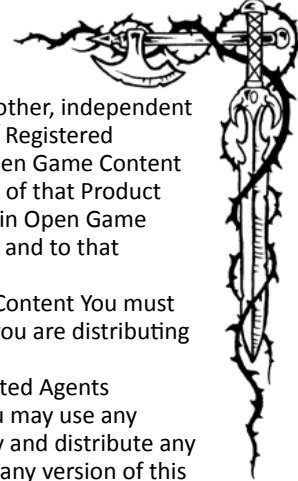
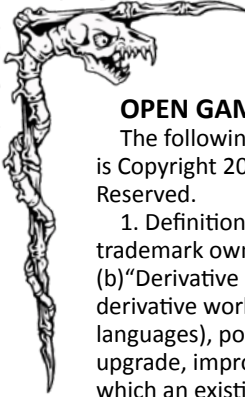
# MAP - GM VERSION





MAP-PLAYER VERSION





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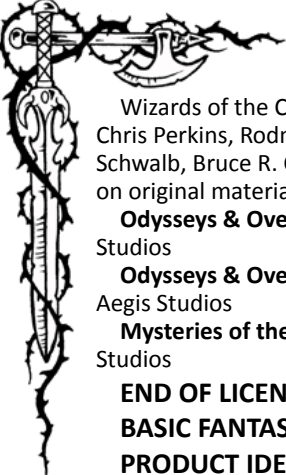
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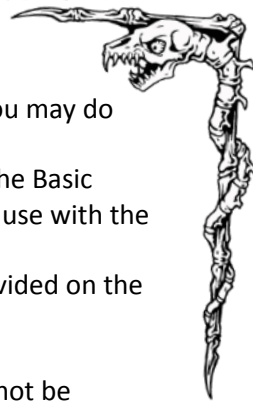
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