

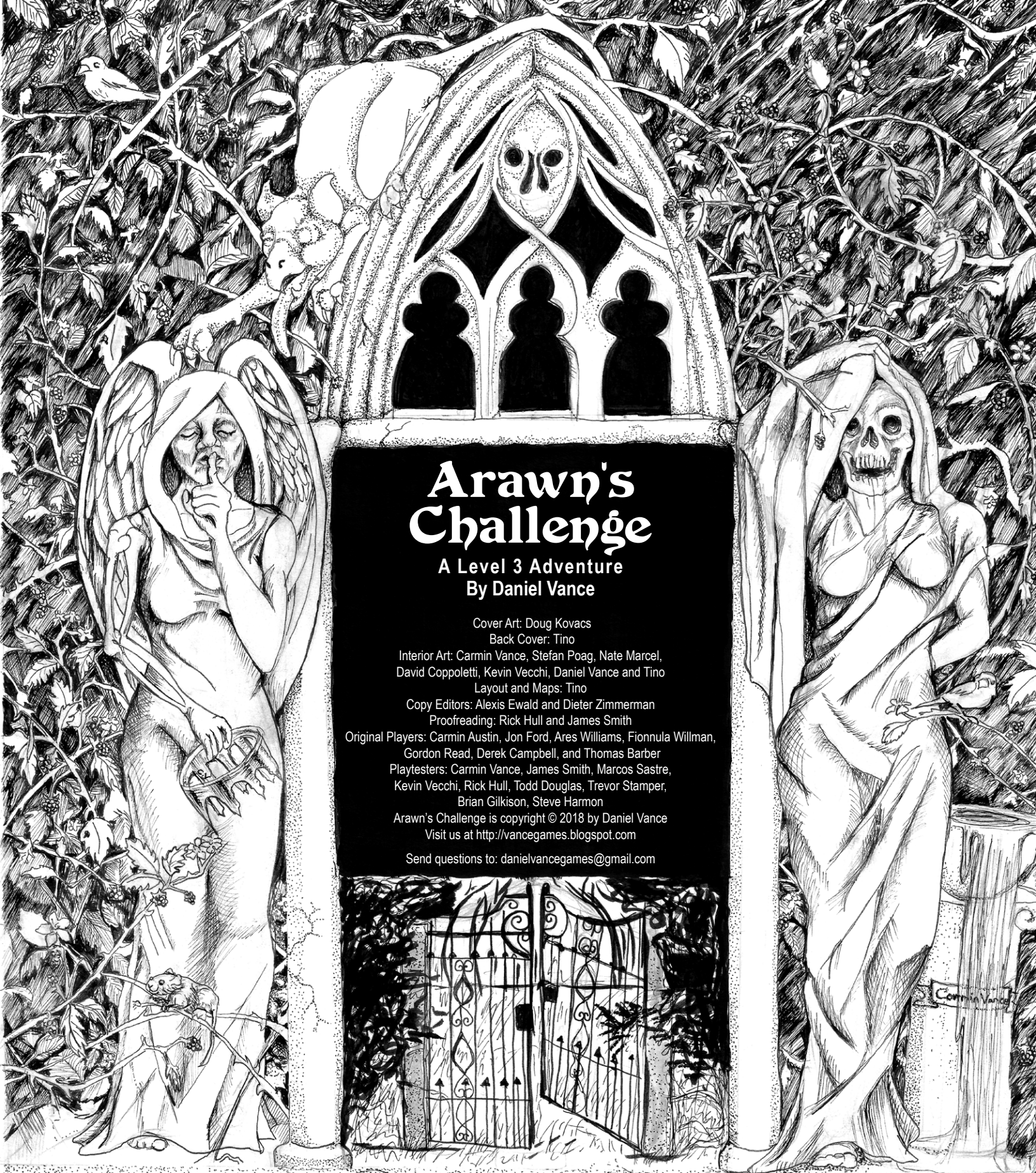
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A Third Level Adventure  
By Daniel Vance

# ARAWN'S CHALLENGE

COMPATIBLE WITH  
**DCC  
RPG**





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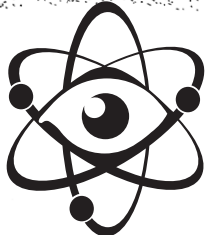
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**COMPATIBLE WITH**  
**DCC**  
**RPG**



C. Vance

# Arawn's Challenge

## Introduction

So, you have killed your adventuring group; take a moment and savor the cool refreshing feeling of hopes and dreams shattered. Congratulations on your TPK. However, it might begin to dawn on you that your friends did not come to the game tonight to get slaughtered by you. Often, players will lose interest in a game where they feel that they have been arbitrarily or accidentally exterminated. So, how does one maintain interest without nerfing the challenge of the game? This adventure is designed to do just that. Essentially, this module allows you to reset your game and perhaps even add a new dimension to it. This module starts exactly where you left off - with your horribly dead adventurers.

## The Adventure

Once the party has entered the Screaming Gate, they have actually been swallowed by Arawn (or any other god of death you prefer). If the party cannot win free, their souls will be consumed. The dungeon is literally Arawn's body. As the adventurers explore, they will find hidden coins called Obols. These Obols are the only fare that Charon will accept to transport the party across the river of death. Hopefully, the adventurers will collect these coins. Otherwise, this adventure will become much more challenging. Once across the river of death, the party must have their hearts weighed to determine their worthiness. If deemed worthy, the adventurer will be returned to life. It is also possible that an adventurer might find another way out. These other ways are often undesirable and may take the character out of the game.

## Being Dead

Adventurers begin with full hit points even though they bear the wounds that ended their lives, however the adventurers' bodies are now composed of spiritual energy. The total spiritual energy available to an adventurer is found by adding their Personality, Luck, and free points (equal to their level). Since their spiritual energy will be used (see below), adventurers must keep track of which score(s) points are drawn from. Spiritual energy will not replenish while in the land of the dead; if an adventurer's Personality or Luck reaches 0, they become a Jian or a ghost of a ghost. If returned to life, however, an adventurer's Personality score would regenerate at a rate of 1 point per day. Luck points spent are gone forever (unless the adventurer is a Thief or Halfling). Spiritual energy points may be given to another party member during an adventure, but it costs an extra point to do so.

The dead do not heal as they did in life. To heal damage, the adventurer must spend points of spiritual energy. The adventurer would regain 1d2 hit points for each point of spiritual energy spent on healing. If the adventurer's hit points have been reduced to 0 or below, an additional point of spiritual energy must be expended to rebuild their

spirit body. Further, spiritual energy could be utilized to regenerate body parts lost during the adventure (but not injuries sustained at the time of death).

That said, being dead is not exactly like being alive. There are some benefits, which include being able to see in the dark, understanding and speaking the language of the dead, and healing injuries. Since the party is in the land of the dead, they do not interact with objects or creatures as if they were ghosts. Everything here seems just as real as things did when they were alive (unless otherwise stated).

The adventurers do not have any equipment whatsoever. Spiritual energy is needed to manifest weapons, armor, or equipment. Nothing may be manifested unless it was with the adventurer at the time of their death. The adventurers may NOT manifest coins of any kind. Items manifested through spiritual energy are permanent (unless reabsorbed). If the adventurer chooses, they may reabsorb the spiritual energy (requiring one action). In order to do so, they must be holding an intact item. If the object is broken or otherwise destroyed, its spiritual energy is lost and it dissipates. Items may also appear through the course of the adventure if grave goods are left for the fallen adventurer. At the judge's discretion, groups of items, such as a quiver of arrows, may be manifested using a single point of spiritual energy. However, the spiritual energy from such items cannot be reabsorbed unless all originally manifested items are present.

Spells and clerical abilities also cost spiritual energy to use. A wizard's spell costs 1 point of spiritual energy to use and may be cast until the spell is lost. Each casting thereafter requires 1 point of spiritual energy. Additionally, traditional spell burning is not possible using physical stats because the adventurers don't have a physical body (spiritual energy must be spell burned instead).

For example, Corwin the Cowardly decides to cast Color Spray. To activate the spell he must use an action to expend one point of spiritual energy. Corwin can thereafter cast the spell normally and at no cost until he fails his spell check roll. After losing the spell, the only way Corwin may cast the spell is by spending one point of spiritual energy each and every time. The spell may never be fully regained unless Corwin returns to the land of the living.

Clerical abilities and spells cost 1 point of spiritual energy per use. It is very difficult for clerics to utilize the ability Divine Aid in the land of the dead. Any cleric attempting to do so must spend an additional 5 points of spiritual energy and incurs a penalty of +10 to the DC of the ability check.



## Start

You stand on a barren, dusty plain; although no sun can be seen somehow your eyes can see through the murk. As you look around, you can see all of your companions. They look garish still bearing the wounds that ended their lives. And that is when it dawns on you that you have also died, and this must be the land of the dead. As you look around, you see a tall figure robed in tattered black cloth. This figure turns to you, and you can see its skeletal face. In a voice that sounds like the last gasp of drowning children, this spectre of death says, "All who come to this place are given a choice: travel to your afterlife or accept Arawn's challenge and if successful return to life. But be warned: if you fail the challenge your soul will be destroyed. Choose."

The figure, which is a lesser death spirit, will stand in place until the players make their choice. If anyone chooses to go to their afterlife, an appropriate looking gate appears. This gate will disappear after the adventurer enters it, taking them to their place of reward or punishment and out of this adventure. If the adventurers choose Arawn's Challenge, the figure will point to a gleaming shape in the distance: the Screaming Gate. Should the adventurers wish to attack the death spirit, it will defend itself.

**Death Spirit:** Init +10; Atk unarmed strike +7 melee (2d6+2); AC 16; HD 5d8 HP 30; MV 40' or Teleport; Act 2d20; SV Fort +3, Ref +5, Will Immune; AL N.

**Random Encounters:** To be used whenever the judge is bored, the player's dally or action is lacking. These encounters are detailed in Appendix III.

Dice Roll	Random Encounter
1-2	Animal Skeletons
3	Skeletons
4	Ghost Wind
5	Death Spirit
6	Death Wind
7	Spirit friends
8-9	Arawn's Hand
10	Death's Horse
11	Jian
12-15	Giant Rolling Skull
16	Lethe Wind
17	Death Goblins
18-19	Knight w/ Giant Maggot Steed
20	Something Terrible



## 1. THE SCREAMING GATE

*This gate appears to be an enormous human skull half-buried in the sand. Its mouth is open in what seems to be a scream. Ironically, instead of the shriek one expects, the wind merely moans from the mouth's opening. The mouth is large enough to easily walk inside; once inside the mouth of the death's-head, a stone stairway can be seen spiraling down to a level below. As the characters begin their descent, the mouth of the skull slowly closes with a grind. The trapped adventurers have no escape but to finish the challenge and return to the land of the living.*

## 2. THE CROSSROADS THAT SPEAK

*This unadorned stone crossroads murmurs with the voices of the dead and times past. The crossroads can become almost deafening with the hum of voices. The childish laughter of a lost friend or the playful bark of a dead pet can be heard in the din; the voices crescendoing to a deafening roar then dwindling into a symphony of whispers before swelling once more. If the party stops to listen, they can just make out the call of their first love, who slipped through their fingers. The urge to stop and listen is overwhelming.*

Only with a successful Will saving throw (DC 15) can an adventurer push themselves to leave this place. Any who fail their saving throw will stand transfixed until they fade with time or another pulls them from the crossroads. Spiritual energy may be spent to make the saving throw. Those who do not stop to listen may step through the intervening space without difficulty.

## 3. THE DROWNING POOL

*The corridor slowly opens into a cavern, stalactites and stalagmites clustering around the edges of a grotto worn smooth by time and use. The cool damp air is filled with the sound of dripping water echoing through the cave. The floor gradually descends into a pool of water so still and reflective that the entire room is mirrored on its surface, commanding the party's gaze. As you stare, the figure of a bloated drowned girl forms out of the shadows behind you, bringing with her a palpable chill. (This figure will only be visible in the reflection).*

One rusalka will form for each person who peers into the pool. If the party does not immediately leave, the rusalka (the drowned girl) will attack. The rusalki, who were once normal girls, now haunt this pool, directing it to swirl up and pour down the mouth of any onlookers. The adventurers must make a DC 12 Ref save to avoid this. Victims begin drowning immediately, taking 1d6 Stamina damage per round, only ceasing once they've fled the room or destroyed the creatures. Characters may only heal Stamina loss through the expenditure of spiritual energy, regaining 1d3 points of Stamina for each point of spiritual energy used. An adventurer whose original death was drowning will be unaffected by this attack. The rusalki are very interested in such a person and will swarm around them and might follow them back to the land of the

living. During the attack, a gold Obol is revealed under the churning water (DC 12 Intelligence check to notice).

**Rusalka:** Init +3; Atk unarmed strike +1 melee (1d3); AC 10; HD 2d8+3, HP 12; MV 40'; Act 1d20; SV Fort +0, Ref +2, Will +1; AL N. Rusalki are naturally invisible and can only be seen as a reflection in water. Additionally, they only take half damage from piercing weapons and may command water as described above.



## 4. HALL OF DOORS

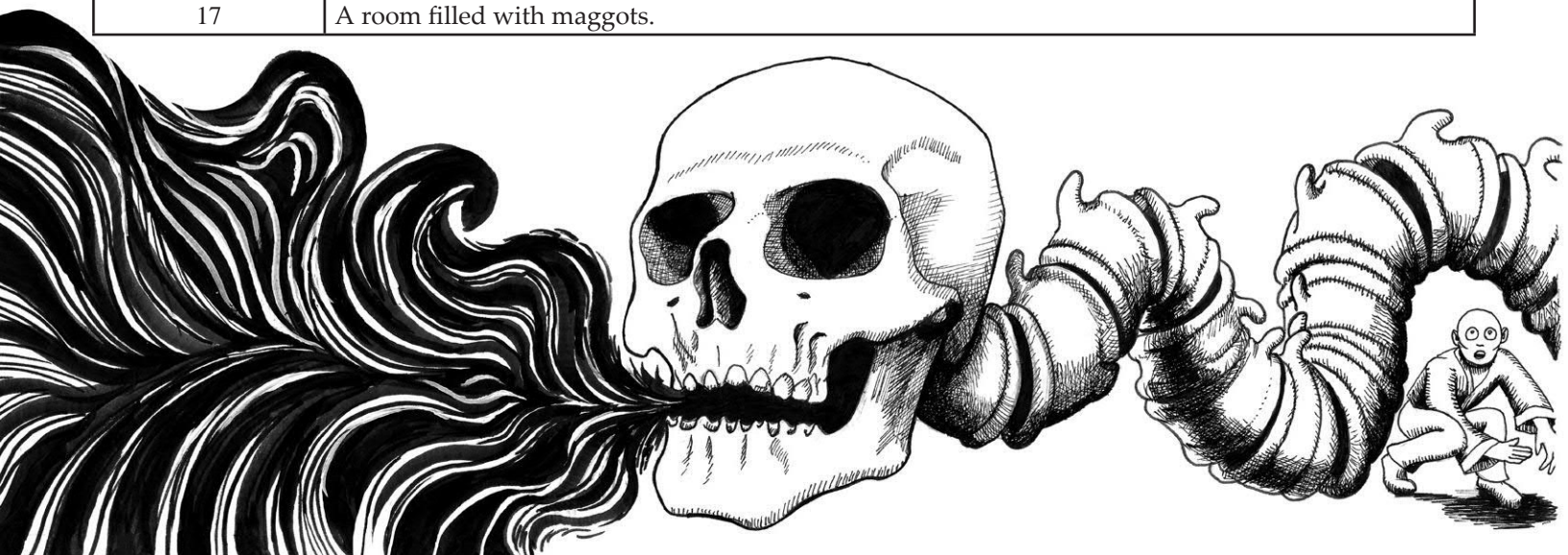
*This door-lined corridor extends as far as the eye can see. The doors vary from plain to incredibly ornate, all showing signs of extreme age and wear. There is an arched opening on the south wall, which leads out of the room.*

This corridor is infinite; the adventurers could spend the rest of their existence exploring this hall without finding its end. Each time a door is tried, generate a random space on the other side by rolling a d30 on the table below. Closing a door and reopening it will cause the gateway to reset and open to a new location, never leading to the same place twice. If all the random permutations are exhausted, the next gate opened will lead to coffin H, in room 7.

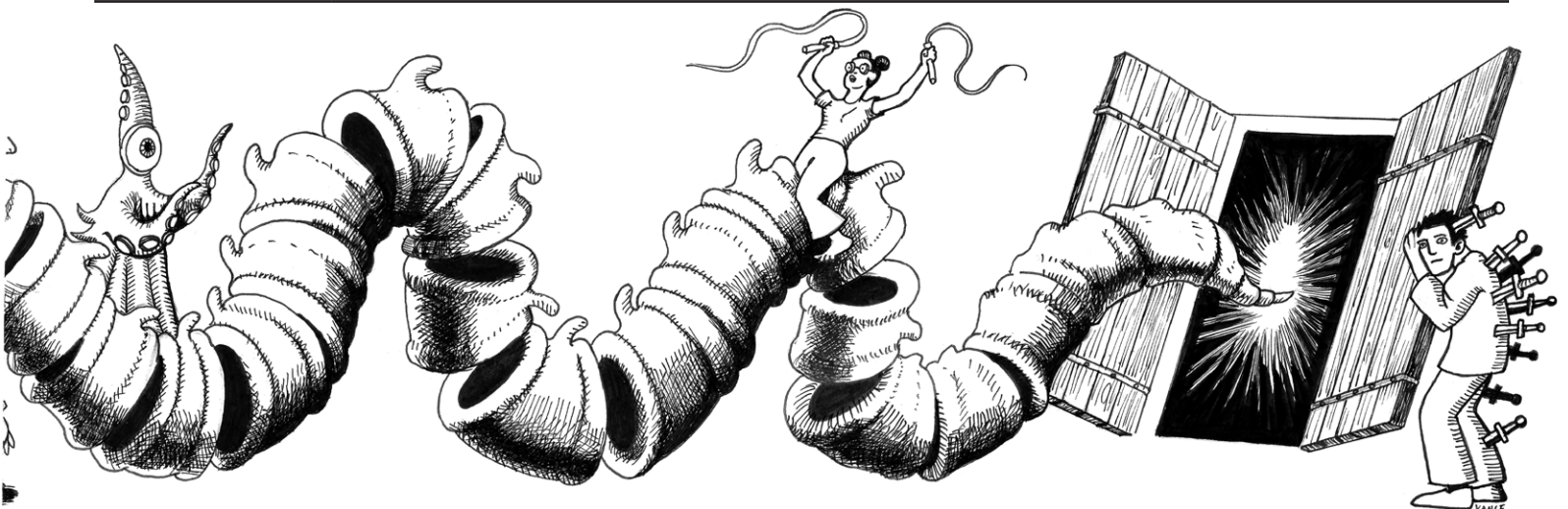
Read the following text if the party dawdles overlong in the corridor: *One of the doors begins to rattle. As you watch, its handle will turn, and the door opens with a groan. A lithe shadow topped with a death's head crawls into the room, its claws clacking on the stone floor. It slithers its way up onto the ceiling like a centipede, where it lets out a noise reminiscent of both a death rattle and the cry of a loathsome insect.*

The creature (a death spirit) will immediately attack the last person to touch a door. While the description of each death spirit should be different, they all use the same statistics (found in Appendix III). If the party continues to explore the portals, the judge will need to generate new random encounters. After no more than 15 additional doorways are explored, two death spirits will emerge. The number of doors explored will halve, and the number of death spirits will double as the process continues. **Note:** the judge could make a show of determining the doors randomly while just going down the list to save time.

<b>Dice Roll</b>	<b>The door opens to:</b>
1	A closet filled with old clothes. These clothes are the grave clothes of the long dead.
2	An endless room of blood from all who have died of violence. The blood explodes out of the doorway, covering everyone in the hall. The blood will not stop pouring out until the door is closed. No single person is strong enough to enter the room or shut the door due to the force of the blood.
3	A rush of brackish water pours out of the room, filling the hall to about knee height. The water is from the lungs of all who have died of drowning. Several spirit boats (1d6) will also come floating in. These small wood and paper vessels are only large enough to hold a candle which lights the object in a dim spectral glow. While spirit boats look like toys, they are meant to carry the spirits of the dead to the afterlife.
4	Mounds of broken grave markers as far as the eye can see.
5	The dust of ages spills into the hall and the door cannot be closed without a lot of hard work.
6	A cabinet filled with bones. With a successful Luck roll, an adventurer may find a bone with marrow still inside. Sucking the marrow from the bone garners 1 point of spiritual energy.
7	A closet filled with skulls and severed heads, which begin to fall into the hall and roll across the floor.
8	Broken earth falls out onto the floor as this door is opened. The loose grave dirt is endless. If the adventurers burrow into the soil, it will eventually cave in, and they will probably be entombed.
9	The lost toys of dead children promptly spill out upon opening this door.
10	Broken and rusted tools fill this closet to the top.
11	The Giant Skeletal Hand of Arawn reaches into the hallway. The hand tries to grasp an unfortunate soul. Roll initiative! All those who beat Arawn's initiative roll may scramble to safety. Of those who remain, randomly determine a victim who will be grasped by the hand and drawn into the void if they fail a DC 15 Ref save. Such victims are irrevocably destroyed.
12	An endless plain of mist is seen through this doorway. Four gods carry a black throne in the distance, but are too far away and too quick to interact with the adventurers. Curious travelers could easily become lost in such a vast expanse.
13	Something useful. This mundane object should be usable by the adventurers but not so powerful that it will unbalance the game. A roll on the random equipment table from the DCC core rules is an excellent way to generate the object. The object will NOT be an Obol.
14	Animal corpses fall in a continuous stream from the ceiling of this room, never ceasing. Those entering the room will receive 1d6 points of damage per round from the constant bludgeoning. There is nothing else of interest or value here.
15	A skeletal ballista crew and their trusty ballista occupy this room. If the party is surprised (Ref saving throw of DC 12 to avoid surprise), the squad fires a ballista bolt into the hallway. The ballista will randomly hit one adventurer for 3d6 points of damage. The skeletons will continue to load and fire the ballista for as long as the door is open (the ballista takes 2 rounds to load). The undead warriors will not engage in melee combat unless approached. Skeleton: Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 1d6 HP 3; MV 30'; Act 1d20; SP undead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.
16	The treasures of the dead fill this closet, including a random, but usable, magical object.
17	A room filled with maggots.



18	This room is filled with a darkness so deep that even your dead eyes cannot penetrate it. From this blackness, 1d6 Death Goblins rush out and attack. If the party gains initiative first, they may slam the door to avoid combat (the door will reset). Death Goblins: Init +5; Atk tiny tiny knives +3 melee (1d3); AC 12; HD 2d8 HP 10; MV 50' or Teleport; Act 1d20; SV Fort -1, Ref +3, Will +1; AL N.
19	This room is inhabited by a god who has been long expiring. Perhaps it will soon be a dead god or reborn as a powerful mortal. The god's weapons, armor, and shield lie at its feet. Clever adventurers could steal a relic from this dying god to use as a source of power. When grasped, these items are absorbed by the adventurer's spirit body, providing a onetime burst of 1d6 spiritual energy points. When the item is manifested, which costs no points, it acts with a +1 bonus. These items will travel with their respective adventurers to the world of the living and function just as they do in the land of the dead.
20	A long-lost cultural hero walks through the open door (for example, King Arthur, Boudica, Atalanta, or Gilgamesh) and embraces the adventurer as a friend and companion. Oddly enough, the adventurer dimly remembers flashes a past life in which they were close to the hero. The hero gives the adventurer a gift: An Obol, mundane item, song, magic item, Luck or Personality, etc. Afterward, the hero travels on their way, through another door.
21	Ancient jewelry spills onto the floor. The jewelry is worn but perhaps valuable (but not to the dead). All of the pieces of jewelry were obviously once grave goods.
22	Malkenoth the Undying steps through the doorway on his way to the lands beyond death. This powerful necromancer only speaks in cryptic references such as "Death is a doorway, and I have found it opens from both sides." Malkenoth cannot truly be killed unless his body is located in the lands of the living and destroyed. Even then, he may return to unlife, as the powers of death hold no secrets from him. He immediately enters another door and disappears.
23	A closet full of one type of any of the following: (1) Pus; (2) corpse gas (miasma); (3) fingernail clippings; (4) hair clippings; (5-6) skeletons (possibly animated).
24	A minor death spirit occupies this room. Death Spirit: Init +5; Atk unarmed strike +3 melee (1d6+2); AC 13; HD 4d8 HP 20; MV 40' or Teleport; Act 2d20; SV Fort +1, Ref +3, Will Immune; AL N.
25	A cabinet full of dead plants and rotting fruit.
26	A room completely filled with ash and bone fragments. If the adventurers prod at the material, the ashes of the cremated dead cascades into the hall.
27	A corpse door. A corpse door is an opening that leads from the land of the living to the land of the dead. The sounds of the living world can be heard on the other side of the door, and it is possible that the spirit plane can be perceived in return. The door only works for the spirit who entered this way, however, this corpse door is bricked up with enchanted blocks making it impossible for the poor soul to return through it.
28	A lost soul steps through the door; it is but a transparent shadow. It floats after the group whispering its name. If anyone repeats its name, it will be able to steal some spiritual energy from them (1 point). Although attacks will simply pass through it, attacking the spirit is the only way to chase it off. Such a lost soul is known as a jian or a ghost of a ghost.
29	A compartment containing millions of dollars in hell money, resting in tight bundles. This money is useless except in Hell.
30	An armada of paper lanterns, which glow with a ghostly light, float in and eerily illuminate the hall. They creepily follow the adventurers once released into the room.





## 5. THE DULE TREE

The corridor opens into a mist-filled place. It no longer feels like the party is inside a structure. There is no ceiling, only a grey fog. The stone floor gives way to grass covered ground with a dim shape looming in the distance. As the party moves forward, they can hear the rustle of the dead grass and the rattling call of crows.

If the party continues to move forward, the Dule Tree will begin to take shape in the fog. This gigantic gallows tree supports myriad hanging bodies which are in all states of decomposition. The adventurers' booted feet make a crunching sound as they climb the slight hill composed of bone fragments.

The bodies of the dead sway gently as if in a breeze, except there is no wind in this place. The crows will take flight as the party approaches. If an adventurer is carefully watching the crows (DC 13 Intelligence check), they will notice one of the crows is carrying a gold Obol. The party may decide to search the low hanging bodies of the dead; no matter how many corpses are searched, each member of the party is allowed only one roll on the table below. Also the items on the table below may only be found once. When an adventurer disturbs the tree or the hanging corpses, they must make a Luck check to see if they are attacked. If the Dule Tree attacks, it will lash out with the coils of hangman's rope draped on its limbs. This rope will coil around the necks of the unlucky adventurer and hoist them up, off the ground.

Dice Roll	What You Find Searching the Dead
1-2	Nothing.
3	Spirit Rope (See Appendix).
4	Mask of Mot (See Appendix).
5	Ghostly Armor: It functions as normal in the land of the dead and travels with the character when they return to the land of the living (See Appendix).
6	Horn of Hecate: A horn that will summon a ghostly mist (See Appendix).
7	Enchanted Thieves' Tools: which increase an adventurer's chances to pick locks (See Appendix).
8	A potion containing 1d6 spiritual energy.
9	A scroll with flaming hands (+5 spell check). Once used, the scroll will spontaneously combust.
10	A bow and an arrow of slaying (See Appendix).
11	Cloak of Despair: Anyone who is draped with the cloak is wracked with feelings of despair (See Appendix).
12	Gold Obol

If the party tries to speak with the crow carrying the Obol, it will cease flying away and will answer the group. It might be possible to barter with the crow for the Obol. The creature is a fragment of Karak, the god of crows, as are all crows. If Karak is interested in the conversation, additional birds will periodically fly over to the original and merge with it. This larger crow will be slightly more intelligent and powerful than the original. If Karak becomes bored, crows will begin to split off of the larger bird and fly away, signifying Karak's loss of interest. If the crow is attacked, all of the birds will coalesce into the shape of an enormous crow and attack with its beak once. This avatar of Karak will then wait to see what the players do. If the party approaches cordially and apologizes, Karak will speak with the players. Otherwise, he may attack in earnest. If the party somehow gets the upper hand against Karak and strikes a killing blow, Karak will dissolve into a flurry of crows which will fly off in all directions. Karak cannot truly die unless all crows everywhere are destroyed. Now that the party has piqued Karak's interest, he will seek them out again, in the land of the living.

**Crow:** Init +5; Atk claw +3 melee (1d2); AC 13; HD 1d4, HP 2; MV 50'; Act 1d20; SV Fort -1, Ref +3, Will +0; AL N.

**Karak the Crow God:** Init +10; Atk beak strike +10 melee (2d6); AC 17; HD 12d8, HP 90; MV 60'; Act 3d20; SV Fort +3, Ref +7, Will +5; AL N.

**Dule Tree:** Init +5; Atk hangman's rope +3 melee (1d4); AC 15; HD 8d8, HP 40; MV 40'; Act 1d20; SV Fort +5, Ref +0, Will +3; AL N. On a successful attack, the Dule Tree will hoist anyone struck by its hangman's ropes into the air unless they make a Strength check (DC 15) to break free. Victims drawn in the air will slowly strangle as they join the others on the tree (automatic 1d3 damage every round). The tree can hang any number of adventurers. If an adventurer's original death was by hanging this attack will not affect them except to hold them in the air.





## 6. CATACOMBS OF CONCERN

Niches are carved into the walls of this dusty hall. The rows of alcoves start just above the floor and go almost to the ceiling; typically, there are three or four in a seven-foot stretch of wall. Far from empty, the recesses are filled with the mummified remains of those who have previously failed this challenge. Some rest in finery, wrapped in linen bandages and draped with jewelry, while others are mere bits of desiccated flesh stretched over bone, lying in a pauper's repose.

Though they initially appear inert, these mummies are not harmless. If an adventurer should touch a mummy, it will steal a point of spiritual energy from the adventurer, then use the stolen life-force to animate and try to pilfer more. With each subsequent contact, the animated mummy takes 1d3 points of energy. The mummy will slowly look more alive as the adventurer becomes more mummified with each touch. If the adventurer loses this fight, they are doomed to stay here until they, too, have the opportunity to suck the life from a challenger. There are hundreds of mummies in this hall.

**Reanimated Mummies:** Init +1; Atk unarmed strike -1 melee (drain 1d3 spiritual energy); AC 9; HD 1d6, HP 4; MV 25'; Act 1d16; SP Half damage from piercing and slashing weapons; SV Fort -1, Ref -1, Will -1; AL N.



## 7. CORRIDOR OF COFFINS

The middle of this wood-paneled hall is filled with precariously stacked coffins. The decrepit ceiling has given way littering the floor with bits of plaster. The debris obscures the extravagant pattern of the cracked ceramic tile floor.

If the adventurers peek around the coffins, a door on the opposite side of the room can be seen. It might be possible to squeeze carefully through the small gaps between the coffins without moving them (DC 15 Ref save). The coffins are so poorly placed that any attempt at moving or opening them will cause them to come crashing down. This collapse would cause 1d6 points of damage and will pin an adventurer if they fail a Ref saving throw (DC 12). Pinned characters would need to make a DC 15 Strength check to free themselves. Most of the coffins are crushed into splinters if a collapse occurs, however, twelve coffins are unscathed by the calamity. The contents of each of the twelve coffins are detailed below.

**(A) Weather-Beaten Wooden Box:** The skeleton inside this coffin reaches out and closes the lid as soon as it is opened. While this skeleton cannot speak, it may pantomime to get its point across. It will not communicate unless forced, nor will it attack.

**(B) Stone Sarcophagus:** A horrible truth escapes with a tremendous moan and settles on a random character. The player of that adventurer must make up a random terrible thing that their character has done and accept it as part of their back-story. The other players have the right to veto a horrible truth if it really isn't that horrible (tearing the tags off mattresses, for example).

**(C) Ornate Oak Casket:** This coffin contains a random, but useable, magic item.

**(D) Cheap Pine Box:** This coffin is empty. From the inside, it acts somewhat like a window to the land of the living. This coffin is linked to an identical box in the mundane world; if adventurers climb in and shut the lid, the sounds of dirt being thrown on top of the coffin will echo throughout the casket. Nothing else will occur unless the party makes a tremendous amount of noise, after which the party will hear people digging back down to them. It is possible that those in the living world would throw open the lid of the casket on the other side and peer through the door to the world of the dead. To the living, everything will look normal (the characters being insubstantial, invisible ghosts). The adventurers would then be able to escape Arawn's grasp through the open portal, but only to spend a miserable eternity as ghosts.

**(E) Brass Coffin Sealed in Lead:** A jian escapes into the room as soon as the lid is opened, but is so weak that it immediately dissolves into nothing.

**(F) Creepy Baby Coffin:** Upon opening, a ghastly wail fills the room, reverberating off the walls and sending chills down the spine. Nothing stops the howl of this hopeless spirit but the closing of its coffin.

**(G) Rune Covered Casket:** Before the adventurer can open this coffin, the lid swings free. The interior of the coffin appears cavernous. Crouching in this odd nonspace is a creature of nightmare. Part lizard, part insect, and part mammal this foul thing looks at the characters and smiles. It wears around its neck a gold Obol. The demon is telepathic and will know if the players desire the fake, yet very convincing, Obol. The beast explains that it will trade the Obol for a helping hand in some future mischief. If the adventures agree, the demon seals this bargain with a handshake. The adventurer shaking this demon's hand feels a burning sensation so painful that they will probably jerk their hand away. The adventurer's hand is now that of a horrible demon. As this happens, the creature will wave at the adventurer with their stolen hand, which is now attached to the demon's arm. As he does so, he will say, "The finest evils are always crafted by human hands."

Once this is said, the demon disappears in a puff of smoke, leaving the false Obol. This counterfeit is gold-covered lead and is obviously different when closely compared to other Obols. The bearer may make a Personality test (DC 9) when using it to board Charon's boat. On a failure, Charon will attack the adventurer.

**Demon (type II):** Init +4; Atk claws+8 melee (1d6+6); AC 17; HD 7d8, HP 39; MV 40'; Act 2d20; SV Fort +6, Ref +8, Will +6; AL C. The adventurer with the demonic hand gains a claw attack, which does 1d6 points of damage (+ Strength bonus). It may have other abilities at the discretion of the judge (including a mind of its own). This demonic hand is permanent and will manifest when the adventurer returns to the land of the living.

**(H) Plain Wooden Coffin:** This coffin has a door on its bottom that, when opened, will lead to the Hall of Doors (Room 4).

**(I) Enormous Metal Casket:** As the latch on this coffin is opened, the door explodes open, and a colossal maggot hits the floor with a thud that rattles the adventurers' knees. This giant maggot is easily twelve feet long and at least 3 feet in diameter. The larvae immediately bites at the closest adventurer while lashing out with its body at another. This disgusting creature will fight until destroyed.

**Giant Maggot:** Init +0; Atk bite +0 melee (1d6) or body slam +3 melee (1d4) or just being disgusting; AC 12; HD 4d8, HP 20; MV 20'; Act 2d20; SV Fort +2, Ref +0, Will +1; AL N.

**(J) Dug-Out Log Sarcophagus with Ornate Wooden Top:** This sarcophagus is filled with Obols! The enormous pile of shiny shiny gold coins is clearly not a trap. When touched, the coins will sprout legs and mandibles. Shockingly, the Obols are not coins at all, but a treacherous swarm of beetles. The Obol Beetles will swarm the party, biting as many adventurers as possible. If things are clearly going against the party, it might be advisable to insert one real Obol here; otherwise, this sarcophagus only contains beetle husks.

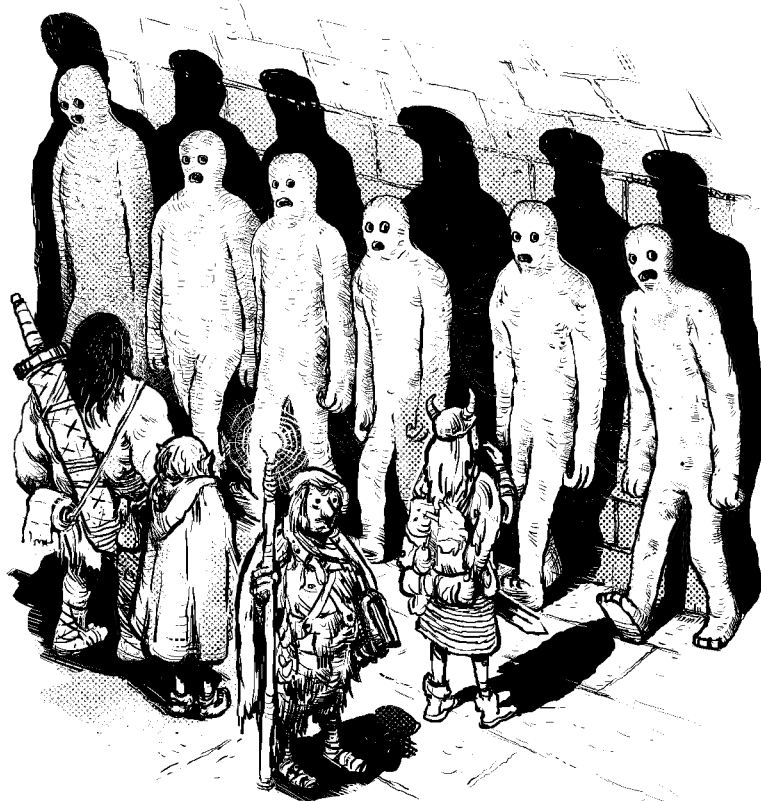
**Beetle Swarm:** Init +0; Atk tiny tiny bites +2 melee (1d3); AC 13; HD 3d8, HP 16; MV 40'; Act 4d20; SV Fort +0, Ref +0, Will +0; AL N. The hit points given are for the entire swarm.

**(K) Old Wooden Coffin:** This coffin appears empty when opened. However, if an adventurer dares do more than just peer inside, the coffin will try to bite them. Additionally, the coffin will attack any adventurer who leaves it open for more than one round. For the sake of this "bite," the coffin lid will act as its jaw.

**Coffin:** Init +5; Atk bite +6 melee (1d6); AC 10; HD 2d8, HP 8; MV 5'; Act 1d20; SV Fort +2, Ref +0, Will +0; AL N.

**(L) Decrepit Coffin:** This crumbling coffin disintegrates into dust as soon as it is touched. As it crumbles, it drains 1 point of spiritual energy from each person in the room.





## 8. HALL OF SOUL TRAPS

*This marble hall is lined with statues who are carved from the same white stone as the hall. These sculptures are all in the same pose (mid-step, arms down by its side, face looking forward). Their faces are so bland they are almost featureless.*

The statues are soul traps. The first adventurer who touches each statue will be drawn inside, completely trapped and unable to escape. Each figure may hold only one soul at a time, mirroring the features of the person absorbed. They must be destroyed to free a captive soul, but the destruction will not harm the captive, who will reform from the dust of the destroyed object. If the adventurers scrutinize the figures, they will notice that one statue has facial features (it is at the far end of the hall). If this sculpture is touched, nothing will happen; as a person is already inside. Layla, the woman trapped inside, has one Obol, which she will offer to the party if they rescue her.

## 9. WANDERING SOUL

*A person walks towards the group who seems different than all of the other lost souls here. He is more colorful, more vibrant, more full of energy. It dawns on you that this is the soul of a living person! As this person comes nearer, you can see that this is a very frightened little boy.*

Somehow this living soul became trapped here. Possibly the little boy wandered in from the land of dreams. If the party spends any time with the boy, who calls himself Toby, they will begin to see a translucent silver thread (a soul tether) which will lead the boy back to his body if he follows it. Players might also hitch a ride back to the little boy's body and live there like ghastly parasites. Unfortunately, the adventurers may not escape this way (except as parasites).

Toby knows where an Obol is (hidden under a loose stone nearby). Toby will only reveal this secret to someone that has won his trust. By spending time in Toby's company, the players will regain 1 point of spiritual energy. If Toby is killed, every spirit within 50 feet will gain 1d6 spiritual energy. This massive blast of spiritual energy will attract attention and some random entity will come to investigate. If Toby is not sent home, other spirits will sense this energy and may begin to congregate. Since Toby is a small child, no stats are given, his death is a simple task and his life a chore.

## 10. THE HALL OF GARAN THE FALLEN

*The corridor pours out into an enormous court of black stone. Topped black stone columns once lined the walls, and a raised platform with a huge stone throne occupies the center of the room. No ceiling is visible; the space seems to go on to infinity. Resting on the throne is Garan the Fallen Titan, a twenty-five-foot-tall skeleton. His bones, though covered in graven runes and charred black, gleam as if they had been polished. Once Garan was an incredible force for good, and he fought tirelessly to make the world a better place. He battled side by side with the elves in the earliest of days, and they still sing of his tragic fall. For, Garan was corrupted by the gods of darkness; his light turned to shadow, and all of his good deeds were overturned three times over. Garan found that, because of his sins, he could never truly die and eventually made his way to this place. Once Garan was mighty beyond that of the most powerful giant, now he is but a shadow of his former self. Garan wears a gold Obol on a chain around his throat.*

Garan is so weary with his continued existence that combat is not a certainty. If the party can somehow amuse this sad titan, he will allow them to pass through without payment. Garan is also open to negotiation; he might allow them to pass through unscathed if the party is willing to forfeit spiritual energy of 1 point per adventurer. If the group wishes for the Obol around his neck, he will ask the group to sacrifice one of their members in return for the object. Alternatively, a substantial amount of spiritual energy (at least 10 points, but not necessarily all from the same adventurer) will also convince Garan to sell his Obol.

**Garan the Fallen Titan:** Init -5; Atk Club +10 melee (5d6) or lightning bolt; AC 10; HD 16d8, HP 100; MV 60'; Act 1d20; SV Fort +12, Ref -1, Will Immune; AL N. Garan once possessed great magical might and if pressed in combat he can still summon a lightning bolt (with +11 to his spell check). Casting a lightning bolt is tiresome and he will only do so if combat is going poorly.

**The Thighbone of Garan:** If Garan is defeated, all of his bones except his thigh will crumble to a pile of dust and fragments. Resting atop the mound will be a large chunk of thighbone, carved with runes on all sides and perfectly club-shaped. The thighbone is a powerful magic weapon and is fully described in the appendix at the end of the adventure.



## 11. ROOM OF DISEASE

*A fetid fragrance fills the air of this dank stone chamber. Wooden caskets rest upright in each corner, the seam of their casket lids crusted with a russet fungal growth. In the middle of the room, a gold Obol lies gleaming on the stone floor.*

This cursed Obol contains a Plague Horse. When touched, a ghostly figure wrapped in grey robes will swirl out of the golden coin. The emaciated entity takes the appearance of a tall humanoid with the skull of a horse for a head. The plague horse is insubstantial and will try to enter the body of the hapless adventurer holding the Obol. It must make a successful attack roll to invade its victim. In turn, the adventurer may try to resist this possession by making a Will saving throw (save vs. attack roll). Once inside, only an exorcism can dislodge the plague horse, who will otherwise ride the adventurer into the land of the living. The plague horse is not able to manipulate the body or thoughts of the adventurer; it simply uses the adventurer as a carrier to spread disease throughout the land.

The four wooden caskets contain repulsive fungus people. The fungus people are completely devoid of facial features, their limbs end in horrid stumps, and their skin is covered in grotesque growths. More disturbing, these putrid creatures cause fungal growths by touch. However, the fungus people will not leave the caskets unless they are bothered.

**Plague Horse:** Init +1; Atk possession, AC 13; HD 2d8+1, HP 12; MV 40'; Act 1d20; SV Fort +3, Ref +1, Will +2; AL N. Only magic items and spells can affect the plague horse, as it is insubstantial.

**Fungus People:** Init -1; Atk unarmed strike +0 melee (1d6); AC 10; HD 2d8, HP 8; MV 30'; Act 1d20; SV Fort +1, Ref -1, Will +0; AL N. The touch of a fungus person causes disease unless a Fortitude saving throw is made (DC 12). This disease will follow the adventurer into the land of the living, where it will cause them to suffer from an outbreak of fungal growth and a -1 to all actions until the malady is cured.

## 12. THE AMBASSADOR FROM THE EIGHTEEN COURTS OF HELL

*The garishly ornamented brass doors before you swing wide with a tormented shriek, opening to a chamber of polished metal. Lavish furnishings line walls punctuated by lewd silk tapestries, and pungent incense wafts from the room as the warm air caresses your face. A carved wooden desk with a throne-like chair dominates the center of the room. As you approach the threshold to this room, a handsome horned man with red skin materializes, lounging in the high backed chair. He smiles and stands to greet you. The horned man is very stylishly dressed and impeccably groomed; even his black cloven hooves are polished to a mirror shine.*

The horned man will introduce himself as the Ambassador of Hell. This suave devil offers to give the adventurers one Obol for one soul. At the Judge's discretion, he may have more than one Obol available. If questioned why he does

not have more, he will ask the party if they realize how difficult Obols are to come by in this place. If questioned about the terms of the agreement, the Ambassador of Hell will explain that the soul would become his when they failed the challenge or, if they survive the challenge and return to the land of the living, when they die again. Additionally, the Ambassador of Hell invites the group to stay with him in the City of Innocent Deaths. If the adventurers accept this offer of asylum in Hell (which is probably a trick, but who knows), he waves his hands, and the gate to the netherworld appears, wreathed in flames. Passing through the portal will take the party out of the adventure and the consequences of this are best left up to the judge.

**Ambassador of Hell:** Init +3; Atk unarmed strike +1 melee (1d4+2) or spell (+13 to spell check); AC 11; HD 10d4+10, HP 35; MV 40'; Act 2d20; SP Open gate to hell, Immune to fire and nonmagical weapons; SV Fort +6, Ref +6, Will +6; AL L. The Ambassador to Hell can cast the following spells (+12 to spell check): Charm Person Choking Cloud, Color Spray, Flaming Hands, Magic Missile, Magic Shield, Detect Invisible, ESP, Forget, Scare, Phantasm, Scorching Ray, Fire Ball, Planar Step.

**Devilish Bodyguards:** Init +1; Atk unarmed strike +3 melee (1d6+3) or sword +3 melee (1d8+3); AC 13; HD 3d8+1, HP 16; MV 40'; Act 1d20; SP Open gate to hell, Immune to fire and nonmagical weapons; SV Fort +3, Ref +3, Will +3; AL L.

Two devilish bodyguards will materialize if the Ambassador of Hell is attacked. They are immune to fire and normal weapons (however, all weapons in the land of the dead count as magical). If a devil's hit points are exceeded, it will dissolve into a cloud of foul smelling smoke. The devils may pass to and from this room and Hell freely (costs 1 action).





### 13. THE ROOM OF JARS

*Shelf after shelf of jars covers every wall from floor to ceiling. Upon entering the chamber, you notice a monstrosity tall thin man placing a jar on one of the top shelves. Towering over 12 feet tall, his head is adorned with a top hat and he wears a black suit and leather shoes. Gazing upward, you notice that this horror's face is nothing but a gaping mouth and gold buttons for eyes.*

**The Thin Man:** Init +3; Atk claws+3 melee (1d6); AC 13; HD special, HP special; MV 40'; Act 1d20; SP Jars absorb damage; SV Fort +2, Ref +1, Will Immune; AL N.

The jars contain the souls of the Thin Man's past victims, and the party is sure to join them on the shelves should they lose. The Thin Man uses them as a bank of spiritual energy; each time he is hit (or fails a saving throw), one of these containers cracks open releasing the soul of one of his victims. The soul's energy is devoured by the Thin Man, and he is completely healed of all damage and debilitating effects. This process happens so quickly that the Thin Man can attack without pause, likely without the party taking notice of the healing. There are at least 12 sections of shelves which hold thousands of jars in this room, so the only way to defeat this creature is to destroy them all. Enterprising players will probably resort to area attacks, demolishing entire shelves or tipping over the bookshelves (DC 15 Strength check, as the shelves, are built into the walls). The only items of value in the room are the two gold Obols, sewn onto the Thin Man's face, where his eyes should be.

### 14. CHAMBER OF THE FORGOTTEN DEAD

*An ornate door opens to a dusty stone chamber of arches and columns. A mysterious green glow illuminates the room, emanating from the grit and powder on the floor. The dust begins to billow into a glowing cloud as you enter the area, translucent figures seen moving within as it grows. The cloud quickly descends upon the party, the spirits frantically swarming the adventurers with a sense of wild desperation. Suddenly, a low murmur can be heard from every direction. The sound rapidly crescendos as the spirits of the dead give voice to a clamor of names.*

The worst fate the deceased can endure is to be forgotten. The jian in this room are calling out their names in hopes of tricking someone into speaking it. If an adventurer repeats a name, they will instantly lose 1d4 points of spiritual energy and the jian who bears the name will gain solidity, immediately scampering out of the room. Any adventurers remaining in the vault after the new solidified wretch exits must make a Will save (DC12), or the mass of apparitions will draw 1 point of spiritual energy from them. This entire process will continue until the party breaks free or becomes jian themselves. Although they are mostly insubstantial, a mass of spirits this size can hold an adventurer, unless they make a Strength check (DC 14). A successful melee attack (AC 13) will disperse the portion of the cloud around an adventurer for at least one round (although the jian will be unharmed). Additionally, any successfully cast combat spell will scatter all of these ghostly ghosts and end the cycle of attacks.

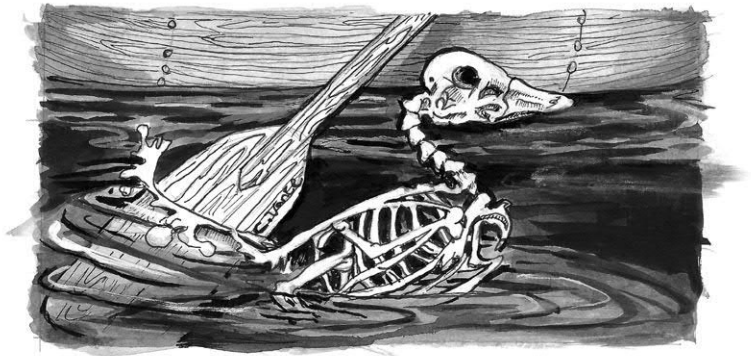


## 15. THE HALL OF THE SKELETAL SPHINX

Lines of ancient runes cover the stone walls of this room. Sadly, they are all very worn, and any secrets once contained have been lost to time. On the far wall is a raised dais of dark stone; upon which a strange creature rests. This malevolent being slowly draws itself erect as the party enters. Once a glorious sphinx, now it is tattered and shriveled; the skin and fur of its lion body are mummified tightly over its frame and shows patches of bone. Many of the feathers have dropped from its once mighty wings and its oversized human head is now naught but a skull. Pinpricks of unnatural light emanate from the hollow cavities of its eye sockets. As it turns to face the party, you can feel its rancor wash over you like a wave. With one of its great clawed forelimbs, the Skeletal Sphinx raises a gold Obol. It states, "Answer this riddle, and the Obol is yours." The creature pauses and then asks, "What is the inevitable conclusion of all dreams?"

The answer to the sphinx's riddle is "death," but if the party vocalizes the answer, the Skeletal Sphinx will reply "As you wish," and immediately attack.

**Skeletal Sphinx:** Init +5; Atk claw +5 melee (1d6+3); AC 13; HD 7d8, HP 35; MV 40' fly 60'; Act 2d20; SP Roar; SV Fort +4, Ref +3, Will +5; AL L. The sphinx can roar so loudly that armor and weapons will be shattered (even stone is affected). It is important to note that magical items are not affected by this attack. Weapons destroyed by the sphinx in this manner can only be reformed by spending spiritual energy points. In addition to destroying objects, the roar causes 1d6 damage to the targeted adventurer. Roaring is a free action but can only affect one person per round.



## 16. CHARON'S BOAT

The corridor spills out into an enormous cavern. The air is damp, and water can be heard lapping against the stone. Directly in front of the party is a stone dock, which leads out into the water. A thin fog partially obscures the murky water of what appears to be a river. The mist thickens the farther it travels from the shore. In the distance, a rhythmic sound similar to rowing increases until a crumbling barge breaks through the fog bank. A lone figure poles the barge closer to the dock but stops just short of the distance of a strong man's leap. The silent boatman says nothing but stands rocking slightly with the river. The tall figure is shrouded in tattered black fabric.

If the adventurers display their gold Obols, he will slowly maneuver the barge to the dock. Once there, the ferryman will hold out his covered hand for payment. Assuming each member of the party pays Charon one Obol apiece, he will ferry them down the river Lethe (to room 17). Charon will bar any attempts to push aboard without payment with his pole. If assaulted, Charon will explode from his tatters and attack the party furiously - his twisted skeletal form, a patchwork of mummified tendons and ligaments, plying his weapon with unforeseen might. The fire burning in the caverns of his eyes spreads down the length of his weapon. Charon will pull himself to his full height of eleven feet and strike at the adventurers with his pole. If defeated, he will fall into the water and slowly sink below the waves, leaving his boatman's pole behind. Only that person who strikes the finishing blow against Charon will be able to lift the ferryman's quant. This object is now linked to their soul, and through it they are bound to Charon. It is up to the judge what effects such a linkage might produce.

The river Lethe that flows here will cause forgetfulness (as the spell) in anyone who comes in contact with it. If an adventurer braves the waters, the judge should make a spell check (+5) to determine the effects of the river. Any memories lost to the river will be returned in the land of the living. In addition to all of this, small spirit boats sometimes float past the ferry as it makes its trek across the river. These tiny paper boats cast an eerie light from the candles within but are harmless.

**Charon:** Init +10; Atk Ferryman's pole +10 melee (3d6+3); AC 18; HD 8d8 HP 45; MV 40' or Teleport; Act 2d20; SV Fort +5, Ref +5, Will Immune; AL L. If Charon rolls 4 more than is needed to hit an opponent, he has pitched them into the river with his pole. A successful Ref saving throw (DC 12) will allow an opponent to avoid this effect.



## 17. THE COURTYARD

As you enter this enclosure, you notice four things: A black sun, the terrible void it rests in, the dance of the dead, and the courtyard itself. The black sun hangs in the void blacker than night. The weirding rays of the sun somehow illuminate the space in a perverted negative of normal light. The enclosure is surrounded by curved white stone pillars, which end in a point. Upon closer inspection, these pillars are made of polished bone or ivory, and it dawns on you that these are Arawn's ribs. The floor of the courtyard is a black stone mosaic fashioned to look like myriad bones. Filling this space is a dizzying swirl of decaying dancers urged on by skeletal musicians.

### The Black Sun

The Black Sun is a powerful source of magic; it will aid in the casting of spells while also distorting magic, causing automatic and unavoidable corruption. Corruption from the Black Sun indelibly warps the soul of anyone unfortunate enough to cast a spell. The Black sun doubles the level bonus for wizards in regard to the spell check when casting spells or grants a bonus of +5 (whichever is higher). Additionally, anyone casting a spell here must roll on the table below (d20, modified by luck). While rolls of 1-4 and 18-20 always take effect as usual, other results generally occur only once. If a roll indicates a duplicate result the judge has two choices: make the result indicated twice as horrible or roll a d6; on a roll of 1-3 the wizard loses one year of life, and on 4-6 nothing terrible happens.

Dice Roll	Terrible Things
1-4	Loss of life force: The Black Sun steals one year of the wizard's life.
5	Aura of Death: Animals fear and hate the wizard. They will flee if frightened or attack if the wizard is weak. The wizard may never befriend, ride or otherwise use any animal.
6	Dreams of Death: Either the wizard has become a murderous sleepwalker or sleepwalks to the site of recent murders. They will often wake over the dead bodies of murder victims. The sleepwalker should never know if the unfortunates were slain by themselves or another. While the other adventurers in the party will never be attacked, they should be made to feel that their deaths are imminent.
7	Harbinger of Death: The wizard's touch kills those near death. The wizard may not "roll a body" without dispatching the other adventurer. The spell caster might also slay the very old at a touch, but never when convenient and only to the detriment of the player (never in combat).
8	Author of Nightmares: The wizard's presence causes nightmares in all around. Anyone sleeping within 10 feet (per level) of the wizard suffers horrific nightmares. These nightmares interfere with healing.
9	Antipathies of Death: The wizard is more challenging to heal magically and moves over one alignment column when healing attempts are made by clerics. If a wizard's alignment is already opposed to that of the cleric, healing is impossible.
10	Touch of Death: The wizard's touch kills small plants.
11	Touch of Decay: The wizard's presence slowly rots, rusts, and/or ages mundane items.
12	Murderous Reflection: The adventurer's reflection becomes animated, sometimes exhibiting weird quirks. For instance, it will begin to hunt and kill the reflections of others. People whose reflections are slain never cast one again.
13	Death's Demeanor: The adventurer now appears dead whenever they are not moving.
14	Shadow Life: The wizard's shadow is now a separate living entity. It may or may not be friendly with the original owner. The shadow may disappear for days at a time.
15	Monstrous Reflection: The wizard's reflection becomes monstrous. This hideous reflection will cause the wizard to suffer tremendous penalties in social interactions if it is seen.
16	The wizard now casts two shadows, one of which is never quite the right shape.
17	Monstrous Shadow: The shadow of the spell caster twists into an enormous horrific form.
18-20	Nothing terrible happens.

An adventurer that manages to escape the land of the dead may summon the Black Sun in the future. Conjuring the Black Sun in the world of the living uses one action and carries the same benefits and consequences as using it in the land of the dead. Weak creatures and those terrified by death or the supernatural might flee the appearance of the Black Sun. It may be possible for other spellcasters to tap the power of the black sun once it is summoned (DC 12 spell check).





## The Outer Darkness

The sky is a horrible void more vacant than a starless night. The utter blackness of the void shakes you to your core, as does the realization that darker still are the hidden places of the human heart.

## The Dance of the Dead

A raucous frolic swirls through the court. Composed of the dead, its participants are a miscellany of races and species, all dancing to the sway of skeletal minstrels at the center of the court. The dead to the outside of the court appear almost alive, but as one moves towards the center, their bodies shrivel and lose flesh until they are but skeletons. Finally, the dancers are naught but dust swirling around the minstrels in time with their tune. If the adventurers do not stay to the edge of the courtyard and do not enter the dance, then they must periodically dodge the dancers (12 Ref save or take 1d6 damage). Only one random adventurer per round will need to dodge. Also, the feisty undead might take a swipe or two if the adventurers get too close. The dead who have been reduced to swirling dust, or ghost wind, towards the center of the courtyard are very dangerous: simply entering the wind will drain energy from an adventurer. Characters that join the dance must make a DC 15 Will save or remain here forever, bound by the music. If the party disrupts the music, everything in the room will attack at once.

**Dinosaur Skeletons (3):** Init -5; Atk bite, claw, donkey kick or whatever +7 melee (3d6); AC 12; HD 8d8, HP 35; MV 50'; Act 1d20; SV Fort +5, Ref -2, Will +0; AL C. Half damage from piercing and slashing weapons.

**Animal Skeletons (11):** Init +0; Atk bite or claw +0 melee (1d6); AC 9; HD 1d6, HP 3; MV 40'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C. Half damage from piercing and slashing weapons.

**Skeletons (23):** Init +0; Atk unarmed strike +1 melee (1d6+2); AC 9; HD 1d6, HP 4; MV 40'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C. Half damage from piercing and slashing weapons.

**Skeletal band (5):** Init +0; Atk instrument bash +0 melee (1d4); AC 9; HD 1d6, HP 3; MV 40'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C. Half damage from piercing and slashing weapons.

**Ghost wind:** The ghost wind will drain 1 spiritual energy point per round from anyone who enters it.

## The Giant Skeletal Hand

If the adventurers dally overlong in the courtyard, the hand of Arawn himself reaches in and scoops up one unfortunate soul. Roll initiative; all those who beat Arawn's roll may scramble to safety. Of those that remain, the adventurer with the lowest Luck will become the victim of this attack. They will be grasped by the hand and drawn into the void if they fail a DC 15 Ref save.

## 18. DINING HALL OF THE DEAD

*Long tables clutter a large dining hall populated by insubstantial spirits sitting at benches, shoveling food into their mouths - Food that promptly falls through their incorporeal bodies and lies moldering in piles on the floor. The apparitions here take no notice of this, nor do they glance over as you enter the room. There is an exit on the far side of the chamber and a secluded alcove with an elaborate iron throne on its north side.*

As the players walk into this room, a ghostly majordomo will motion the party to an open bench. He chooses the member of the group with the highest Personality score for special attention. The majordomo looks at that adventurer and says, "Thank goodness you are here! Please come this way my good sir/ma'am. We have been waiting for you, our guest of honor, to arrive and now we can finally begin." If the adventurer questions this, the head waiter will explain that they must wear the robes of honor and so on. He will usher them into a side room, separated from the main chamber by a large archway so that they might prepare for the event.

The robes that the majordomo supplies are cleverly woven out of herbs and quilted over with paper. This paper jacket will make the adventurer a regular poulet en papillote. The chosen one will be motioned over to an elaborate iron throne with ornate metal wings located in the center of the alcove. Once the adventurer sits on the chair, the metal wings will close, locking the unlucky soul into what is a cleverly disguised grill. The victim is trapped inside and helpless to break free. Each round, the adventurer will take 1d6 points of roasting damage until their body is cooked. Thereafter, the victim loses 1 point of spiritual energy for each round he/she remains on the throne. Once they are well and truly dead, the grill will open, and their ghostly remains will be served up to the dining hall guests. Demolishing the chair is the only way to free the adventurer (AC 13, HP 40) The majordomo will fade away at the first sign of any conflict.

The dining jian are doomed to sit here, stuffing themselves with food until they fade into oblivion. Anyone who sits and eats at the cursed tables risks joining these jian in their eternal feast. The adventurer must pass a DC 9 Will save (-1 for each new dish eaten) or be cursed to remain. Those cursed will only desire to eat endlessly; adventurers carried away will try to return as soon as possible.

Ghostly servers glide amongst the tables delivering dishes to the guests. Each round, the adventurers will be brought a new bit of grub if they do not currently have some. Randomly generate plates of food and beverages by rolling a d20 on the following table. The provender has additional effects (besides the curse), also described therein.



Dice Roll	The Food of the Dead
1	Roast (human flesh): Anyone who eats this dish develops uncontrollable cravings for human flesh (upon returning to the land of the living).
2	Chocolate Cake: Eating this wonderful dish adds 1 permanent point of Intelligence.
3	Candied yams: This terrible concoction permanently drains 1 point of Strength from anyone who tries it.
4	Wine (blood): Anyone foolish enough to drink the wine must make a DC 15 Fort save or return to the land of the living as a member of the undead (assuming they complete the challenge).
5	Turkish Delight: If anyone eats this dessert, they are forced to make a DC 12 Will saving throw after entering any new encounter area. If they fail, they will attempt to return to the dining hall for more of this delicious sweet. Only a cleric laying hands can alleviate this curse.
6	Carrots: Eating these carrots will grant the diner the permanent ability to see in darkness as if one were a dwarf.
7	Turkey: Eating the turkey causes one to permanently lose a point of Intelligence.
8	Ham: Eating this lovely morsel will allow the adventurer to use the spell second sight (one time only) with a +10 to the spell check (in addition to ability bonuses).
9	Potatoes and Gravy: This savory dish adds 1 permanent point of Luck to any who try it.
10	Deviled Eggs: Eating this vile dish will cause the loss of 1 permanent point of Constitution and give the unfortunate soul a horrible bout of diarrhea (cha-cha-cha).
11	Apple Pie: This delightful dessert gives a permanent point of Constitution to any who partake of it.
12	Soup: This cursed broth will permanently lower the Personality of anyone who drinks it by one point.
13	Ale: Anyone who drinks this tasty beverage will gain 1 permanent point of Personality.
14	Brandy: Drinking this beverage causes one to regain 1d6 spiritual energy.
15	Stuffing: This dish will heal 1d6 hit points if ingested.
16	Salad: Nothing happens if anyone eats this; it's just gross.
17	Nasty slop: Anyone who eats this swill is nauseated (-1 to next action).
18	Stale bread: It tastes faintly of disappointment and poor life choices.
19	Water: Drinking this crystal clear beverage will restore 1 point of spiritual energy.
20	Brussel sprouts: The victim must make a DC 11 Fort save or lose 1d6 points of spiritual energy. Upon a successful saving throw, 1 permanent point of Agility will be gained instead.

Once an adventurer has eaten a particular dish, it will not be served again. Replace the item with slop or other unremarkable food, so the players cannot abuse the dining hall.





## 19. NINE THRONES

*This dark, dusty hall houses nine thrones arranged in a circle. Each throne is made of a different material: ivory, gold, silver, amber, obsidian, copper, steel, wood, and ruby. Carved across their surfaces are ornate runes of power, death, and destruction. A bent robed figure sits mutely at each throne but one, the ruby throne.*

The Nine Lords of Night sit here at their thrones in silence, waiting for time to become dust. Although they are powerful, like all else in this place, they slowly wither away with the ages. Even their names are lost, faded into nothing. One throne stands empty. The nine (now eight) will do nothing as the party enters the room. If a player should approach these shrouded figures, they will gesture to the empty throne. Any player who dares to sit upon the throne will be wracked with a terrible transformation. Darkness seems to wrap the adventurer as all of the color drains from them. This darkness almost appears to be the cloak, robe, and crown of a great king, but these shadow forms have no substance. The tolling of a distant funeral bell can be heard sounding nine times as the mantle of the ninth lord is passed onto the unfortunate adventurer. The adventurer's soul is forever tied to the Throne of the Ninth Lord of Night. If the adventurer should somehow claw their way out of the land of the dead, the pull of the throne will always be felt. If the adventurer is knocked unconscious, they will find themselves on the throne surrounded by the other lords (though they will be returned to their body when they awaken). Likewise, the adventurer no longer dreams but spends each night on their throne in the land of the dead. The adventurer may never be resurrected, as their soul will instantly be torn out of the corpse and drawn back to this place. The adventurer should now be considered a supernatural creature (and subject to turning by clerics). The adventurer no longer ages and may see in darkness. Once back in the land of the living, the adventurer may force other supernatural creatures to recognize their

status as a Lord of Night. To achieve this, the adventurer must expend 1 point of Luck, which causes the ninth lord's shadowy regalia to appear. Once recognized, the supernatural creature must make a Will save (DC is equal to 10 + characters level and Personality bonus). Although creatures that fail the Will save become deferential to the character, those that succeed will become more hostile, and beings that roll a natural 20 will gain a temporary +2 bonus to attack. Lastly, servants of Arawn may appear from time to time with tasks for the Ninth Lord.

## 20. THAT WHICH MAKES SILENCE

*A mob of spirits clogs this intersection. These ghostly apparitions silently surround a white-robed figure that is standing over the body of a man. As you watch, the robed creature pulls the jawbone right out of the mouth of its unconscious victim. The blood-splattered humanoid rises, and you can see that numerous jawbones are tied to its torso. The ravaged spirit lying on the ground stands, joining the eerie mob as it advances on the party in silence. The cowed figure seems to fix its gaze on the party, and the spirits of the dead turn to face the adventurers; all are without their lower jaw. This eerie mob advances on the party in complete silence.*

**That Which Makes Silence:** Init +3; Atk unarmed strike +1 melee (sleep); AC 13; HD 5d8+5, HP 25; MV 40'; Act 1d20; SP touch causes sleep; SV Fort +0, Ref +1, Will Immune; AL N.

The first person to say anything will be targeted by this horrific creature. Those who do not speak will be left unscathed (unless they attack). Its touch causes sleep (DC 14 Will save to resist). The creature automatically rips out the jaw of sleeping victims unless it is engaged in melee combat. The spirits of the dead will not attack; instead they docilely follow anyone who takes their jawbones (even into the land of the living, although there they will be invisible).



## 21. BALL COURT

*The passage leads into a large stone ball court flanked with raised seating. There is a jade hoop set sideways on the long walls of the rectangular court which is open at both ends. Odd shadows of all sizes and shapes fill the arena; some too monstrous to imagine. Three figures, which are little more than wisps of fog, amble over and introduce themselves as the keepers of the court. The keepers ask if the adventurers will accept the challenge of The Lords of Night and compete in a sacred ball game.*

If the challenge is accepted, the game is on. The keepers explain that if the adventurers win the game, they will be returned to the land of the living. The keepers then ask the adventurers who will receive the blessing of the Jade God, so that the ball game may begin. If no one accepts, the adventurers will be ignored. However, should an adventurer take the Jade God's blessing, the keepers of the court will bring out a large jade helmet, lowering it over the volunteer's head. The headpiece, which is actually the head of the Jade God, completely covers the head and binds permanently to the body of the victim. At this point, the mouth of the Jade God opens and spits forth the severed, but still conscious, head of the adventurer (the victim can use their body as normal even though their head has been removed). The head of this poor soul becomes the ball for this game and the stakes for the adventuring team. For, if the players lose the game, the keepers of the game will keep the head of the victim, placing it on the trophy rack, and their soul will be forfeit. To drive home this point, the rack will be brought out by the bodies of two headless slaves. It is filled with the severed heads of past contenders, conscious and still wailing. Even if the party wins, the head of the adventurer, blessed by the Jade God, will never be reattached. If the party returns to life, the adventurer will look normal except in reflections, which will forever show the adventurer wearing the head of the Jade God and carrying his/her own head. The headless Jade God might someday seek the adventurer out.

The opposing team also approaches; they match in number the adventuring party. These barely perceptible beings can only be described as creatures of wind and shadow. They must have substance because they can manipulate objects, but light seems to pass right through them. Their limbs appear to stretch as they make practice shots, almost as if they had no structure. Once the teams are in position, the game will begin. To score a point, a team must first pass the ball to their stone hoop and then make a successful shot through it. Three goals will win the game. Otherwise, the players may have to attack and defeat the opposing team to win (or flee).

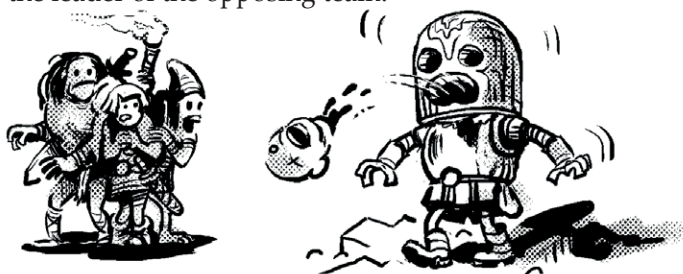
**Creatures of Wind and Shadow:** Init +3; Atk unarmed strike +2 melee (1d6); AC 15; HD 2d8, HP 8; MV 50'; Act 1d20; SV Fort +1, Ref +5, Will +3; AL C. The creatures of wind and shadows have +3 bonus to DC checks for ball playing.

The mechanics used to simulate the game are relatively simple: the first team to score 3 goals wins. Each round of

the game, one player must be chosen to roll for their team and is considered the leader of the team for this round. This player rolls a d20 which is compared to a similar roll by the judge. Whichever side has the higher score wins that round of the game and scores a point. The process then starts anew, with another player being chosen to roll for his team and so on until the game has been won or lost.

However, just to complicate matters, it is possible for both sides to cheat during the game. Each team member may spend spiritual energy to influence the die roll. This expenditure must be decided upon before the dice are rolled and the process must be kept secret. Every player (and the judge) secretly writes down the total amount of points they wish to spend before the roll, even if the amount is zero. They may NOT discuss their expenditure with the other players and once written down these points should be subtracted from their character sheets and kept secret. After the dice are rolled, each player reveals the points they have allotted, the combined total of which added to the team's roll. The judge also divulges how many points he/she has added to the other team's die roll at this time. For each Creature of Wind and Shadow in the game, the judge gains 5 points to use throughout the competition.

There is no limit to how many points the players or the judge may spend influencing a die roll. However, there is one catch: if one team spends more points influencing the round than the value rolled on the die, they have been caught cheating. For example, the players would be caught cheating if they contributed 3, 1 and 5 points for a total of 9 points and rolled an 8 or less on the die; however, if they rolled a 9 or more their dishonesty would go unnoticed. This same process holds true for the judge, however the players are at a slight disadvantage because they cannot discuss how much they are going to cheat a roll. In fact, if the judge hears them discuss how much to cheat a roll or hears them declare that they will cheat a roll, they receive the same penalty just as if they were caught cheating! The leader of the cheating team (if they are caught) will feel a burning sensation as a spirit shackle latches onto one of their limbs. They will receive one spirit shackle for each person cheating that round. Each shackle limits their movement by 5' and inflicts a -2 penalty each time this player rolls as leader of their team, but has no other effects on the ball game. However, the shackle is permanent and remains part of their spirit body forever. Other spirits who see the shackle might make mention of their dishonesty (even after their return to the world of the living). Note: The judge may also receive spirit shackles; the judge is always considered the leader of the opposing team.

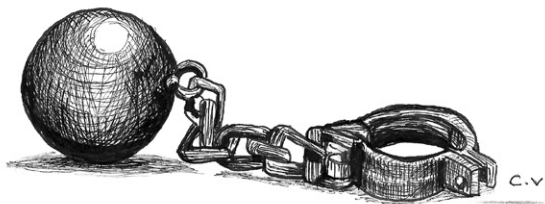




The players have a significant advantage if an adventurer has become the Ninth Lord of Night. Since the Lords of Night judge the game, the Ninth Lord could cheat by miscalling a play and declaring the party the winners of that round, but he/she would need to make a Personality check (DC 13) to pull off this deception. Each time this ruse is attempted, the DC will raise by 3 points (increasing to DC 16, then DC 19). If the Personality check fails, they are caught declaring a false winner and are whisked away to face Arawn's punishment. The player would then have to make a Luck roll: if successful, Arawn is amused by the Ninth Lord and gifts them with 1d6 points of spiritual energy; otherwise, they must roll on the chart below to discover what form Arawn's displeasure takes. If they survive this punishment, they are returned to their party's location. The keepers will not allow a lord to play in the ball game, only officiate it.

Roll d12	Arawn's Punishment This roll is modified by the character's Luck bonus.
1	Arawn gives them a good talking to.
2	Arawn slays their favorite living person.
3	Arawn drains all the magic from their favorite enchanted item.
4	Arawn forges a spiritual ball and chain which drags on their soul inflicting a -1 penalty to all actions until the Ninth Lord appeases his dread god.
5	The Ninth Lord is given some task to complete.
6	The Ninth Lord is given a spiritual wound that will not heal until they have appeased Arawn. The spirit wound reduces the characters hit point total by d6 until it is healed.
7	Arawn creates or summons a rival or doppelganger to test the Ninth Lord. This creature will stalk the Lord wherever they might travel and must eventually be overcome. The creature will be at least as powerful as the Ninth Lord if not more so.
8-9	The character is cast down from the Lords of Night
10-12	The Ninth Lord is devoured by Arawn.

**Note:** Before the game starts, the party notices that the members of the audience appear to be placing bets on the outcome of the game. The judge may wish to encourage the adventurers to gamble their spiritual energy while betting on the outcome of the game or portions of the game. The keepers and members of the audience will happily engage in this activity with the party.



## 21A. GATEWAY TO LIFE

*The section of the wall in front of you begins to lighten and dissolve into mist. Rays of light pierce the mist, revealing a gated stairway leading upward. As you approach the iron gate swings open and you feel a warm pleasant breeze.*

This gateway to the land of the living will only appear if the players wager and win against the Lords of Night. If one of the adventurers has become one of the Lords of Night in room 19, they can force this gateway open. To do so, the Ninth Lord must make a spell check (non-spellcasters may still roll) with a DC of 24. In addition to standard modifiers for a spell check, spiritual energy could also be used to bolster the roll. Forcing open this gateway will attract Arawn's attention, and the culprit will be whisked away to face Arawn's judgment (just as they would in area 21).

## 22. THING THAT WARNS

*Hanging from the middle of this intersection is an iron cage. The cage is suspended from the ceiling by a heavy chain fastened to the wall. It is large enough to contain a man but not comfortably; stuffed inside, the skeletal remains of some unfortunate soul lie against the bars. As you approach, the skull turns towards you, and its bony fingers clutch the bars of its prison.*

The skeleton points towards room 23 and says, "If cowards you are, then take the path to the other side; for that way can lead to your soul's destruction." The skeleton is warning the party to stay away from the Cerberus. If the party insists on going in that direction, it will caution the group again and explain that, although a path to the land of the living lays in that direction, so do false paths.

## 23. THE THREE HEADED GIANT DOG.

*A truly humongous giant dog with three heads lies sleeping in this enormous cavern. The tips of its ivory teeth, as long as a man's forearm protrude from the gigantic puppy's overbite. Its three heads snore in harmony occasionally punctuated by grunts and snorts. The dog is secured by an iron harness which is fastened by a long chain attached to the floor. It lies sprawled nearly across the entire entrance, leaving only a narrow space to the right of one of its colossal heads unimpeded.*

If the adventurers wish to sneak by the dog, they must make an Agility check (DC 13, thieves add bonuses to move silently as usual). Once awakened, Cerberus attacks any intruders unless calmed by music or bribed with food. If an adventurer beats the beast's initiative roll, they may flee from or across the room before Cerberus attacks.

**Cerberus:** Init -5; Atk bite +10 melee (6d6); AC 13; HD 20d8, HP 120; MV 40'; Act 3d20; SV Fort +15, Ref -3, Will -5; AL L.



C. Vance



## 24. SPIRIT GATE

*Before you stands a glowing crystal archway, which washes the corridor in a prismatic display of brilliant light. Although filled with mist, a path leading beyond the arch is slightly visible.*

This mist-filled archway is a spirit door. Passing through the arch leads to a stone pathway surrounded by fog. It transports the spirit of anyone unfortunate enough to walk its path back to the place of their death. Their soul is henceforth chained to that spot. They are doomed to haunt this location as insubstantial ghosts, forever. If a judge is feeling incredibly generous, the adventurers might be allowed to make a Luck roll to find the spirit gate and return to the challenge.

## 25. ROOM OF REINCARNATION

*Before you stands a glowing crystal archway, which washes the corridor in a prismatic display of brilliant light. Although filled with mist, a room beyond the arch is slightly visible.*

The edges of this room dissolve into mist, making its shape and size impossible to define. It is difficult to stay awake in the warm, soothing mist. As the adventurers explore further, sleeping figures can be seen lying around. Many of them seem insubstantial. In fact, one may pass their hand through some (but not all) of these sleeping figures. None can be wakened from their enchanted slumber. This room is a trap that reincarnates the victim. Adventurers that fail a DC 12 Will saving throw will fall asleep, never to be awakened in the land of the dead. The spirit forms of the sleeping victims slowly dissolve into the mist, at which

time they are sent back to the world of the living in the body of an infant or other creature. Typically, this takes the player out of the game. The judge should either send the victim back as a human infant or roll on the following chart. Once an adventurer has fallen asleep, the dizzying effects of the room cease, and the remaining adventurers may move around the room normally. The chamber will reset if it is exited and re-entered.

**Reincarnation Table, d100**

01	Ant	34	Frog	78	Monkey
02	Badger	35	Gerbil	79-81	Mouse
03-04	Bear	36-39	Giant Hamster	82	Ogre
05	Boar	40-41	Goblin	83-84	Orc
06	Bugbear	42	Gnoll	85	Otter
07	Butterfly	43	Grasshopper	86-87	Owl
08	Centaur	44	Griffin	88	OwlBear
9-12	Dog	45-51	Halfling	89	Rat
13	Eagle	52-53	Hawk	90	Reindeer
14-18	Elf	54	Horse	91	Snake
19	Elk	55-70	Human	92	Spider
20	Fairy	71	Kangaroo	93-94	Stag
21	Fish	72-73	Kobold	95	Tiger
22-23	Fox	74	Lion	96	Troll
24-26	Duck	75	Lizardman	97	Turtle
27-32	Dwarf	76	Man-bat	98-99	Wolf
33	Fly	77	Minotaur	00	Wolverine

## 26. GATEWAY TO LIFE

*Before you stands a glowing crystal archway, which washes the corridor in a prismatic display of brilliant light. Although filled with mist, a path leading beyond the arch is slightly visible.*

This gateway is a portal to the land of the living; any adventurer that passes through this gate will awaken in their body. Usually, the formerly deceased adventurer will be healed of all wounds, however it might be possible that such a considerable amount of time has passed in the land of the living (centuries perhaps), that the adventurers are naught but animated bones when they first arrive. If this is the case, the animated skeletons would slowly regain their flesh over several days. Until this occurs, the ghostly spirit of their old flesh would transparently surround their bones.

## 27A. THE BURNT WITCH

*The corridor widens here, and a stone bridge stands in the distance. As the party approaches, weeping echoes from the chasm ahead. Kneeling at the foot of the bridge is a stricken young maiden. Tears slip through her fingers as she clutches her face and sobs of absolute despair wrack her body. Hearing your approach, the maiden looks up with a start, her hands grasping her knees fearfully.*

The maiden will beg the party for aid and explain that she has lost her Obol. The maiden is the Burnt Witch in disguise, having used phantasm to appear as a beautiful young woman. A Will saving throw (DC 17) will allow the party to see through illusion. Additionally, if an adventurer touches the witch, the spell fails. The disguised hag will attempt to gain as many Obols as possible from the party. In her guise as the maiden, she will make up wild stories about returning across the river for her missing brother. However, what she truly wants with them on this side of the river, she will never explain. In addition to this and stealing magical items (if possible), she will also try to sow doubts about the Bridge of Dread. She understands its nature (she has passed through the land of the dead before).

The Burnt Witch will only attack if discovered. If she does choose to attack, the witch will throw one or more of her 39 enchanted paper dolls into the air (using this magical device does not require an action dice) and then attack with her spells. These objects may act as either armor or an attack: the poppets will either swoop at adventurers or interpose themselves between attacks. Each doll may only take one action per round. Defending paper dolls absorb one point of damage from an attack and are destroyed. If an adventurer makes a Luck roll (after a successful roll to hit), the magical defense is avoided. Attacking poppets cause 1 point of damage (per doll used in the attack) from paper cuts. If an adventurer makes a reflex saving throw (DC 10 +1 for each paper doll after the first), the damage of the attack is halved (rounded down). The witch will probably

send some poppets to attack while holding some in reserve to defend. If things are going terribly, the witch will throw herself off the bridge into the void while screaming, "I will await you on the other side."

**Shtriga the Burnt Witch:** Init +1; Atk dagger +2 melee (1d4) or spell (+7 to spell check); AC 13; HD 6d4, HP 23; MV 40'; Act 1d20 + 1d16; SV Fort +2, Ref +3, Will +6; AL C.

Spells: Cantrip, Charm Person, Choking Cloud, Detect Magic, Flaming Hands, Magic Missile, Sleep, Invisibility, Phantasm, Make Potion. Shtriga also possesses the **Book of the Split Tongue** (see appendix) and may cast the spells therein.

## 27. BRIDGE OF DREAD

*This decrepit stone bridge spans an infinite chasm of night. Much of the masonry has fallen loose, leaving gaping holes. It seems unlikely that a structure in such disrepair could still be standing; nevertheless, it is the only way across the abyss.*

The Bridge of Dread (also known as the trembling way) is a decrepit arch of stone spanning over the nothingness of the void. Even with the holes, the structure is sound, however, crossing the bridge is dangerous because it reacts to the thoughts of those traversing it. When the adventurers begin to clamber over it, ask the players what they are thinking: if a player expresses a negative thought about the bridge or about passage over it, the stone under their feet will fall away. They must make a Ref saving throw (DC12) or their adventurer will fall into the void.





## 28. JUDGES OF THE DEAD

*This large chamber is punctuated with stone columns supporting a vaulted ceiling, housing a courtroom at its center. A tall dog-faced humanoid wearing a judge's robe stands to the right of a cluster of large metal scales suspended with metal chains. To his right sit a panel of judges in an ornate wooden jury box ready to voice their verdicts. The skeletal judges still wear the powdered wigs and judicial robes they once wore in life. Appalling sucking and chewing noises draw your gaze to the hideous creature crouching at the dog-headed humanoid's feet. This beast appears to be a mix of lion, crocodile, and hippopotamus. The atrocity is currently chewing on what seems to be the heart of its last victim.*

In this courtroom, the adventurers have the chance to prove themselves and thereby be sent back to the land of the living. Here, the sins of the heart are weighed against the Feather of Truth by Anubis, a dog-faced god. The panel of judges sits ready to hear confessions and to pass judgment based on the findings of Anubis, while Ammit the Destroyer lurks nearby waiting to devour the hearts of the unworthy.

When the party enters the room, the judges will ask the adventurers to approach the bench. If they do so, their heart will magically materialize on the surface of one of the scales. This materialization begins the judging process, which will not harm the adventurers in any way (unless they are judged wanting). To be judged worthy of returning to life the player must roll a score of 1 or less on a d6. Making a confession or bribing a judge can modify this score.

The judges ask the adventurers if they have anything to confess. Each player is given a chance to make up past crimes that the adventurer might have committed. Each new sin that the player makes up on the spot and attributes to the adventurer will lower their dice roll by 1 when determining the outcome of the trial. An amazingly heinous sin might reduce the dice roll by 2 points. However, these crimes become a permanent part of the character's backstory (communicate the mechanics of this process beforehand to the players).

Those wishing to bribe the judges must first make a personality check (DC 9 if Lawful alignment, DC 10 if Neutral and DC 11 if Chaotic). At least 10 points of spiritual energy must be offered to induce the judges to accept the bribe, which will subtract 1 point from the results of the feather test. An additional point will be reduced from the feather test for every 3 points of spiritual energy spent after the initial 10 points.

The dog-headed god, Anubis, will be eerily silent the entire time, unless an adventurer's heart is deemed tainted. If the scale should tip against the adventurer's favor, the judges will declare them guilty. Anubis will howl forlornly as he tosses the soon-to-be-devoured heart to Ammit.

**Note:** The judge may wish to resolve the fate of the unworthy after everyone's future has been decided. This way, it is possible for the adventurers to battle for their hearts before Ammit devours them.

Roll D6	Results of the Feather Test -1 to the die roll for each terrible truth that becomes part of the adventurer's story.
1 or lower	The heart of the adventurer is lighter than the feather and the adventurer is sent back into the realm of the living.
2	The heart of the adventurer is equal in weight to that of the feather, and the adventurer is allowed to pass into the realm of the living with a curse (to be decided by the judge).
3	The heart of the adventurer is slightly heavier than the feather, and the adventurer is thrown back out of the chamber to wander this place until devoured by Arawn (or until the adventurer can find another way free).
4+	The scale is devastatingly imbalanced, and the heart of the adventurer is tossed to Ammit the Devourer. The victim will be snuffed out of existence.

If, for any reason, the party attacks the inhabitants of this room, Anubis and the judges will fade away, leaving Ammit to deal with the adventurers. The demon, Ammit, is a fierce opponent.

**Ammit:** Init +3; Atk Bite +7 melee (2d6+6) or Claw +10 melee (2d6); AC 15; HD 14d8, HP 70; MV 40'; Act 3d20; SV Fort +7, Ref +3, Will +5; AL N. When Ammit is using a bite attack, the adventurer will be swallowed whole on any roll of 20+. Swallowed adventurers get one chance to save themselves with a DC 14 Reflex saving throw.

### Returning to the Land of the Living

Those returned to life find themselves lying where they fell, the ghastly wounds that killed them still evident although healing rapidly. The lucky heroes would be able to resume whatever foul adventure brought about their demise in the first place (or maybe even run the hell away). Alternatively, the judge might rule that a great deal of time has passed (perhaps even centuries) and the players must claw their way out of graves and tombs. Their withered corpses would slowly form new flesh (a process which might take several days or longer). Who knows what changes the years may have brought? Adventurers who return to life gain the ability to see the spirits of the dead and to see death coming: when a death is imminent in an area, a death spirit will appear (invisible to all other living creatures) to harvest the souls of the slain. Additionally, the adventurers retain the ability to speak in the language of the dead. Those who have returned to life have a faint aura which is evident to any other creature that has completed Arawn's Challenge (and those with second sight).



## Appendix I: MAGIC ITEMS

All of the items in this appendix will travel with their owners back to the land of the living. Some items function differently in these two worlds.

**The Thighbone of Garan:** The club functions as a great club and gives a +2 bonus to hit and to damage. It allows its wielder to see in normal and magical darkness. However, its greatest power is reserved for clerics, as only clerics may use this club to summon Garan himself for aid once per week. The cleric in question should make a spell check as normal and consult the following chart. The cleric may spell burn as if they were a wizard when rolling on this chart.

### Invoke Garan

Ability of Object	Range: Varies	Duration: Varies	Casting time: 1 action	Save: See below
General	The caster uses the thighbone as a talisman to draw the aid of the mighty Garan or summon the titan himself.			
Manifestation	When the Thighbone of Garan is used, shadows pool at the feet of the cleric; darkness settles on the scene dimming lights and flames, and all warmth is sucked from the air.			
Taint of Death	Roll 1d8: (1)The flesh on the caster's head falls away and reveals the skull underneath; (2) The flesh on the caster's hands falls away, but the skeletal hands beneath function as normal; (3) The cleric's flesh and bone (if exposed) begins to char and crack, like burnt wood; (4) Graven runes appear on the cleric's skin (or exposed bone); (5-6) Blue flames burn away the cleric's eyes, but their sight is unimpaired; (7) The cleric's touch kills small plants and insects; (8) The cleric's presence snuffs small flames in a 10' radius.			
1	The taint of death settles on the cleric and the cleric must roll for the disapproval of their deity (which has frowned upon the use of this object).			
2-11	Sadly, nothing happens. The cleric also adds 1 to his disapproval range just as if a spell had failed.			
12 - 13	A cloud of the blackest night is summoned. It is 20' in diameter for each level of the cleric. This magical darkness lasts for 1d6+CL rounds.			
14 - 17	Skeletal warriors are sent to safeguard the cleric. 1d6 horn-helmeted skeletons wearing chainmail and shield burst onto the scene. They are armed with long swords.			
18 - 19	Lightning arcs from the thighbone and strikes the enemies of the cleric. The lightning will strike 1d3 targets for 2d6+CL points of damage.			
20 - 23	A skeletal horde is dispatched to wreak havoc on the enemies of the cleric. Garan sends 2d6 horn-helmeted skeletons wearing chainmail and shield, that burst onto the scene. They are armed with long swords.			
24 - 27	A lightning storm, in the shape of a giant skull, forms above the cleric. Each round that the cleric concentrates (sacrifices an action dice) lightning will strike 1d3 opponents for 3d6+CL damage. The storm also halves movement rates and makes missile fire unreliable (-4 penalty). This tempest will last for 1d3+CL rounds and has a diameter of 100' per CL.			
28 - 29	Garan himself is summoned for 1d6 rounds. He immediately and ferociously attacks the enemies of the cleric (stats for Garan may be found in room 10).			
30 - 31	Garan himself is summoned for 1d6 rounds. He immediately and ferociously attacks the enemies of the cleric. Garan also grants a gift of 1d6 strength to his chosen cleric. This bonus disappears when Garan does.			
32+	Garan comes for 2d6 rounds. Garan also grants a gift of 6 temporary points of strength to his chosen cleric. This bonus disappears when Garan does.			

**Ghostly Platemail:** This enchanted armor seems transparent and made of smoke. In the land of the dead this object functions as normal armor, but in the world of the living, it functions differently. First, it may only be used once the sun has gone down or in darkness. Secondly, the armor may be summoned or dismissed by using an action. In the land of the living, it only provides half the protection for platemail (+4). That being said, the wearer receives none of the penalties to skills or spells which would normally accompany the wearing of platemail. Finally, this armor can be turned by a cleric (if they realize its ghostly nature). If it is dispersed by a cleric in this manner, it may not be used until the following sundown.

**Cloak of Despair:** This cloak is woven from broken dreams, shattered hopes, and love betrayed. The garment causes paralyzing despair in any creature over which it is draped (Will saving throw DC 15 to resist). Simply carrying the item causes a -1 penalty to all actions unless a Will save is made (DC 12).

**Enchanted Thieves' Tools:** These ghostly tools only have form in the land of the dead. However, possessing them in the world of the living will allow an adventurer to pick locks with no visible tools. Non-thieves gain the ability to pick locks (on a d20), and thieves pick locks one die higher on the dice chain. These ghostly tools are faintly visible in absolute darkness.

**Arrow of Slaying:** This enchanted bow and single arrow are capable of killing most anything. If the arrow strikes an opponent, they must make a DC 12 Fort save or die. This arrow is unbreakable; however, once it is used d6 times, it will crumble into dust. Even normal arrows fired from the bow are capable of dealing damage to any creature, regardless of its immunities. Such arrows are capable of hitting even noncorporeal targets.

**Spirit Rope:** The spirit rope appears to be a normal rope in the land of the dead. Outside, in the world of the living, it seems ghostly and insubstantial. In either realm, the line is incredibly strong and almost unbreakable. It is enchanted to follow the mental commands of its owner. The rope can animate and tie itself or untie itself. It can also hold a person aloft or slink along the ground like a snake. Finally, the item can be used against enemies in combat. If directed, the rope can bind an opponent and hold them fast. To do so, it must first hit in combat (with an attack bonus equaling character level + PER bonus). On a successful hit, the defender is bound unless they make a reflex save (versus the object's roll to hit). A bound character may do nothing but speak and try to wiggle free (DC 20 Agility check). Directing the rope requires an action.

**Horn of Hecate:** The Horn of Hecate is carved from a curved animal horn. Ghostly spirits, skeletons and graveyard scenes parade across its surface. The object has tarnished silver fittings and a shoulder chain. When it is blown, the horn's ghostly moan will summon a silver mist that will render anyone inside of it invisible. Even the fog itself is not visible from outside its confines. The mist cloud has a 10' radius plus the user's Luck bonus (in feet). The instrument must be blown continually for this effect to last. Once the user stops blowing the mist will dissipate in 1d6 rounds. The other function of the horn will be meaningless until it is brought to the world of the living. Once a week, in the heart of the night, the owner of the horn may cast the spell: *Speak with the dead*. The spell may be cast numerous times in the same night. It is cast just as if the adventurer were a cleric of the same level. It is possible to incur disapproval like a cleric through the use of this item.

**Mask of Mot:** Rows of elegantly carved runes run from the top of this mask of bone to the bottom. Its face is otherwise featureless. Even though it does not have eyeholes, an adventurer wearing the mask may see normally. The item will protect the wearer against involuntary drains of spiritual energy. Each time it functions roll a d6, -1 for each prior use. The resulting number is the amount of spiritual damage the object will protect an adventurer from that round. If the result is 0 or less, it has ceased to function. The mask will recharge itself in d6 days modified by the adventurer's luck roll (minimum of one day).

**The Book of the Split Tongue:** This foul book is written in the language of the dead (which all those who have died may understand) and is dedicated to the subject of death and destruction. A person reading its horrific pages is very likely to become warped by the experience (DC 12 Will save). Those affected by the book develop some sort of affliction centering on death or destruction. Some might become cannibals, while others foul murderers or arsonists. It is best left to the judge to decide the true nature and depth of this affliction. The tome also contains the spells *Wrack* and *Ruin*. Wizards and Elves may use these enchantments employing one of two methods: They may cast these spells through the book (which acts as a conduit). In which case, they do not count against their total number of known spells but may only be cast while holding the book. Or the occult knowledge may be truly learned and memorized in which case they are dealt with as normal spells.





## Appendix II: Spells

The following spells are from the Book of the Split Tongue, and may come into play during the encounter with the Burnt Witch.

### Wrack

Level 3	Range 30' +10' per CL (unless specified)	Duration: Instantaneous	Casting time: 1 action	Save: (see below)
General	The caster summons the powers of entropy death and decay to destroy a person or creature.			
Manifestation	Roll 1d4: (1) runes of red fire whip out of the caster's mouth lashing the recipient of the spell; (2) a giant skeletal hand pushes its way from the earth and grasps the unfortunate soul; (3) small black clouds form around the target shocking them with tiny green lightning bolts; (4) an inky black mist forms and pours down the victim's throat.			
Corruption	Roll 1d4: (1) red glowing runes form on the spellcasters skin, covering their entire body; (2) the caster's hands turn black with death's energy, etching handprints in anything touched; (3) the magic reflects back and the caster permanently suffers from bursts of agony -1 to Personality from the constant facial contortions; (4) minor corruption; (5) major corruption; (6) greater corruption.			
Misfire	Roll 1d5: (1) spellcaster collapses in agony for d3 rounds; (2) spellcaster is lashed for d6 hit points; (3) closest party member is whipped for d6 hit points and loses 1 round from agony; (4) spellcaster catches fire for d3 rounds causing d6 damage per round; (5) hellfire explodes around the party for 3d6 damage.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.			
2-11	Lost. Failure.			
12 -15	Failure, but spell is not lost.			
16 - 17	The caster causes agony in one target. The target falls to their knees and must miss their next turn unless a Fort save is made vs. spell check. The victim also loses 1d6 hit points from the forces wracking their body.			
18 - 21	The caster causes agony in one target. The target falls to their knees and must miss their next turn unless a Fort save is made vs. spell check. The victim also loses 2d6 hit points from the forces wracking their body.			
22 - 23	The caster causes hellfire to burn its way from underneath the target's skin. This agonizing attack causes the target to lose their next turn unless a Fort save vs. spell check is made. The victim also loses 3d6 hit points from the forces wracking their body.			
24 - 26	A 30' diameter cloud pours from cracks appearing in the earth. This cloud swirls up those unfortunate enough to be caught in its confines. Red runes of fire burn their way from underneath all of the target's skin. This agonizing attack causes each target to lose their next turn unless a Fort save vs. spell check is made. The victim also loses 4d6 hit points from the forces wracking their body (which is halved if the Fort save is successful).			
27 - 31	The caster runs hot lead through the marrow of the victim's bones. This horrible attack will cause 5d6 damage. It will also reduce their Stamina by 2d6 points. And cause the victim to lose 1d4 rounds due to agony. If a successful Fort save is made vs. the spell check the unfortunate soul will only suffer half damage and lose one round.			
32 - 33	The caster's spell creates a roiling maw of dark energy 30' feet in diameter. Every creature in this pool of energy has hot lead run through their bones. This horrible attack will cause 6d6 damage. It will also reduce their Stamina by 2d6 points. And cause the victims to lose 1d4 rounds due to agony. If a successful Fort save is made vs. the spell check the unfortunate soul will only suffer half damage and lose one round.			
34-35	Burning runic chains of fire erupt from the ground and pull the target into the underworld. The chains hold the victim immobile for 1d6+CL rounds (unless a DC 20 strength check is made). Each round, the victim takes 8d6 points of damage from the runic fire and is pulled 1 foot deeper into the earth. If the targets make a Fort save vs. spell check, they receive only half damage.			
36+	The earth around a group of foes erupts with burning runic chains of fire. The group affected must be in an area no larger than 30' + 10'/CL in diameter. The chains begin to pull the targets into the underworld. The chains hold the targets immobile for 1d6+CL rounds unless a Strength check is made (DC 20). Each round the victims are held by the chains, they take 10d6 points of damage from runic fire and are pulled 1 foot deeper into the earth. If the targets make a Fort save vs. spell check, they receive only half damage.			

## Ruin

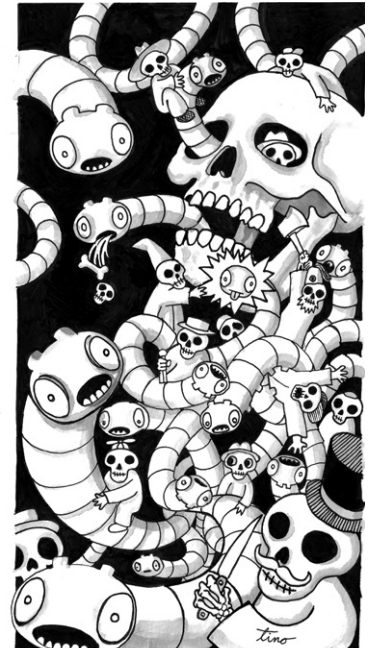
Level 3	Range 30' +10' per CL (unless specified)	Duration: Instantaneous	Casting time: 1 action	Save: (see below)
General	The caster summons the powers of entropy death and decay to destroy an object or place.			
Manifestation	Roll 1d4: (1) the object just rapidly decays; (2) a black swirling dust storm appears and descends on the object, the dust corroding everything it touches; (3) a horde of 1" skeletons appear and hack away at the objects with little picks and axes; (4) a nauseating green mist settles on the object; causing it to rot and sag like gelatin.			
Corruption	Roll 1d6: (1) swirly cloud of ruin follows caster destroying small objects; (2) caster's touch slightly corrodes or discolors all objects; (3) the caster's bones become brittle and the caster permanently loses 1 Stamina; (4) minor corruption; (5) major corruption; (6) greater corruption.			
Misfire	Roll 1d7: (1) ruins one random object in area; (2) ruins all of a random party member's equipment; (3) ruins closest magical object; (4) destroys the closest structure near the caster; (5) turns every nonliving object within 10' of the caster to dust; (6) spoils all food within 1 mile; (7) turns all water within 100' to dust.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.			
2-11	Lost. Failure.			
12 -15	Failure, but spell is not lost.			
16 - 17	The caster unleashes a wave of decay. All objects within 10' + CL are affected. Over 1d10 days (-CL), the objects will break down, unravel, rust apart, sunder or otherwise become useless. This decay will not affect magical items but will dilapidate a structure, if cast indoors.			
18 - 21	The caster causes any one mundane object to split, splinter, rust, and decay. While the object is no longer usable, it is also not completely destroyed. Delicate magical items (such as potions and scrolls) may be affected unless a saving throw vs. spell check is made.			
22 - 23	The caster is able to throw out concentrated bursts of destructive energy (1d6 + CL). These bursts completely destroy all of the mundane objects (and weak magical items such as potions) carried by the target.			
24 - 26	The caster can direct the forces of decay and destruction against a specific type of object (all weapons, shoes, or whatever). All of the items of this type possessed by unfriendly creatures are destroyed. The force of destruction radiates out in a circle with a diameter of 10 feet per CL. Weak magical objects may be the target of this circle of destruction. Alternatively, the caster may concentrate the destructive energy on a single object destroying it utterly. Everything except for legendary artifacts may be destroyed in this manner. The item must make a saving throw vs. the spell check to survive. A creature possessing the article may do something similar to spell burning to add points to the object's saving throw. This must be done before the save is made.			
27 - 31	The caster emits a swath of destruction that is 30' long by 10' wide (+1' to length and width per CL). All mundane objects (and weak magical objects as above) are split and sundered, rendering them completely useless. This wave of destruction will also affect structures.			
32 - 33	The caster can throw out a wave of destructive energy (affecting 2d6 + CL targets). This wave completely destroys all of the mundane objects (and delicate magical items such as potions) carried by the victims of the attack. Alternatively, the caster could target one strong magical object per CL (legendary artifacts would not be affected). The item in question must make a saving throw vs. the spell check to survive. This saving throw is handled as described in 24-26.			
34-35	The caster creates a storm of destructive energy that spoils, corrodes, splits and sunders every mundane item (and foodstuff) in an area equal to a small village. This corrosion will also affect delicate magical items such as potions and scrolls. Strong magical items get a saving throw vs. spell check. If the object is in the possession of a person, they may do something similar to spell burning to add points to the object's saving throw. This "saving burn" adds 1 point for each character point sacrificed and must be done before the save is made. Ability points burned in this manner return just as if they were spell burned.			
36+	The caster creates an area of ruin 1 mile in diameter per caster level. This zone of ruin is instantaneous. Every object and structure within the zone is wrecked. Additionally, the caster has probably attracted the attention of powerful spiritual entities. Alternatively, the caster could forego this enormous destruction and target one magical object of legendary power instead. If only a single object is targeted, normal magical items are instantly destroyed (legendary objects still receive a saving throw if in the possession of a person). Saving throws in the zone of destruction, are handled as in 24-26.			

## Appendix III: MONSTERS AND ENCOUNTERS

The following creatures are for use in generating random encounters. If one of the adventurers has become the Ninth Lord of Night, random monsters and encounters will not affect them, and more than likely monsters will ignore their companions as well. It might be possible for the Ninth Lord to command the creatures in these encounters. However, they will dissolve into mist upon entry into any room.



Dice Roll	Random Encounter
1-2	Animal Skeletons
3	Skeletons
4	Ghost Wind
5	Death Spirit
6	Death Wind
7	Spirit Friends
8-9	Arawn's Hand
10	Death's Horse
11	Jian
12-15	Giant Rolling Skull
16	Lethe Wind
17	Death Goblins
18-19	Knight w/ Giant Maggot Steed
20	Something Terrible



**Animal Skeletons: (1 or 1d6):** This animal skeleton might be adversarial or may be animated by the spirit of a dead pet. Init +0; Atk bite or claw +0 melee (1d6); AC 9; HD 1d6, HP 3; MV 40'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C. Half damage from piercing and slashing weapons.

**Skeletons (1d6):** These boney nuisances clickety-clack right into battle. Init +0; Atk unarmed strike +1 melee (1d6+2); AC 9; HD 1d6, HP 4; MV 40'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C. Half damage from piercing and slashing weapons.

**Ghost wind:** The ghost wind will drain 1 spiritual energy point per round from anyone who enters it. If an adventurer makes a DC 12 Ref save they can avoid the wind. The wind will last 1d3 rounds.

**Death Spirit:** A death spirit materializes in the corridor. It will immediately attack when it spots the adventurers. Init +10; Atk unarmed strike +7 melee (2d6+2); AC 16; HD 5d8 HP 30; MV 40' or Teleport; Act 2d20; SV Fort +3, Ref +5, Will Immune; AL N.

**The Spirit of an Old Friend:** The spirit of someone who was once dear to one of the players is drifting aimlessly here. The old friend is somewhat befuddled and will probably wander into danger. This spirit is weak and will dissipate if struck in combat. If the old friend is destroyed, a quick-thinking adventurer may absorb one point of its energy if a DC 12 Ref save is made.

**The Giant Skeletal Hand:** Arawn reaches into the hallway. His hand tries to grasp an unfortunate soul. Roll initiative as normal. All those who beat Arawn's initiative roll may scramble to safety. Of those who remain, randomly determine the victim: they will be grasped by the hand and drawn into the void if they fail a DC 13 Ref save.

**Jian:** This lost soul is literally a ghost of a ghost. The transparent shadow will float after the group whispering its name which, if repeated, will allow the Jian to steal 1 point of spiritual energy from the speaker. It only leaves if forced to do so; although all attacks will pass through the jian harmlessly, they will drive it away.

**Death's Horse:** This spirit appears as a large black horse. However, when the light hits just so, it seems to be made of shadow or, sometimes in harsh light, a skeleton. The animal is mostly indifferent to the adventurers. Death's Horse will only attack when attacked, however, if a character tries to win over the animal, it will bite them. This bite will draw 1 point of spiritual energy from the recipient, but if a Will save (DC 13) is made, it will also bond Death's Horse to them. Thereafter, the horse may be called whenever it is dark and it will find its owner, wherever they may be (even in the living world). This magical creature possesses a limited form of levitation and may run off of cliffs without falling (instead, slowly descending to the level below). It may also travel across mist, marsh, and water as if it were solid ground. When the horse is not needed, it will disappear into darkness or mist. Init +3; Atk, bite+2 melee (1d6+2) or hooves +5 melee (1d8) AC 15; HD 5d8, HP 28; MV 60'; Act 3d20; SV Fort +3, Ref +3, Will +3; AL C. Only magic items and spells can affect the Death's Horse, as it is insubstantial (except to its rider).

**Giant Rolling Skull:** An enormous skull is rolling down the corridor. If the adventurers make a Ref save (DC 15), they can avoid it completely. If the adventurer made a DC of 13, they have been hit by the skull, but have avoided being bitten. Anything less and the skull rolls over them and bites them as it goes by. The skull is impervious to weapons and magic, its bite does 4d6 damage, and its crushing damage is 1d8+2. After it attacks, the skull will roll down the hall away from the party and disappear.

**Lethe Wind:** This wind picks up the properties of the river Lethe as it blows across. If the party should be caught in the wind some of their memories could be erased. The judge should roll a spell check just as if the spell *forget* has been cast on the party. The spell check is at +5 if this encounter occurs next to the river, +3 if it occurs in an adjacent area, +0 if it is two encounter areas away from the river and -3 if it is anywhere else. The memories will reemerge if the adventurers return to life.

**Death Goblins (1d6):** A darkness so deep that even your dead eyes cannot penetrate it, forms at the end of the corridor. From this inky cloud of black, 1d6 tiny robed creatures rush out and attack. Their gleaming red eyes are the only features the adventurers can make out from their hooded countenances. These death goblins will attack without hesitation or fear. Death Goblins: Init +5; Atk tiny tiny knives +3 melee (1d3); AC 12; HD 2d8 HP 10; MV 50' or Teleport; Act 1d20; SV Fort -1, Ref +3, Will +1; AL N.

**Giant Maggot with a Skeletal Knight:** This giant maggot is being ridden by an armored skeleton. This macabre pair will immediately attack the party. Giant Maggot: Init +0; Atk bite+0 melee (1d6) or body slam +3 melee (1d4) or just being disgusting; AC 12; HD 4d8, HP 20; MV 20'; Act 1d20; SV Fort +2, Ref +0, Will +1; AL N. Skeletal Knight: Init +0; Atk long sword +3 melee (1d8+2) or lance (1d12+2); AC 17; HD 3d8, HP 15; MV 40'; Act 2d20; SV Fort +0, Ref +0, Will +0; AL C. Half damage from piercing and slashing weapons.

**Something Terrible:** I don't know; it's your game. Just make it awful and memorable.



## Appendix IV: PREGENERATED DEATHS

This list of deaths should be cut into strips to be drawn randomly from a hat by the players. Every player must draw a death at the start of the game (unless the judge is not using the pre-generated characters). Alternatively, the players could roll d24 to determine their deaths. If the cause of death states an adventurer starts with an item, it is considered a free item and does not require spiritual energy to manifest.

1. **HANGING:** Not only were you hung to death, but you also appear in the afterlife wearing the noose with which you were hung. On the bright side, you are no longer short.
2. **BATTLE/WAR:** You died bravely in battle. Your head still has the axe that killed you lodged in your skull. I guess “no helmet day” really was a bad idea after all.
3. **ACCIDENT:** Your attempt at autoerotic asphyxiation did not go quite as planned. You come to the land of the dead with a broken neck and one item of your choice jammed up your butt.
4. **EXECUTED:** You were beheaded for unspeakable crimes. You may or may not have been buried with your head (make a Luck check). If not, your head is missing (so much for your hat collection).
5. **DUEL:** You were killed in a duel. Perhaps you should have apologized sooner for calling Mr. Bassett’s wife a bloated warthog. You appear in the land of the dead with a rapier shoved through your heart.
6. **DISEASE:** You died from a plague (of an amorous nature). Congratulations now you look like a walking STD commercial. Your body is covered with pustules and sores, and you are gross. Very gross.
7. **DYSENTERY:** Basically, you died from explosive diarrhea. You might consider lying about this.
8. **HEART ATTACK:** You died of a heart attack, and except for a tendency to clutch at your heart, you look perfectly normal. “You can never get too much cardio” was a lame personal motto, but it makes a great epitaph.
9. **DRUGS:** Sadly, you overdosed on drugs. Now you are in the land of the dead with no pants, covered in vomit. At least you brought a porcelain toilet to sit on.
10. **YOU DIDN’T DIE:** You don’t have any recollection of dying; clearly there has been a mistake.
11. **TRAP:** The life of an adventurer can be challenging; I mean I guess you would call a spear in the stomach a challenge. On the bright side, you enter the land of the dead with a spear (once you figure out how to remove it).
12. **MONSTER:** So, you went off to make a name for yourself fighting monsters, and you did; just not in the way you hoped. If you are lucky, your friends will leave out the part where you urinated in fear. Also, a large chunk of you is missing, probably still being digested by whatever killed you.
13. **BETRAYAL:** No one wants to be stabbed in the back by a friend, let alone all of your friends. But at least you didn’t arrive here with nothing; you brought seventeen daggers! Have fun pulling them out.
14. **POISON:** You died a very painful death, and you are all green and puffy (and you look not too dissimilar to a Ninja Turtle). Now you just have to ask yourself: what you did to make your own mother poison you?

15. **FIRE:** You arrive in the land of the dead charred and cracked. Your stories about dragon fire and spontaneous combustion are amusing, but everyone knows you were smoking in bed.
16. **MISADVENTURE BY HORSE:** The hoof marks on your face and your misshapen ribs tell the story of how you died. Perhaps this is how Mr. Sparkles repaid you for his name.
17. **IN YOUR SLEEP:** You show up in the land of the dead looking late for work. You have a triumphant case of bedhead and are still wearing your dinosaur pajamas.
18. **DROWNING/SHIPWRECK:** Your pale, bloated form is wrapped in chain, dragging an anchor. Bits of green seaweed are stuck to your skin and into the chain. Basically, you look like a demented version of Popeye.
19. **HUNTING ACCIDENT:** Tragically, you died in a hunting accident or at least that is what your wife's new husband is telling everyone. Have fun with the arrow in your head.
20. **STARVATION:** Your emaciated ribs and distended stomach confirm your death from starvation, but you keep telling everyone that you could not have died in the desert. Why, you ask? Because of all of the sand, which is there. This stupid pun might be hilarious if hunger wasn't so common and preventable.
21. **CHOKING:** Your face is a smurfy color of blue and your mouth all frothy with spittle, but at least you brought a snack with you; too bad it is still lodged in your throat.
22. **FROZEN:** You are a corpsicle all blue and frozen with little icicles in your hair. Apparently, your sense of humor is as dead as you are because you have had it with the jokes. If anyone tells you that you should just let it go one more time...
23. **FEAR:** Your hair has turned all white and is standing on end, and your skin has turned the color of frozen meat. Now if you could just get that stupid grimace off your face. Above all, no one must know that you are afraid of (d6) 1. the dark; 2. clowns; 3. public speaking; 4. things under the bed; 5. small children; 6. ghosts.
24. **RUNNING WITH SCISSORS:** Ow scissors in the face. You really should have listened to your mother.





## Appendix V: PREGENERATED CHARACTERS

### ULRIC THE UNDERWHELMED

Class: Warrior  
Level: 3  
Alignment: Lawful  
Occupation: Soldier  
Exp: 110

**COMBAT**  
Initiative: +3  
Armor Class: 10 unarmored  
Hit Points: 30  
Melee Attk: +d5+2  
Missile Attk: +d5  
Speed: 30' or 25'

**POSSIBLE ARMOR**  
Banded Armor  
Shield

**POSSIBLE WEAPONS**  
Battleaxe (d10+2+d5)  
Spear (d8+2+d5)  
Dagger (d4+2+d5)

#### ABILITY SCORES

STRENGTH	17	+2
AGILITY	10	
STAMINA	16	+2
PERSONALITY	8	-1
INTELLIGENCE	9	
LUCK	12	

**SAVES**  
Reflex +1  
Fortitude +3  
Will +0

#### POSSIBLE EQUIPMENT

Backpack  
Large sack  
Rope  
Torches  
Flint and steel

#### SPELLS & ABILITIES:

Mighty Deeds (Die: d5)

#### SPIRITUAL ENERGY

Free Points	3
Personality	8
Luck	12
Total	23



### CORWIN THE COWARDLY

Class: Wizard  
Level: 3  
Alignment: Chaotic  
Occupation: Locksmith  
Exp: 110

**COMBAT**  
Initiative: +1  
Armor Class: 11  
Hit Points: 10  
Melee Attk: +1  
Missile Attk: +2  
Speed: 30'

**POSSIBLE ARMOR**  
None

**POSSIBLE WEAPONS**  
Longsword (d8)  
Dagger (d4)

#### ABILITY SCORES

STRENGTH	12	
AGILITY	15	+1
STAMINA	9	
PERSONALITY	9	
INTELLIGENCE	17	+2
LUCK	10	

**SAVES**  
Reflex +2  
Fortitude +1  
Will +2

#### POSSIBLE EQUIPMENT

Backpack  
Small sack  
Writing kit  
Paper  
Lockpicks  
Candle  
Flint and steel

#### SPELLS & ABILITIES:

Spell Checks +5	
Charm Person	Flaming Hands
Choking Cloud	Magic Shield
Detect Magic	Spider Climb
Ekim's Mask	Invisibility

#### SPIRITUAL ENERGY

Free Points	3
Personality	9
Luck	10
Total	22





## NARBELLA NEVERREADY

Class: Warrior  
 Level: 3  
 Alignment: Neutral  
 Occupation: Soldier  
 Exp: 110

### ABILITY SCORES

STRENGTH	16	+2
AGILITY	13	+1
STAMINA	18	+3
PERSONALITY	9	
INTELLIGENCE	8	-1
LUCK	9	

### SPELLS & ABILITIES:

Mighty Deeds (Die: d5)

### COMBAT

Initiative: +4  
 Armor Class: 11 unarmored  
 Hit Points: 32  
 Melee Attk: +d5+2  
 Missile Attk: +d5+1  
 Speed: 30' or 25'

### SAVES

Reflex +2  
 Fortitude +5  
 Will +1

### SPIRITUAL ENERGY

Free Points 3  
 Personality 9  
 Luck 9  
 Total 21

### POSSIBLE ARMOR

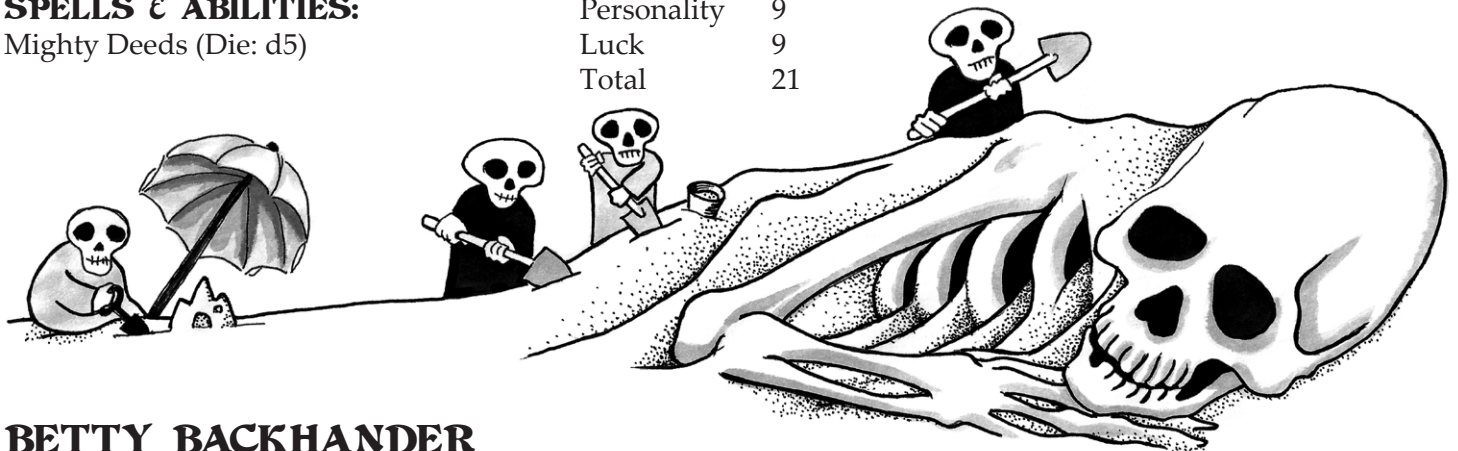
Chainmail  
 Shield

### POSSIBLE WEAPONS

Longsword (d8+2+d5)  
 Short bow (d6+d5)  
 Dagger (d4+2+d5)

### POSSIBLE EQUIPMENT

Backpack  
 Large sack  
 Rope  
 Torches  
 Flint and steel



## BETTY BACKHANDER

Class: Wizard  
 Level: 3  
 Alignment: Neutral  
 Occupation: Outlaw  
 Exp: 110

### ABILITY SCORES

STRENGTH	10	
AGILITY	13	+1
STAMINA	13	+1
PERSONALITY	9	
INTELLIGENCE	15	+1
LUCK	11	

### SPELLS & ABILITIES:

Spell Checks +4  
 Cantrip Ropework  
 Choking Cloud Ward Portal  
 Enlarge Scorching Ray  
 Flaming Hands

### COMBAT

Initiative: +1  
 Armor Class: 11 unarmored  
 Hit Points: 15  
 Melee Attk: +1  
 Missile Attk: +2  
 Speed: 30'

### SAVES

Reflex +2  
 Fortitude +2  
 Will +2

### SPIRITUAL ENERGY

Free Points 3  
 Personality 9  
 Luck 11  
 Total 23

### POSSIBLE ARMOR

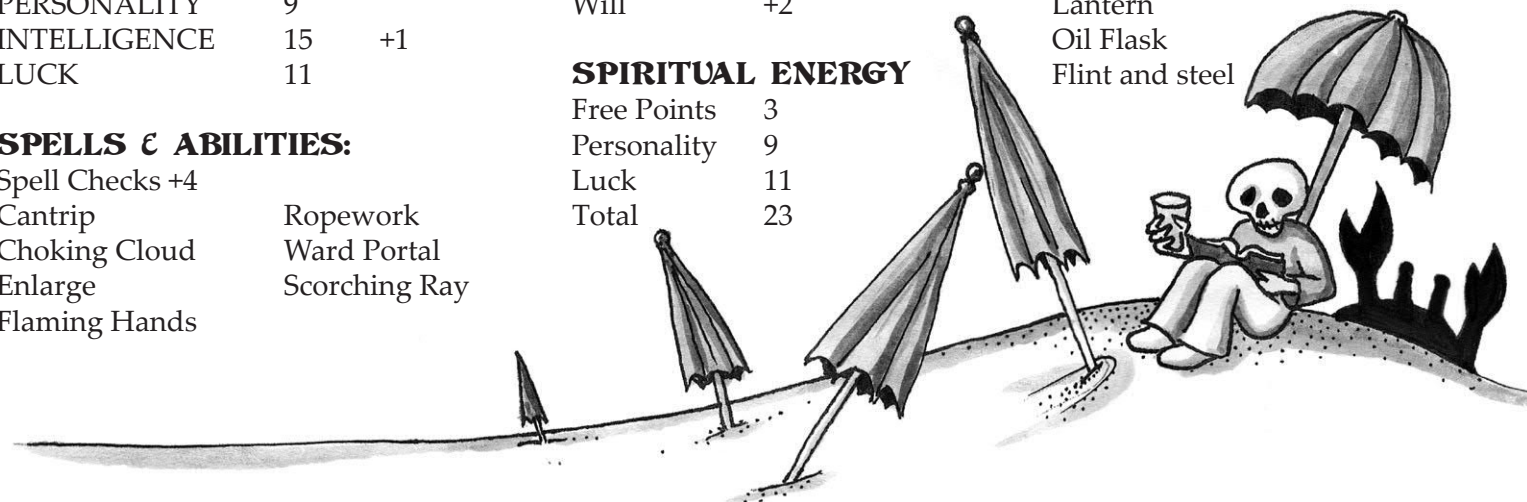
Leather

### POSSIBLE WEAPONS

Shortsword (d6)  
 Dagger (d4)

### POSSIBLE EQUIPMENT

Backpack  
 Crowbar  
 Rope  
 Lantern  
 Oil Flask  
 Flint and steel



## STELLA STEALSGOOD

Class: Thief  
 Level: 3  
 Alignment: Neutral  
 Occupation: Urchin  
 Exp: 110

### ABILITY SCORES

STRENGTH	10	
AGILITY	17	+2
STAMINA	13	+1
PERSONALITY	9	
INTELLIGENCE	7	-1
LUCK	16	+2 (Saves)

### SPELLS & ABILITIES:

Thief abilities  
 D5 luck die

### COMBAT

Initiative: +2  
 Armor Class: 12 unarmored  
 Hit Points: 18  
 Melee Attk: +2  
 Missile Attk: +4  
 Speed: 30'

### SAVES

Reflex +6  
 Fortitude +4  
 Will +3

### SPIRITUAL ENERGY

Free Points 3  
 Personality 9  
 Luck 16  
 Total 28

### POSSIBLE ARMOR

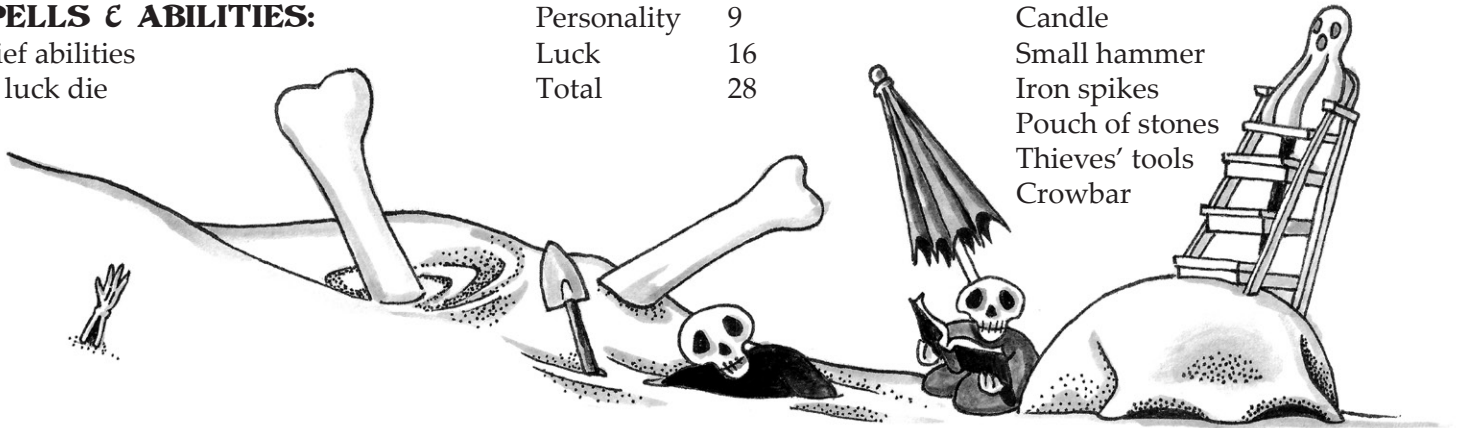
Leather

### POSSIBLE WEAPONS

Short sword (d6)  
 4 Daggers (d4/d10)  
 Sling (d4)

### POSSIBLE EQUIPMENT

Backpack  
 Small sack  
 Rope  
 Grappling hook  
 Flint and steel  
 Candle  
 Small hammer  
 Iron spikes  
 Pouch of stones  
 Thieves' tools  
 Crowbar



## FILBERN THE FUMBLE HEARTED

Class: Cleric  
 Level: 3  
 Alignment: Lawful  
 Occupation: Barber  
 Exp: 110

### ABILITY SCORES

STRENGTH	13	+1
AGILITY	9	
STAMINA	16	+2
PERSONALITY	17	+2
INTELLIGENCE	8	-1
LUCK	8	-1 (N/A)

### SPELLS & ABILITIES:

Clerical Abilities  
 Spell Checks +5  
 Detect Magic  
 Holy Sanctuary  
 Paralysis  
 Protection from Evil  
 Resist Heat/Cold  
 Cure Paralysis  
 Neutralize Poison  
 Restore Vitality

### COMBAT

Initiative: +0  
 Armor Class: 10 unarmored  
 Hit Points: 25  
 Melee Attk: +3  
 Missile Attk: +2  
 Speed: 30' or 25'

### SAVES

Reflex +1  
 Fortitude +3  
 Will +4

### SPIRITUAL ENERGY

Free Points 3  
 Personality 17  
 Luck 8  
 Total 28

### POSSIBLE ARMOR

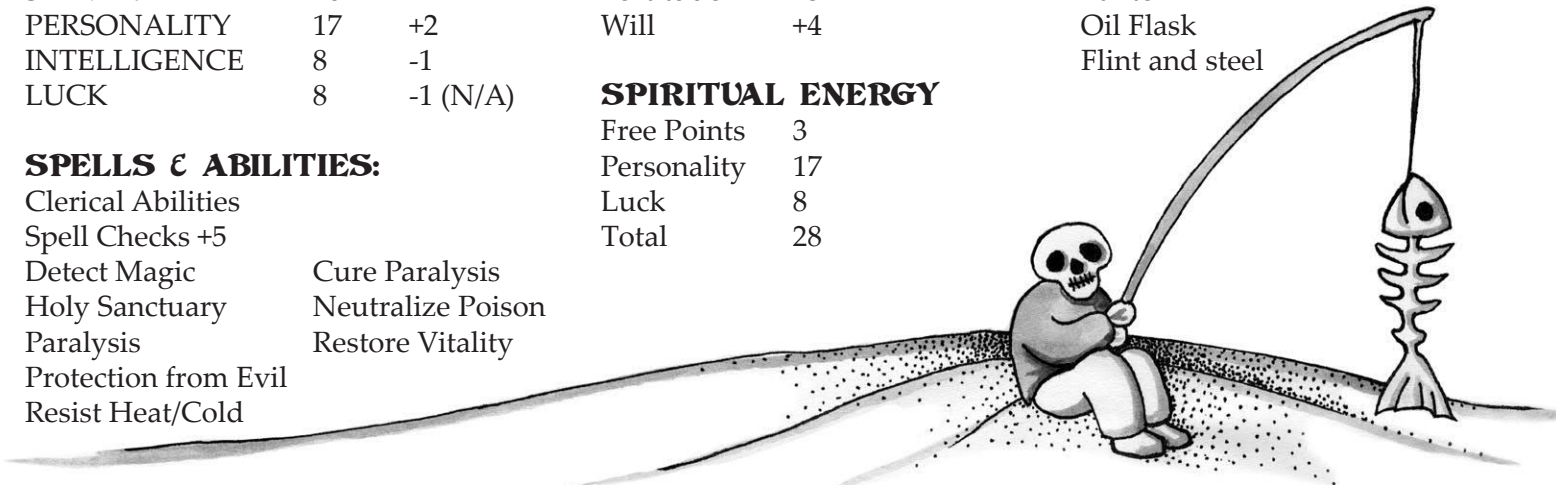
Chainmail  
 Shield

### POSSIBLE WEAPONS

Mace (d6+1)

### POSSIBLE EQUIPMENT

Holy symbol  
 Backpack  
 Lantern  
 Oil Flask  
 Flint and steel



## POISON PETE

Class: Thief  
Level: 3  
Alignment: Chaotic  
Occupation: Herbalist  
Exp: 110

### ABILITY SCORES

STRENGTH	11	
AGILITY	18	+3
STAMINA	11	
PERSONALITY	6	-1
INTELLIGENCE	8	-1
LUCK	15	+1 (Initiative)

### SPELLS & ABILITIES:

Thief abilities  
D5 luck die

### COMBAT

Initiative: +4  
Armor Class: 13 unarmored  
Hit Points: 16  
Melee Attk: +2  
Missile Attk: +5  
Speed: 30'

### SAVES

Reflex +5  
Fortitude +1  
Will +0

### SPIRITUAL ENERGY

Free Points 3  
Personality 6  
Luck 15  
Total 24

### POSSIBLE ARMOR

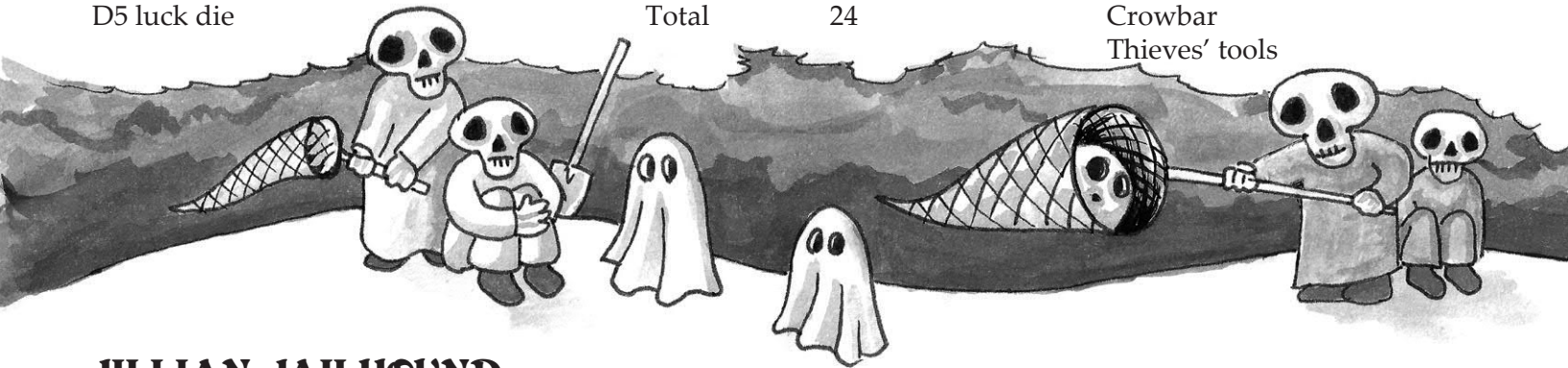
Leather

### POSSIBLE WEAPONS

Longsword (d8)  
6 Daggers (d4/d10)  
Garrote (1/3d4)

### POSSIBLE EQUIPMENT

Backpack  
2 Large Sacks  
Rope  
Grappling hook  
Flint and steel  
Lantern  
Oil Flask  
Crowbar  
Thieves' tools



## JILLIAN JAILHOUND

Class: Cleric  
Level: 3  
Alignment: Chaotic  
Occupation: Shaman  
Exp: 110

### ABILITY SCORES

STRENGTH	13	+1
AGILITY	17	+2
STAMINA	8	-1
PERSONALITY	11	
INTELLIGENCE	11	
LUCK	13	+1 (Miss. Attk)

### SPELLS & ABILITIES:

Clerical Abilities  
Spell Checks +3  
Darkness Binding  
Food of the Gods Curse  
Resist Cold or Heat Divine Symbol  
Second Sight  
Word of Command

### COMBAT

Initiative: +2  
Armor Class: 12 unarmored  
Hit Points: 20  
Melee Attk: +3  
Missile Attk: +5  
Speed: 30' or 25'

### SAVES

Reflex +0  
Fortitude +0  
Will +2

### SPIRITUAL ENERGY

Free Points 3  
Personality 11  
Luck 13  
Total 27

### POSSIBLE ARMOR

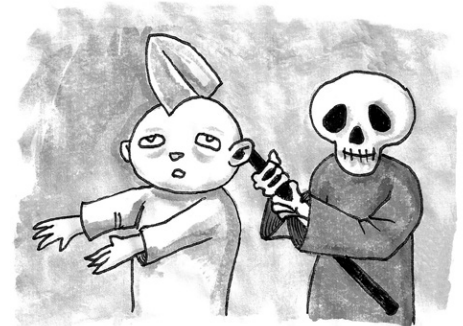
Banded Armor  
Shield

### POSSIBLE WEAPONS

2 Hand Axes (d6+1)  
Short Bow (d6)

### POSSIBLE EQUIPMENT

Holy symbol  
Backpack  
Mirror  
Vial of holy water  
Quiver of 24 arrows



## DORF HAMMERHAND

Class: Dwarf  
 Level: 3  
 Alignment: Lawful  
 Occupation: Blacksmith  
 Exp: 110

### ABILITY SCORES

STRENGTH 17 +2  
 AGILITY 13 +1  
 STAMINA 18 +3  
 PERSONALITY 6 -1  
 INTELLIGENCE 7  
 LUCK 8

### SPELLS & ABILITIES:

Mighty Deeds (Die: d5)  
 Shield Bash  
 Infravision 60'  
 Smell Gold

### COMBAT

Initiative: +1  
 Armor Class: 11 unarmored  
 Hit Points: 35  
 Melee Attk: +d5+2  
 Missile Attk: +d5+1  
 Speed: 20' or 10'

### SAVES

Reflex +2  
 Fortitude +5  
 Will +0

### SPIRITUAL ENERGY

Free Points 3  
 Personality 6  
 Luck 8  
 Total 17

### POSSIBLE ARMOR

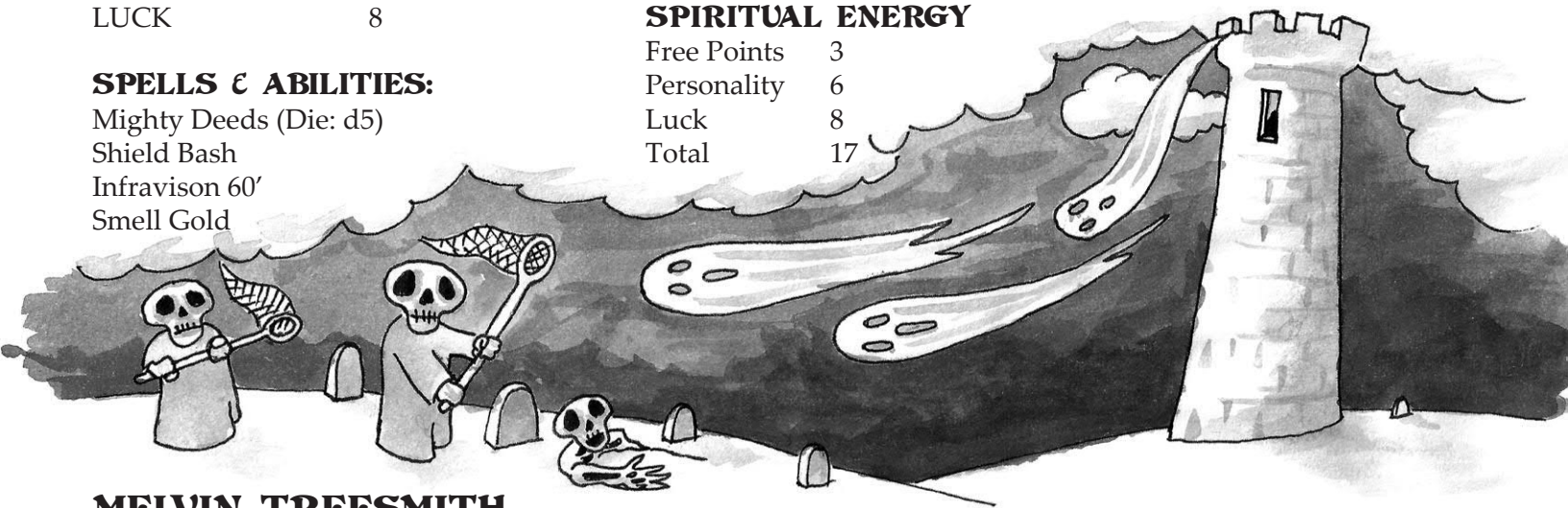
Half-plate  
 Shield

### POSSIBLE WEAPONS

Battleaxe (d10+2+d5)  
 Warhammer (d8+2+d5)  
 Dagger (d4+2+d5)

### POSSIBLE EQUIPMENT

Backpack  
 Deck of Cards



## MELVIN TREESMITH

Class: Elf  
 Level: 3  
 Alignment: Chaotic  
 Occupation: Forester  
 Exp: 110

### ABILITY SCORES

STRENGTH 10  
 AGILITY 14 +1  
 STAMINA 9  
 PERSONALITY 9  
 INTELLIGENCE 13 +1  
 LUCK 16 +2 (Spell Chks)

### SPELLS & ABILITIES:

Pointy Ears  
 Infravision  
 Immune to Sleep & Paralysis  
 Spell Checks +6  
 Cantrip Patron Bond  
 Color Spray Sleep  
 Invoke Patron Ventriloquism  
 Magic Missile Mirror Image

### COMBAT

Initiative: +1  
 Armor Class: 11  
 Hit Points: 16  
 Melee Attk: +2  
 Missile Attk: +3  
 Speed: 30'

### SAVES

Reflex +2  
 Fortitude +1  
 Will +2

### SPIRITUAL ENERGY

Free Points 3  
 Personality 9  
 Luck 16  
 Total 28

### POSSIBLE ARMOR

None

### POSSIBLE WEAPONS

Longsword (d8)  
 Dagger (d4)  
 Long bow (d6)

### POSSIBLE EQUIPMENT

Backpack  
 Chalk  
 Quiver of 12 arrows



## BERTHA THE BEARDLESS

Class: Dwarf  
 Level: 3  
 Alignment: Neutral  
 Occupation: Mushroom Farmer  
 Exp: 110

**COMBAT**  
 Initiative: +0  
 Armor Class: 10 unarmored  
 Hit Points: 30  
 Melee Attk: +d5+2  
 Missile Attk: +d5  
 Speed: 20' or 10'

**POSSIBLE ARMOR**  
 Chainmail  
 Shield

**POSSIBLE WEAPONS**  
 Spear (d8+2+d5)  
 Warhammer (d8+2+d5)  
 Short bow (d6+d5)

### ABILITY SCORES

STRENGTH 16 +2  
 AGILITY 9  
 STAMINA 16 +2  
 PERSONALITY 11  
 LUCK 12

### SAVES

Reflex +1  
 Fortitude +4  
 Will +1

### SPIRITUAL ENERGY

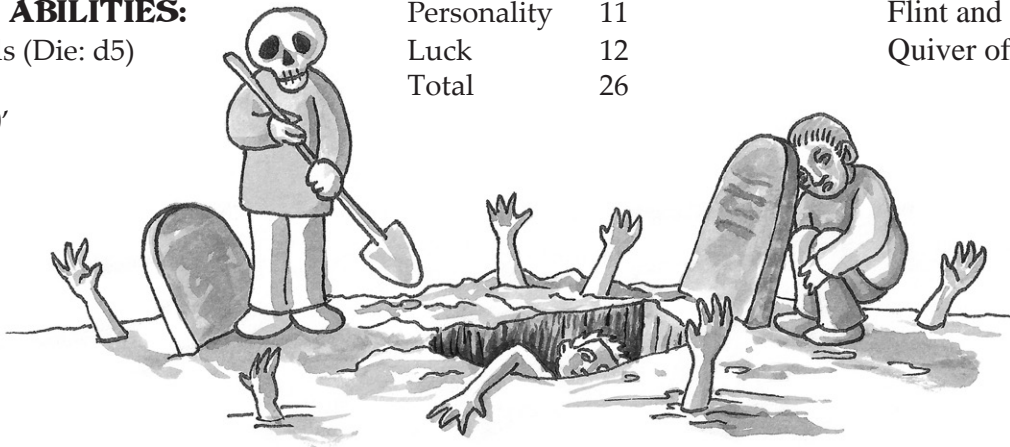
Free Points 3  
 Personality 11  
 Luck 12  
 Total 26

### POSSIBLE EQUIPMENT

Backpack  
 Bag of Mushrooms (yes!)  
 Oil flask  
 Lantern  
 Flint and steel  
 Quiver of 18 arrows

### SPELLS & ABILITIES:

Mighty Deeds (Die: d5)  
 Shield Bash  
 Infravision 60'  
 Smell Gold



## LYLN PLANTHAT

Class: Elf  
 Level: 3  
 Alignment: Neutral  
 Occupation: Sage  
 Exp: 110

**COMBAT**  
 Initiative: +0  
 Armor Class: 10  
 Hit Points: 17  
 Melee Attk: +3  
 Missile Attk: +2  
 Speed: 30'

**POSSIBLE ARMOR**  
 Leather

**POSSIBLE WEAPONS**  
 Longsword (d8+1)  
 Dagger (d4+1)  
 Long bow (d6)

### ABILITY SCORES

STRENGTH 13 +1  
 AGILITY 9  
 STAMINA 9  
 PERSONALITY 11  
 INTELLIGENCE 17 +2  
 LUCK 10

### SAVES

Reflex +1  
 Fortitude +1  
 Will +2

### POSSIBLE EQUIPMENT

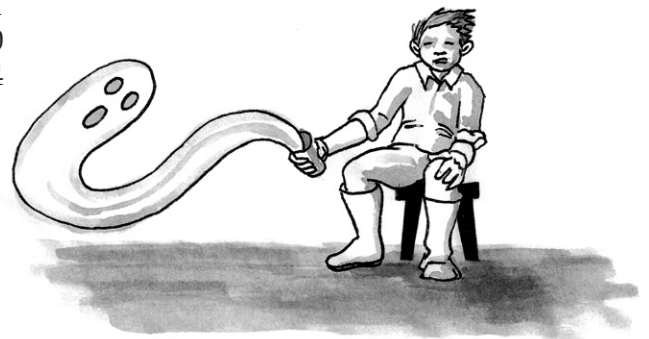
Backpack  
 Apple  
 Quiver of 24 arrows  
 Weird Leafy Hat

### SPELLS & ABILITIES:

Pointy Ears  
 Infravision  
 Immune to Sleep & Paralysis  
 Spell Checks +4  
 Animal Summoning Patron Bond  
 Chill Touch Sleep  
 Enlarge Ventriloquism  
 Force Manipulation Forget  
 Invoke Patron

### SPIRITUAL ENERGY

Free Points 3  
 Personality 11  
 Luck 10  
 Total 24



## SNATCHY BILGEWATER

Class: Halfling  
Level: 3  
Alignment: Chaotic  
Occupation: Glovemaker  
Exp: 110

### ABILITY SCORES

STRENGTH	7	-1
AGILITY	16	+2
STAMINA	6	-1
PERSONALITY	5	-2
INTELLIGENCE	8	-1
LUCK	18	+3 (AC)

### SPELLS & ABILITIES:

Infravision 30'  
Luck  
Sneak and Hide +9  
Two Weapon Fighting

### COMBAT

Initiative: +2  
Armor Class: 15 unarmored  
Hit Points: 12  
Melee Attk: +1  
Missile Attk: +4  
Speed: 20' or 10'

### SAVES

Reflex +4  
Fortitude +0  
Will +0

### SPIRITUAL ENERGY

Free Points 3  
Personality 5  
Luck 18  
Total 26

### POSSIBLE ARMOR

Chainmail

### POSSIBLE WEAPONS

2 Short Swords (d6)  
Dagger (d4)  
Sling

### POSSIBLE EQUIPMENT

Backpack  
Bag of Lead Sling Bullets  
Jar of Strawberry Jam  
FlipFlops  
Crowbar  
Sack of gloves



## Being Dead

**Hit Points:** Adventurers begin with full hit points even though they bear the wounds that ended their lives.

**Spiritual Energy:** Personality + Luck + Level (must keep track of where points are drawn)

**Give Energy (to another adventurer):** Cost is points given +1 point. Points regained are free points.

**Heal Damage:** 1 point for 1d2 hit points regained.

**Heal Damage if Reduced to Zero or Below:** Cost as above, plus 1 extra point to rebuild the spirit body.

**Saving Throws:** Spiritual energy may be spent to increase the result on a saving throw (just like Luck).

**Manifest Equipment/Weapons/Armor:** The dead only appear with their clothing and sometimes the object which ends their life. All other items must be manifested with spiritual energy.

- Cost is 1 point of spiritual energy per item.
- Only manifest items with the adventurer at the time of their death.
- Coins may NOT be manifested.
- Items manifested through spiritual energy are permanent (unless reabsorbed).
- Reabsorbed items dissolve and the spiritual energy points are put back in their pool.
- They must be holding the item to reabsorb it.
- Manifesting an item or absorbing one requires an action to perform.

**Wizard Spells:** Cost one point of spiritual energy to use and may be cast until the spell is lost.

- Each casting after a spell is lost requires 1 point of spiritual energy.
- Spell burning is not possible using physical stats (spiritual energy must be spell burnt instead).

**Clerical Abilities and Spells:** Cost 1 point of spiritual energy per use.

**Understand and Speak Language of the Dead**

**See in the Dark**

# JORA THE WHIP

Class: Halfling  
Level: 3  
Alignment: Neutral  
Occupation: Mariner  
Exp: 110

## ABILITY SCORES

STRENGTH	13	+1
AGILITY	13	+1
STAMINA	9	
PERSONALITY	9	
INTELLIGENCE	8	-1
LUCK	13	+1 (Attk Rolls)

## SPELLS & ABILITIES:

Infravision 30'  
Luck  
Sneak and Hide +9  
Two Weapon Fighting

## COMBAT

Initiative: +1  
Armor Class: 11 unarmored  
Hit Points: 15  
Melee Attk: +4  
Missile Attk: +4  
Speed: 20' or 10'

## SAVES

Reflex +3  
Fortitude +1  
Will +2

## SPIRITUAL ENERGY

Free Points 3  
Personality 9  
Luck 13  
Total 25

## POSSIBLE ARMOR

Chainmail

## POSSIBLE WEAPONS

2 Whips (d5+1)  
Dagger (d4+1)  
5 Javelins (1d6+1)

## POSSIBLE EQUIPMENT

Backpack  
Javelin Quiver  
Bag of Caltrops\*

\*Targets passing through the square where this weapon is deployed are injured if Jora makes her luck roll. Caltrops cause d4 damage.



## Being Dead

**Hit Points:** Adventurers begin with full hit points even though they bear the wounds that ended their lives.

**Spiritual Energy:** Personality + Luck + Level (must keep track of where points are drawn)

**Give Energy (to another adventurer):** Cost is points given +1 point. Points regained are free points.

**Heal Damage:** 1 point for 1d2 hit points regained.

**Heal Damage if Reduced to Zero or Below:** Cost as above, plus 1 extra point to rebuild the spirit body.

**Saving Throws:** Spiritual energy may be spent to increase the result on a saving throw (just like Luck).

**Manifest Equipment/Weapons/Armor:** The dead only appear with their clothing and sometimes the object which ends their life. All other items must be manifested with spiritual energy.

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**Clerical Abilities and Spells:** Cost 1 point of spiritual energy per use.

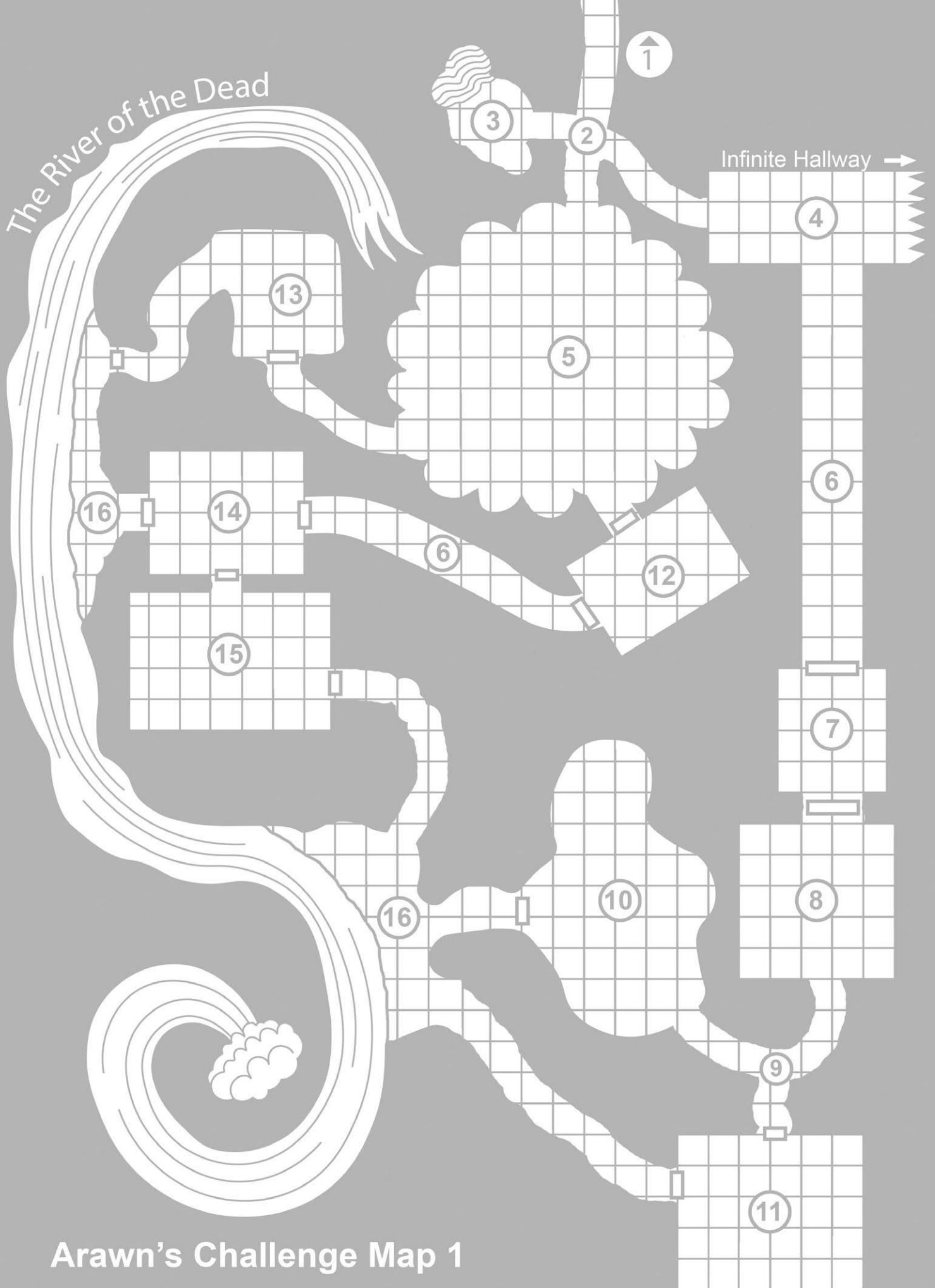
**Understand and Speak Language of the Dead**

**See in the Dark**

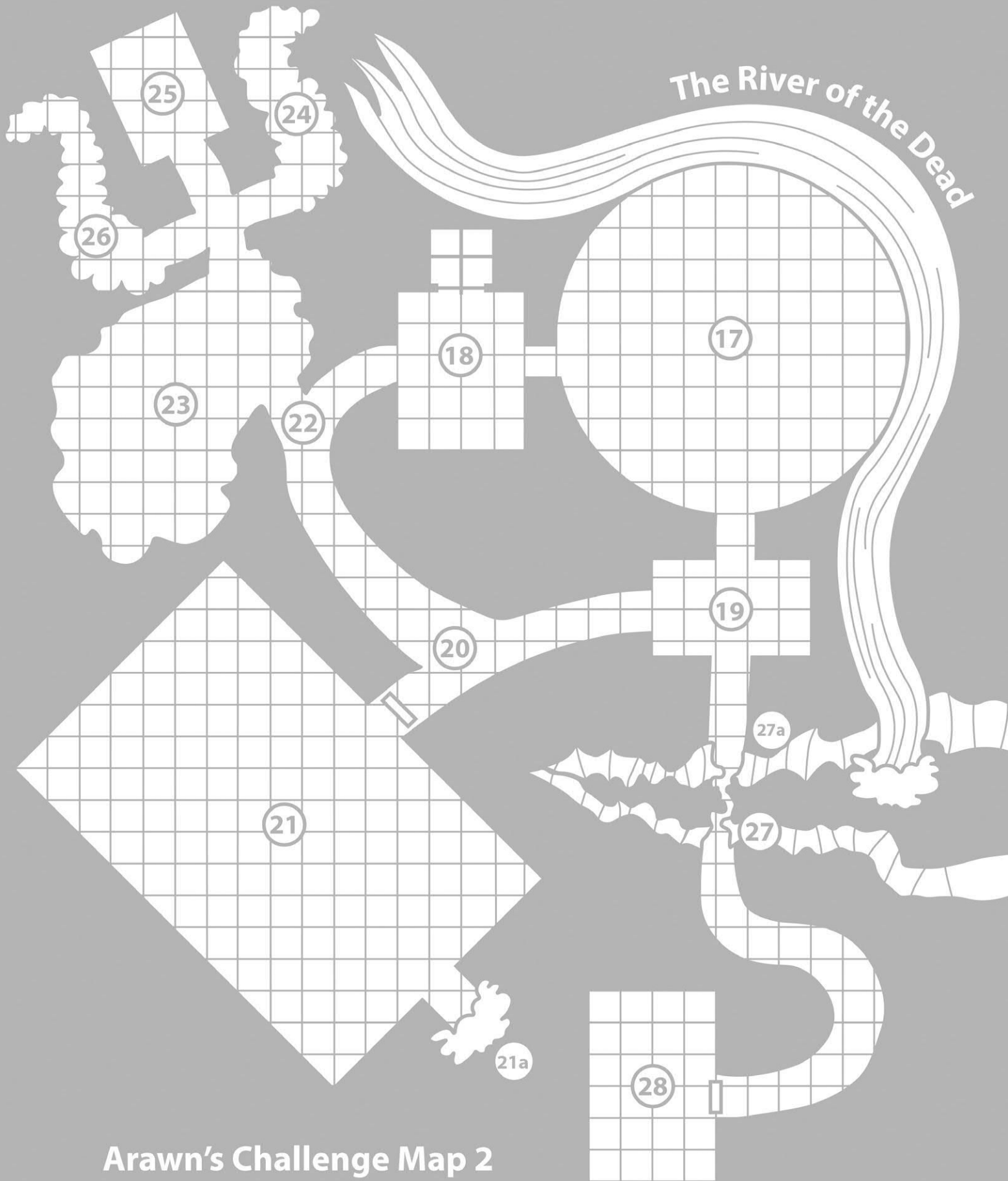




The River of the Dead



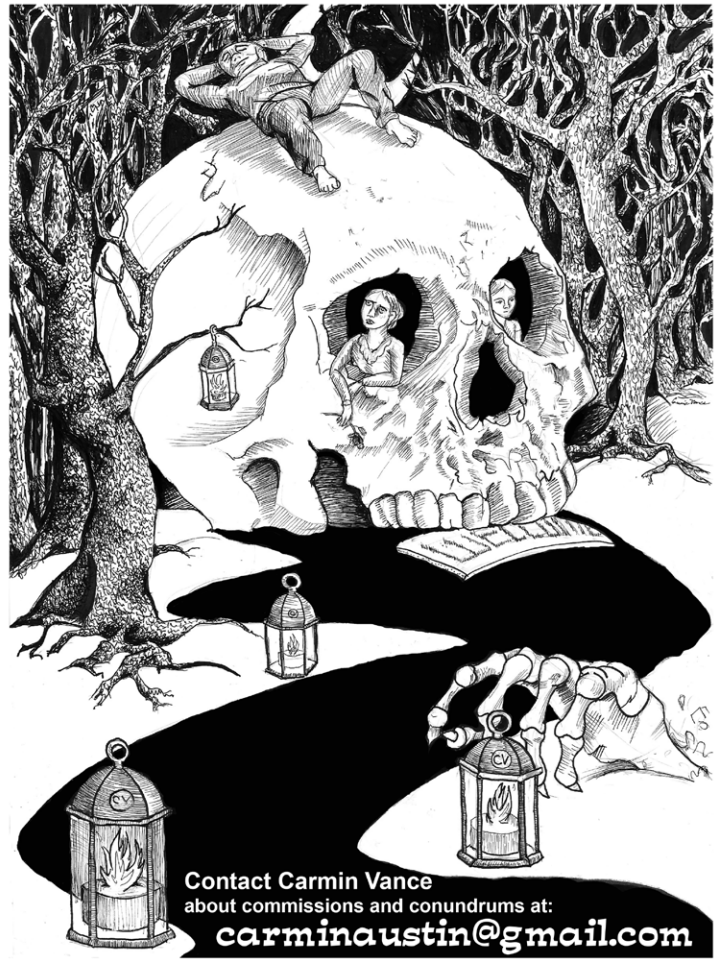
Arawn's Challenge Map 1



The River of the Dead

Arawn's Challenge Map 2

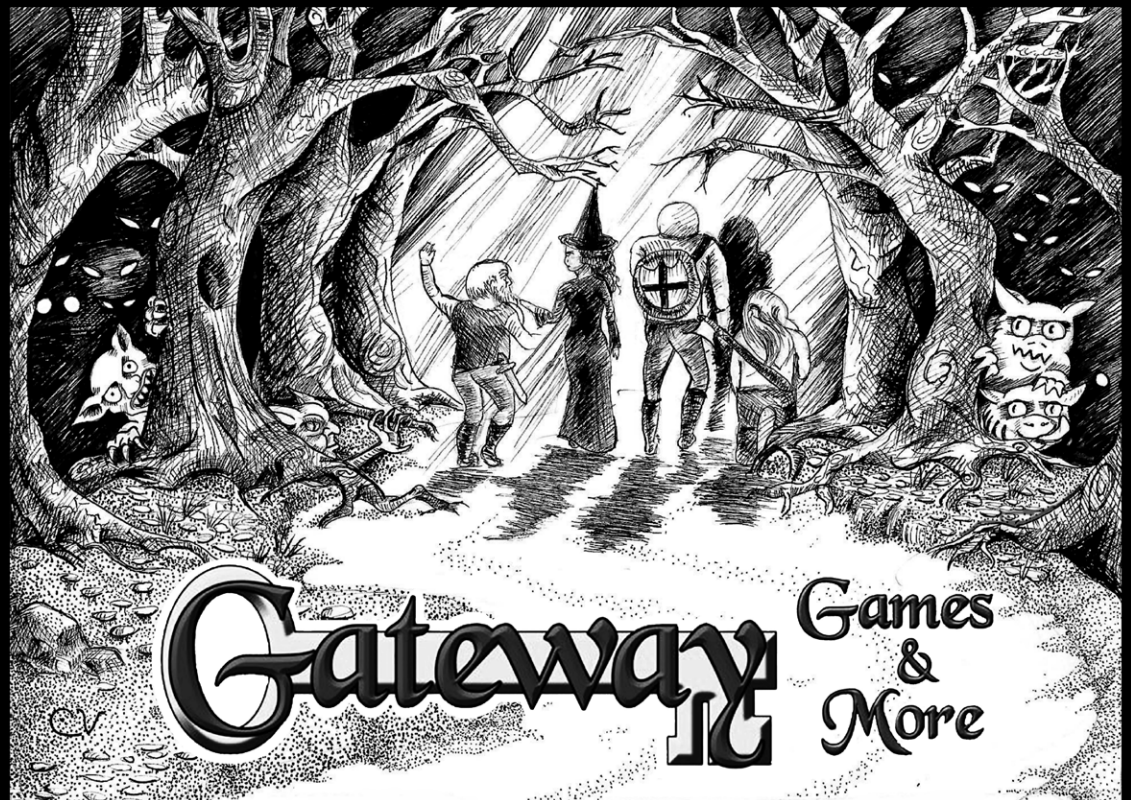
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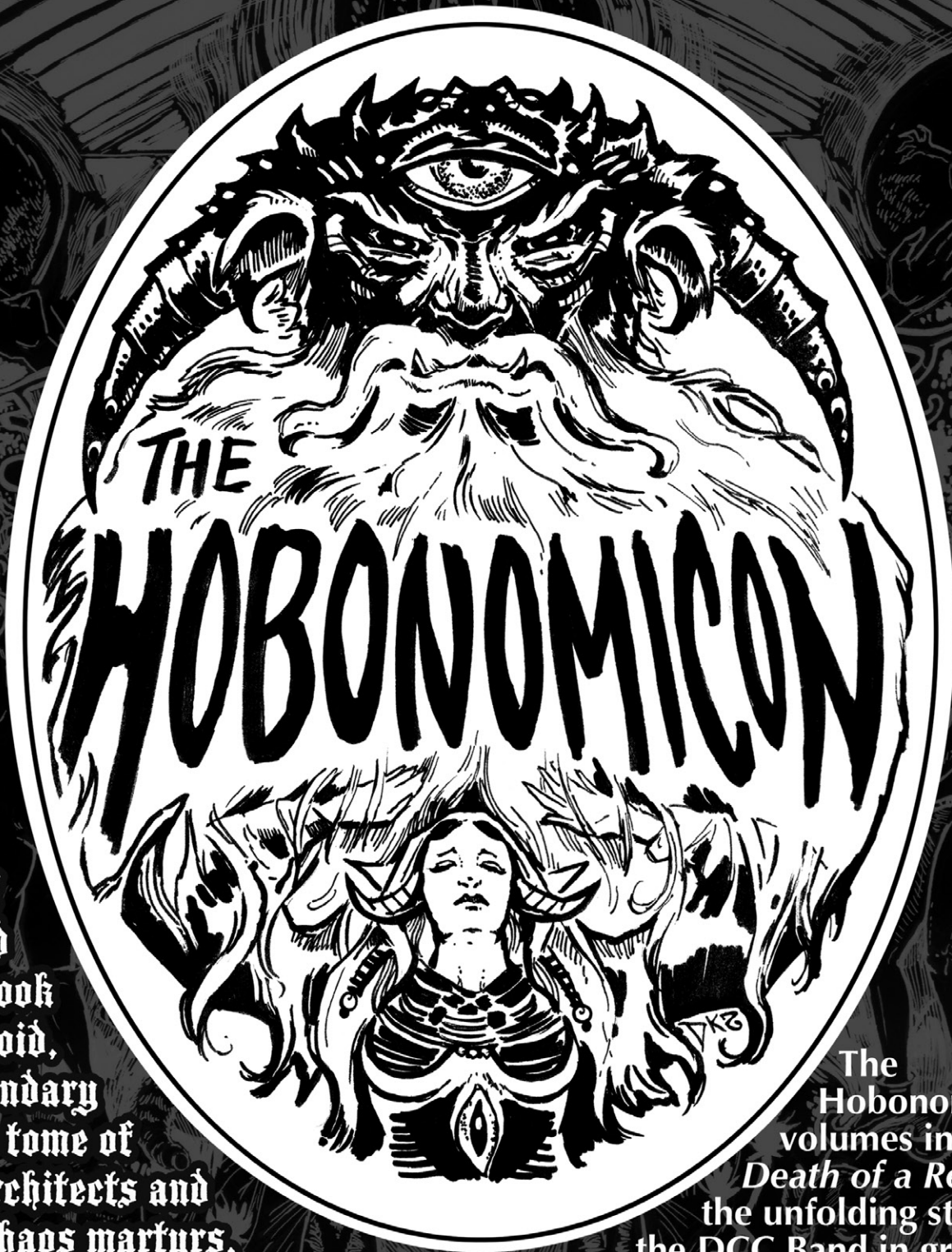
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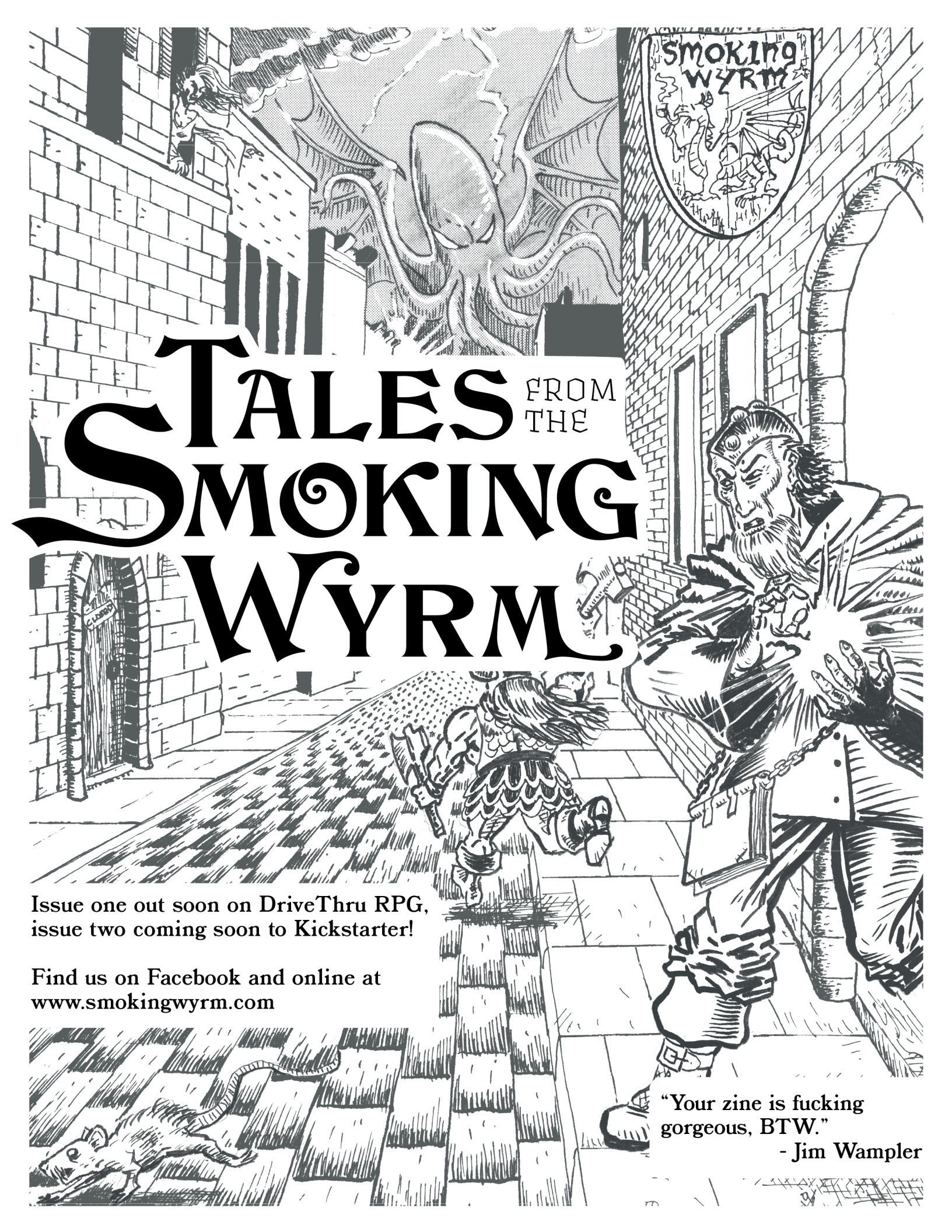
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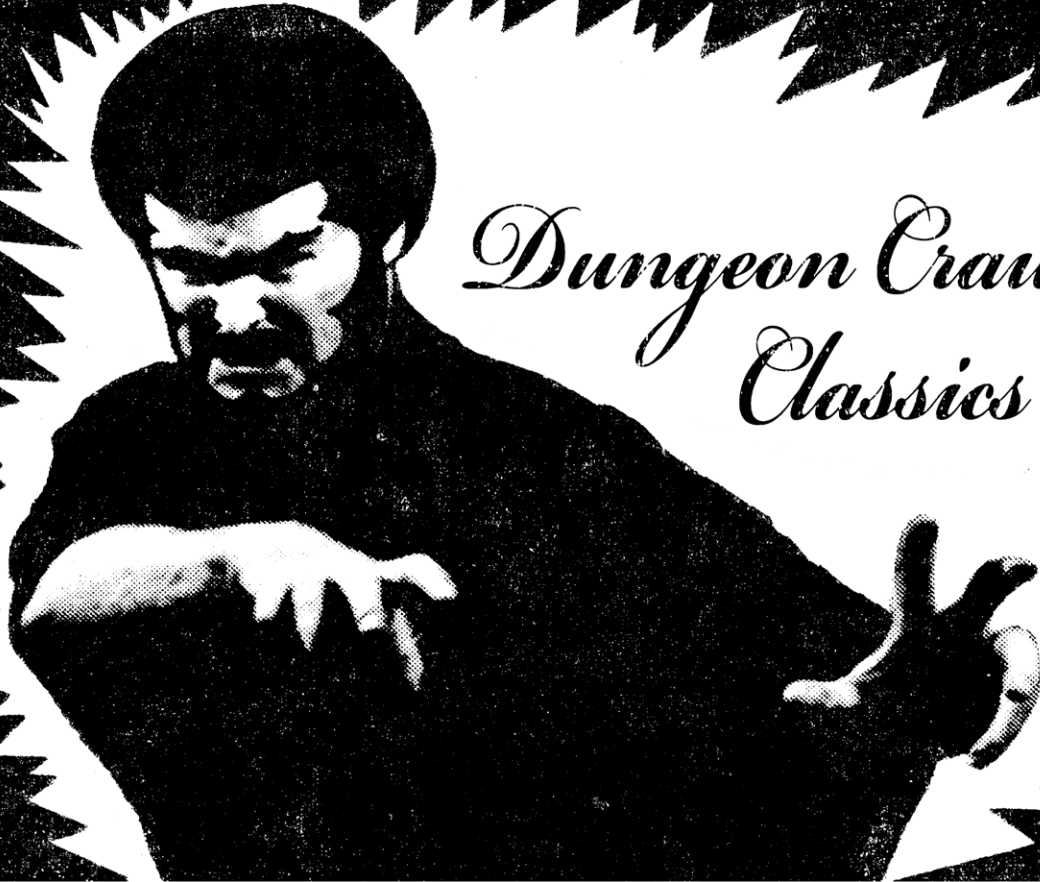
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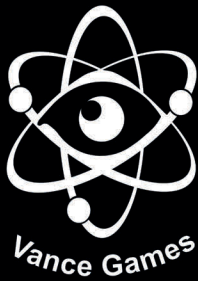
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