

MASSCONFUSION
1984 AD&D OPEN
COMPETITION



LADY
EILEEN'S
CASTLE

\$3.00

LADY EILEEN'S CASTLE

by

Robert Jennings

DM's running this adventure outside the convention setting should find this a pretty straight forward and easy to run scenario. The module is set up in such a way that it provides plenty of excitement for players who like to hack and slash, but it also forces players to make some intelligent choices, and also to figure a few things out on their own. Groups of players who do not know how to do some thinking and how to deal with problems beyond the level of sheer brute force will have real problems here. The opening section of this adventure forces players to make intelligent choices, or die. In the final competition rounds, players must pay attention to their mission, or they will suffer for their inattention. This is a playing situation that demands sheer playing ability far more than role-playing ability. This was done in order that the competition pick out the best player, and the best player is the one who manages to survive the dangers, figures out the difficulties, plans for problems he knows he can anticipate, and accomplishes the overall mission in the most direct fashion in the shortest possible time. After going through all the dangers of Lady Eileen's Castle, the winner of this competition deserves his trophy.

COMPETITION CHARACTERS

Race: Gnome male
Class: Illusionist/thief, 3/4 level 20 HP
Weapons: short sword, dagger
Armor Class: 8, no armor or shield
Spells: change self, wall of fog, hypnotism,
improved phantasmal force
Magic Items: scroll of paralizaton
Str: 13 Int: 15 Wis: 13 Dex: 16 Con: 16 Kriz: 16

Race: Human male
Class: Cleric, 6th level 40HP
Weapons: staff, mace
Armor Class: 2, plate and shield
Spells: as prayed for
Magic Items: Staff of Striking, potion of healing
Str: 8 Int: 13 Wis: 16 Dex: 11 Con: 15 Kriz: 13

Race: Human male
Class: cleric, 5th level 31 HP
Weapons: war hammer, staff
Armor Class: 4, chain and shield
Magic Items: +2 war hammer
Spells: as prayed for
Str: 9 Int: 11 Wis: 14 Dex: 13 Con: 11 Kriz: 12

Race: Dwarf male
Class: fighter, 6th level 64 HP
Weapons: long sword, mace, battle axe
Magic Items: +1 long sword, potion of extra healing
Str: 18/12 Int: 18 Wis: 8 Dex: 16 Con: 17 Kr: 16

Race: Half-orc male
Class: Fighter/thief, 4/4 level, 32 HP
Weapons: bastard sword, long sword, mace, dagger
Armor Class: 5, leather, no shield
Magic Items: +1 long sword, boots of elven-kind,
potion of gaseous form
Str: 17 Int: 10 Wis: 9 Dex: 17 Con: 15 Kriz: 9

Race: Half-Elf male
Class: fighter, 6th level 53 HP
Weapons: long sword, short sword, mace, lance
Armor Class: 2, chain and shield
Magic Items: +1 long sword, potion of undead control
Str: 17 Int: 10 Wis: 11 Dex: 16 Con: 14 Kriz: 12

Race: Elf male
Class: Magic User, 6 level 16 HP
Weapons: staff, darts
Armor Class: 7, no armor or shield
Magic Items: scroll of extension I, potion of healing
potion of fire resistance
Spells: Charm person, magic missile, sleep, spider climb
identify, knock, darkness, web, fireball, lightning bolt
Str: 10 Int: 16 Wis: 1 Dex: 17 Con: 12 Kriz: 13

Race: Human female
Class: ranger, 6 level 53 HP
Weapons: long sword, maul (2 hand), dagger, long spear

THE SITUATION:

Lady Eileen's ancestral castle has been taken over by Baron Rodak and his band of mercenary thugs. Rodak and several retainers entered the castle under the guise of friendship while Lady Eileen and her maids were visiting relatives. By a surprise raid, Rodak and his men slaughtered the guards, threw open the gates and achieved possession. As rightful feif holder, Lady Eileen wants her lands and her castle returned, preferably before Rodak can ravage and loot the region into total ruin.

You and your friends have agreed to help get her castle back and defeat Rodak. Rodak's band is made up of seasoned veterans, scruffy, dishonorable, vicious, but strong fighters. It is believed that there are perhaps 150 men in Rodak's total command, some of which must be kept on constant patrol duties outside the castle, extorting money from the surrounding inhabitants and keeping and eye out for potential enemies.

Rumor has it that in an effort to control magical beasts, Rodak has run into some sort of problem. In order to strengthen his position in the castle he has also greatly overfilled the moat, by raising the dam at the drainage end of the moat, so that it is almost up to the bottom of the draw-bridge and within twenty feet of the lower windows, and the overdrain is flooding the gardens behind the castle.

Lady Eileen knows of two secret passages into the lowest level of the castle, and she believes that those servants still surviving are loyal to her, altho the party can expect no fighting help from these. She also has complete floor plans to the castle which she gives to the party. Using the secret passages and whatever military tactics you might develop, she believes it is possible to take out Rodak's entire command.

In return for your help she will pay the party 75,000 GP, which she will borrow from friends and relatives. In return, the party must promise to make the castle safe for her return, and not to steal property from her castle. She will also give or loan the party some useful magic items she has obtained from relatives. These include:

- 8 potions of cure light wounds
- 1 scroll with a Raise Dead spell on it
- 1 scroll with a magical spell of Darkness
- 1 scroll with a magical spell of Light
- 1 scroll of compound magic missiles (does 5 D4 damage)

Players may look over their characters, decide their spells and etc when they are at base camp, which is a secure and safe location about two miles distant from the castle in some lightly wooded area. Players CAN NOT look at any of the AD&D books during the actual adventure sequences.

DM, inform the players---

This is a TIMED adventure. You have four hours to accomplish as much of your mission as you can. It is expected that this adventure will cover MANY DAYS in the lives of the player characters, so it might be better to be careful in what you attempt to accomplish.

This is a role-playing game, and players will be judged on their role-playing abilities as well as their game playing skills. If you really want your character, for example, while walking down a dark corridor, to crack jokes with other players, or shout down the hall for somebody to bring them a can of Coke, or the like, then go ahead and do it. However, as the Dungeon Master, I play the monsters, and I LISTEN!

The players judged the best will continue this adventure later tonight.

LEVEL ONE:

1) Winecellar is filled with racks of aging wines in ceramic crocks and bottles. Fighting, running, or scuffling thru this area is very likely to tip over the tall thin racks if players are not very careful.

2) This is a food storage room. Sacks of onions, rice, barley, wheat, flour, barrels of apples, pears, pickles, etc etc, are everywhere, stacked high with extremely narrow walkways between. There is NO ROOM for fighting in this room at all.

3)

This hallway has torches situated in the NW corner, the NE corner, down the hall near the gate by room 5, and on the wall across from room 11. These cast a dim light down the entire hall. The hallway is patrolled regularly but slowly by an Ogre. The Ogre is always at the N end of the hall when the players emerge, and as soon as several come into the hallway, he will attack.

OGRE HD 4+1 HP 26 Size L (9' tall) AC 5 1 attack Damage 2-12 (huge two handed war club)

The ogre will fight to the death. He will not run away, negotiate, or listen to any sort of reasonable appeals. His orders are to kill intruders or escapees, and he will try to do this. If the party retreats into the wine room or the food storage room, he will try to follow. In the wine room he may do considerable damage to the racks of wine. There is, as noted, no room to fight in the food storage room. If the party retreats into this room, he will turn and head down the hall to alert the guards in the torture room and at the grate by room 5.

The ogre is also dumb, but he is not stupid. He can hear players talking, the sounds of clanking armor, see strange lights such as torches etc etc. and will be alert if he notices such things.

After having dealt with the Ogre, if they do, the party's attention should be directed by the DM to chamber 4, from which light shines, and the faint sounds of screams of agony can be heard. A few bobbing shapes give evidence that several people are in the chamber.

4)

This is the open torture chamber. There is a rack in the center of the room, on which some poor wretch is being tortured. There are two whipping posts set at either end of the room. There are also two braziers with red hot branding irons and hooks are set.

This room is occupied by six soldiers and two professional torturers. They are intent on the plight of their victim, and are not likely to notice a careful intrusion by the party members until it is too late. DM should note, however, that if the party makes a lot of noise coming down the hall, or does not observe reasonable caution, then the soldiers will be alert, and instead of the party achieving surprise, the soldiers will be ready for them.

6 SOLDIERS (Humanoid types, humans, half elves, half orcs etc) 4HD 25HP AC 4 1 attack
 Damage 1 D8 (swords, 3 soldiers)
 1 D6 (short spear, 3)

Two Torturers (human) 3HD HP 20 AC 6 1 attack Damage 1-10 (red hot pokers used as short
 swords, after 5 rounds only does 1 D6)

Soldiers and torturers will fight to the death. They will not run and they do not check morale. They will shout for help and raise a hue and cry. Unless the players have dealt with the guard at the grate and inside room number 5, help will come immediately. Even if the players have silenced the guard in room five, in six combat rounds, guards from upstairs will begin to come pouring down the stairway.

Players should get a round or so of advance notice, as guards shout back and forth to each other before actually coming down, comments such as "Something's going on down there," "Get Harry and the others, bring the dogs," "Where's the sergeant? Where's my sword?" plus lots of clank clanking, the tromp and shuffle of heavy footsteps and the like. This noise comes from room five, at or near the top of the stairs.

When the grate to room 5 opens, the players will see 10 more soldiers, with two hellhounds in the lead on metal leashes, run down the corridor to the players if they are in the hall, or to the torture room if they are there. If the players are in full retreat toward the secret passage, the guards will go to the torture room first to see what mischief has been caused, before pursuing the players. Note that the hellhounds are always in the lead of the guards so they can do most of the fighting, and the soldiers always pause a second or two at the entrance way to the torture room before rushing in.

2 HELLHOUNDS HD 5 HP 38 AC 5 2 attacks, bite, roll to hit, breath
 Damage: bite does 1 D10, breath automatically does 5 pts damage, ST for ½
 damage or 3 pts. Fire breath extends out one square, and anyone
 in proximity to the hellhounds, as in those attacking it, automatically
 are hit by the breath and take damage

10 SOLDIERS same stats as above, all are armed with long swords

The soldiers will fight to the death. They do not check morale, and they do not run.

Inside the torture chamber itself are cells, most of which contain prisoners. These prisoners have been starved and abused, and most can barely walk. They can tell the party nothing about the defense

of the castle or much of anything else, as they are semi-coherent, and will have to be physically carried out of the area if the players want to rescue them, and once outside they will expire gracefully.

The other doors in the room are not trapped or locked.

5)

This is a guard room and staging area. The entrance way here is a metal grate, a lattice-work of brass bars forming openings of perhaps 4" square, too small to shove hands and arms thru. This grate is securely locked. Looking thru the grate the players may initially see a single guard in the NW corner, sleeping in a chair. Near his head is a rope hanging from the ceiling.

Any real sounds here, such as attempts at bending bars, combat, screams of alarm or the like will not only awaken this sleeping guard, but will also alert the guards at the top of the stairs, who will alert the entire castle.

If players are determined to go up this passageway, up the stairs and take on the entire castle they will be making a Serious Mistake. At the top of the stairs in the guard room on that level are two more guards, fully alert, plus a steady stream of soldiers back and forth beyond the guard entrance. At the least suspicion of an attack coming up the stairs they will alert the entire castle and all of Rodak's command, including 120 soldiers fully armed and in chain armor, will pounce on them, and promptly slaughter them to the last person. There are twenty bowmen on the castle walls at all time if the party manages to break out into the courtyard.

The guard in chamber 5 is due to be relieved in 20 rounds, no matter what time of the day or night the party decides to try the secret passage and enter the castle. At that point if any irregularity is detected, a 25 man strike patrol with two hellhounds (the Baron's men have 8 of these creatures to call on) will rush down to see what the problem is.

6)

These are prison cells for prisoners. See reference in chamber 4 to the state of these prisoners.

7)

This chamber is unattended, and is the whip and rope shop, where whips are braided, ropes stored, and all kinds of leatherwork is done. There are benches, sheets and strips of cured leather and untanned hide, hammers, awes, leather working tools of all types, and not much else.

8)

This is a storage room for torture equipment. There is a fine assortment of thumbscrews, gorges, hooks, probes, mauls, scrappers and other assorted material of a similar nature, along with a whole wall of manacles in both metal and leather styles.

9)

This is the blacksmith shop, used mostly these days for making and repairing torture equipment, as well as chain and metal armor. Strips of metal, leather, rivets, brads, fitting dummies, tools for working metal of every kind are present, including short lengths of chain, hammers, tongs, and a heavy anvil. There are five barrels full of charcoal, a brick lined fireplace in the center, and two long wooden benches.

10)

The armory here is filled with sheets of hide, cloth for underlining, lots of metal brads, leather and underlining cloth, fitting dummies and the like.

11)

This is the blanket, bedroll and pillow storage area. There is usually one soldier on duty here day or night. He has the same stats as the other soldiers. He carries a sword, but he is not very alert and can be surprised with ease.

12)

This is an empty room basically. Possibly an interrogation room, it has a flat board table with two straight backed chairs in the center of the chamber, nothing else in evidence.

13)

This room is full of cubbyhole shelves on all the walls, filled with uniforms, livery for servants, banners, flags and colors for the castle and the like. There is usually one assistant in this area by day,

who is basically harmless and will throw up his hands at the sight of any armed intruders. He is still loyal to Lady Eileen, and if the party kills this unarmed innocent, subtract 10 points from their scores. He knows how many guards there are in the other storage rooms and at the torture chamber, and he knows when the shifts change at night, three times, at 12:00, 3:00 AM and at 6:00 AM. He knows that the day shift changes at 3:00 PM. He has 11 HP, and is AC 9

14)

This is a blanket storage area. There are shelves on all the walls and a large bench in the center of the room, and there are normal blankets, bedrolls, and horse blankets stored here in profusion. No person is normally in this room during the night.

15)

This is a guard station. There is a small board table in the center of the room, along with several chairs near the walls, weapons racks on the N and S wall, each containing 15 long swords, assorted short spears, battle axes, and bows. There are ten full arrow quivers at the corner. On the table are two large books. These are the sign-out books for people needing replacement gear, including blankets, armor, weapons etc etc.

Normally three soldiers are stationed here day and night. Altho armed, they are not particularly alert and certainly do not anticipate any sort of trouble. They can be surprised virtually all the time if the party uses reasonable caution. Once attacked, however, they will fight to the death and will not allow themselves to be captured. The stats are the same as for the other soldiers.

16)

This secret door is clearly marked on Lady Eileen's map which is provided to the players. There is a landing and a set of stairs going up to the next level. Party members who decide to open this secret door will find a most unpleasant surprise awaiting them.

GIANT COBRA 5HD HP 38 AC 3 Attacks: 2 bites (due to speed) Damage: 1 D10 plus ST vs poison, or the person is instantly paralyzed, and will remain paralyzed for six to eight hours unless a cure poison spell is applied. Once paralyzed, the snake devours its prey at its leisure.

The giant cobra will not generally pursue the players if they decide to run away. If they back up slightly and try to regroup, the snake will interupte this as a continued threat, and will continue its attack. It will continue to attack until the players are either dead or flee. Initially the snake will remain in the secret room, which it almost fills, and will not move out into the corridor until several players are down. This should keep the number of people who can hack on it down to about two.

THE PLAYERS SEE: A huge glistening black cobra, rearing up to strike. It stands as tall as a normal man, and its body is thicker than a grown man's leg.

DM, please note, the players **CAN NOT** milk poison from the snake if they succeed in killing it.

DM NOTE: Players making their escape at any point down the secret passage(s) will not be pursued by Rodak's soldiers or by monsters. They will be satisfied with running off the opposition.

THE SECOND TIME THE PLAYERS ENTER THE CASTLE:

The secondtime the players enter the castle by way of the secret passages, they will find something entirely different awaiting them. If they managed to take any prisoners, the prisoners will be very obstinate about not giving out any information. They fear Rodak's wraith more than the players. If spells are used to obtain information, the captured prisoners can only say that there are about 150 men in Rodak's command, with perhaps four secondary commanders. Twenty to thirty of these men are out riding border patrol and stealing loot most of the time. They know where Rodak and his secondary commanders sleep, which is on the third floor of the castle, but beyond this they know little beyond their own duty stations. **DM** should try to avoid having soldiers captured if possible.

The second trip back into the bottom level will find the torches burning, but very low. There are fires burning in the torture room, but there is no one around in the halls. There is no one in the torture chamber, including prisoners.

At the grate to room 5, players can see a guard, slumped over and mumbling something in a low voice, so low no words can be distinguished. He will pay no attention to anything the players do, and is almost completely catatonic, mumbling to himself and staring at his feet. Nothing can be done

to him or with him to gain any sort of intelligent response.

On the whole level, two of the other rooms, D1's option, contain one soldier each, sitting in a chair or at a desk, drooling and giggling half hysterically, staring off into empty space. If the party approaches, each of these will jump up, screaming incoherently and slashing out wildly with flailing bare fists. It will take a natural 20 roll for them to hit anybody. Due to severe shock these survivors are down to about 6 hit points each, and their armor class is raised to 7 because they take no defensive adjustments to protect themselves from any sort of attack. If captured, they cannot make any sort of coherent statement about anything; their minds have been totally destroyed.

At the far end of the corridor are two hellhounds who have broken loose and are wandering around free. Whichever part of the corridor the party investigates first, have the hellhounds placed at the other end awaiting them when they get around to that part of the passageway.

The hell hounds are not stupid. They would prefer to pounce on the party as they approach, however if the party stops and begins making defensive preparations, such as preparing bows, or discussing strategy, the nice doggies will rush up for their meal.

2 HELLHOUNDS HD 5 HP: 38 AC 5 2 attacks, bite, breath of flame
 Damage: bite does 1 D10, breath automatically does 5 pts damage, ST for 1/2 damage of 33 pts.

Hellhounds will fight to the death. They are hungry and will not run away.

There is no other living being on the bottom level of the castle. Players who decide to take a few bottles of wine as they leave, will discover later that the wine has turned sour and brackish, and is not fit to drink.

LEVEL 2

If the party breaks thru the stairway to this ground level on their first visit, refer back to chamber 5 to find out what they find.

Some players may decide that a frontal assault on the castle is a good idea. Inform the players that the drawbridge is up at all times, and archers in numbers patrol the parapets along the castle walls. The drawbridge is only lowered for Rodak's men entering or leaving. Tricks or disguises will not work here, as the sergeants and officers know all of the men in the command by sight and will not be fooled. If the party decides to ambush one of Rodak's patrols, inform them that none enter or leave the castle while they are watching. If the party insists on waiting a few days watching the gates, deduct 10 points from their score, and have a large 20 man patrol leave the area, armed to the teeth. Party members seeking to ambush patrols in the woods will have little luck. DM should roll the following random encounters:

GREAT ELK HD 3 HP 18 AC 7 2 attacks, butts with antlers, doing 1-10 pts damage each, or two kicks for 1-6 damage, in any combination.

WILD BOAR HD 4 HP 25 AC 6 1 attack, tusks, plus trampling Damage: 2-16 tusks, 1-4 pts trampling if it runs over its victim

OUTLAWS (3 of them) 2 HD HP 16 AC 7 1 attack, by weapon, either bows doing 1-6 per arrow, or staff doing 1-6 pts damage

The outlaws may attack small party units, otherwise the party can stumble on them as they are skinning and butchering a deer. They will fight to the death, and if captured they know absolutely nothing about Rodak except that he now controls the castle.

BEAR PIT--players, unless a ranger is carefully checking, fall into a huge bear trap actived by weight. Bears weigh a lot, so do players together wearing armor and packs. A 15 sq ft area falls thru and the players fall 10 ft down onto fire hardened stakes doing 1 D6 damage per stake. Stakes are 2 ft apart in the pit.

If players persist in searching the woods and ignoring the castle, and providing all the other encounters have already been used up, then and only then do they find the following:

Two of Rodak's soldiers are terrorizing a peasant and his wife, taking their sack of grain and a side of smoked ham.

SOLDIERS 4HD 28HP AC 4 1 attack Dam 1 D8, longsword

Soldiers will fight to the death, and even if captured can give the players no really useful information except the size of the force, the fact that 20 or so men are always on patrol, and that Rodak and his chief commanders sleep on the third floor. Rodak sent them out to steal everything they could. Their patrol is normally 12 men strong, but they were separated from it and they expect to rejoin it down the trail in about five miles to the S. Party will NOT find the rest of the patrol. If the party tries to take the armor and disguise themselves as Rodak's men, they will be filled full of arrows for their troubles when they approach the castle gates and have to wait for recognition.

1)

The guard room at this level has weapons racks, with sixty empty slots, and no weapons anywhere. The place is in perfect order, but no one is here. A desk, with sign-out book, and routine military papers is in evidence.

2)

This is the area behind the massive wooden barricade, which is used to shield archers, who can mow down anybody or anything that manages to break thru the front gate. There are ten arrow slot openings here.

3)

The main courtyard. It is composed of clay brick with straw strewn over it, and is empty.

4)

Stores of food here, particularly sacks of oats, barley and rice. If the players investigate this area very thoroughly, poking and prodding everything, a few mice scurry out and into the courtyard.

5)

The central kitchen and pantry. A lot of cooking utensils, a huge stove, long work benches, pots, kettles and the like are here. Foodstuffs include many kinds of fresh and smoked meats, fresh fruit and vegetables.

6) & 13)

This guard room is a storehouse for smoked meats as well as a sentry post. There are dozens of hams, sausages etc etc hanging from the ceiling. Stairs go up to the next level. There are arrow-slits on both outside walls, a small table in the center with a single wooden chair, one weapon rack with five short bows, and five quivers full of arrows, two barrels of charcoal are also here. The stairs go up to the next half level, which has more arrow slots, and weapons, and another set of narrow stairs going up to the next full level, so that the tower is composed of half levels for the defense of the castle.

7) and 8)

These are the stables, stalls, room for 25 horses, hay, tackle and the other gear needed for horses. There are no horses in evidence here at all. Room 8 was evidently the kennel area for the hellhounds. It is lined with stone and has staples and metal chains. There are no hellhounds here either.

9)

This is a fully equipped blacksmith shop, mostly for the care and repair of weapons and horse related materials. There is a large stone anvil, bellows and oven, ironworking tools metal rods, barrels of charcoal, hammers and suchlike.

10) & 11)

A guard post with four chairs. There are weapons racks on the walls, two of them, holding twenty-two bows, twenty-two quivers of arrows, 25 pikes, 25 short swords, 25 maces.

12)

This is the armory, and inside are many weapons racks, on the walls and free standing on the floor. There are spears, pikes, short and long swords, bows, brass headed clubs, morning stars, crossbows, arrows and bolts by the thousands, two fifty gallon barrels full of oil, daggers, sling bullets and more.

Of weapons, there are about 50 of each kind named, plus 2000 arrows; and boxes of crossbow bolts, several thousand sling bullets in sacks. If the players want to know how much of everything there is here, let them count them, taking up playing time before giving them the quantity. The room is crowded with weapons of all kinds.

14) This guard tower can only be entered from room 13. Stairs go up in half levels similar to chamber 6. There are weapons racks on the walls, bows and arrows mostly, arrow slits in the walls.

15) & 17) These are the barracks. There are double bunks inside, crammed in fairly tight so that there are twenty-five bunks per room, with two footlockers per bed, and two standing lockers for each bed. Party members rummaging around will find lots of old clothing, mostly dirty, some clean clothing, shaving equipment, dice, pornographic drawings, etc etc. If the party wants to carefully check every single locker and footlocker, DM should carefully make rolls for each item they are checking to take up time and give a long detailed inventory of each one they open, carefully noting stockings, cloaks, underwear, boots, polish, religious symbols (there won't be many of those), caps etc etc. The barracks are cluttered and dirty and have a sour lived-in smell about them.

16) These are sergeants' rooms. There are six separate cots here, with six spacious cupboards, six better quality chests at the end of each bed, six standing lockers. There is nothing of real value here, the only difference between the items here and the items found in the general barracks is that this area is neat and clean, with the dirty clothing stuck in hanging sacks inside the wall lockers.

IMPORTANT NOTE: If the players investigate level two, the DM should place the following monster in one of the rooms or an open area for the party to find. The monster should attack by surprise. This will alert the party that things are even more unsettled than they might have figured after finding the castle virtually deserted at these two levels.

JACKALWERE HD 4 HP 25 AC 4 1 attack Damage: 2 D4 +1 from a +1 longsword, +1 again for strength bonus. Note, the creature has another +1 in primary dexterity. This makes him plus 3 to hit.

When this creature is low on hit points, about two-thirds down, he will change forms into a giant jackal. This takes one attack round, during which he cannot attack party members. This change will automatically give him 2/3rds of his original HP back. The attack percentages for the jackal shape are the same as above, except he only gets one attack, a bite, for 1 D6 pts damage.

Note: +1 or better weapons are needed to damage the Jackalwere in either of his forms.

THE PARTY SEES: a tall, man-like being covered with reddish fur, with big pointed bat-like ears, long snout, long clawed hands and feet, carrying a longsword.

LEVEL 3

The third level contains the sleeping and living quarters for the original owners of the castle, plus luxury guest rooms, the areas for entertainment and matters of state. Most of the chambers, but not the hallways, are carpeted.

Most playing groups will be looking around this area in detail. DM should plan to have the following monster encounter them after they have checked three or four rooms out.

LAMIA HD 9 HP 60 AC 3 1 physical attack Damage 1 D4 +1 from magic +1 dagger.

The Lamia is a magically endowed creature, who can and WILL cast the following spells once a day against those she combats.

Magic Charm Person (usually she will cast this first on a magic user, second choice is a non-aggressive cleric)

Mirror Image, usually cast when her hit points are low

Suggestion: (usually cast immediately on the strongest fighters, those who are attacking her, telling them to defend her from the attack of other party members.)

Illusion (as for a wand)---the illusion that she is dead and her body has changed into that of a fairy princess who flies away out a nearby window. Party members who fail their saving throw will believe, even tho other party members tell them otherwise. ~~Die~~ should remember that the Lamia has these magical spells as an innate ability, that is, she can cast them even tho a silence spell, or a hold person is cast on her, she has the innate ability to cast magical spells and she will do so to influence the party. She is mostly intent in killing off the party and eating its members. However if the party is doing great damage to her, she will try to escape, and will use to tactic of telling the party to "let me go", pretending she never had any evil intent toward the party, and only wants to leave the room she is in and only wants the party to get out of her way and let her pass.

THE PARTY SEES: A beautiful dark haired woman with green eyes, naked from the waist up, whose lower body from the waist down seems to be some sort of cloven hoved cross between a donkey and a boar.

- 1) Guard room and main stairway; there is a large desk here with weapons racks, four straight back chairs, large double doors, which open onto the hallway.
- 2) The hallway leads around the entire floor.
- 3) 4), 5), 6) These are guests bedrooms, used for family or friends, or whatever. Each chamber has a carpet, a large double bed; a four poster bed, chest of drawers, dressing cabinet, writing desk, small couch, three comfortable chairs, a large wooden clothing chest, and a clothing hamper. Assorted pieces of male clothing, towels, shaving gear, cloaks, boots and the like! may be found, but there is nothing else of interest in these rooms.
- 6) The guard tower at this level, with the stairway coming up, weapons racks with ten bows, ten battle axes, several hundred arrows, arrow slits around the outside walls, and stairs going up to the top parapet of the tower.
- 7) This is a child's nursery and play area. Inside the carpeted floors are covered by a large decorated toy chest, with pictures of farm animals on it (inside are blocks, stuffed animals, teddy bears, dolls, rubber balls, hoops, games, etc etc). A large stuffed rocking horse is in one corner, a child sized table with chairs and a child sized tea set on the table, dark and checker boards, wooden soldiers on the floor, and a miniature doll house in the corner.
- 8) This is also a playroom for youngsters, tho older youngsters than the nursery area. A long table with a chess board inlaid on the surface and a set of chessmen handy three wooden shelves filled with games of various kinds, picture books, lesson books, study desk, dart board on the wall, drawing and water color equipment, several comfortable chairs, play wagons and other toys.
- 9) This room is a sort of library and teaching area. A long desk with several chairs around it is present, also a number of books and slate pads. The cubbyholes and shelves are supplied with books along the west wall. Examinations of these will show them to be lesson, penmanship, Latin grammars, books on nature and history and the like. Small cubboards on the east wall contain scraps of paper, and writing utensils, bottles of ink, sand, quills etc. A desk of maps is in the SE corner with maps of the region, the district, the sub-district, and the entire Empire as it is known, along with village maps, and information books on storage of foodstuffs.

10)

This is a grand ballroom or throne room, used for entertaining guests or for trials and affairs of state affecting the region. The floor is of polished pink marble and is slightly slippery. A pair of glass chandeliers hang from the ceiling above, lit by an assortment of small day-light stones so the room is bathed in perpetual light. On the E wall there is a raised series of steps and two comfortable throne-like chairs. A number of chairs, straight back and comfortable types, have been lined up against the N and S walls, 48 all total, and a long heavy pine table, with gloss red varnish has been broken down and laid up flat against the S wall also.

The W and E end of the room are covered with dark blue velvet wall hangings, and similar wall hangings are drawn back at each of the corners of the room. Rods along the ceilings of the N and S walls indicate clearly that the wall hangings can be drawn over these walls when the occasion demands. Over the throne chairs, set in gold, is an inlaid symbol of a flying tiger crushing a dragon-viper in its claws.

11)

This large chamber is evidently used for dining. A huge circular table, with entrance ways cut into it, dominates most of the room. A large number of chairs are set around it, while yellow velvet wall hangings cover the walls, except for the obvious doors on the N W and E walls.

Shelves of genuine glass set into the S wall hold expensive looking china and goblets made of real glass, a setting for a least a hundred, plus table utensils of every kind are here in wooden chests. Serving platters and cutting utensils along with large ladels and spoons abound. These chests are locked, but not trapped in any way.

12)

This is the upstairs preparation pantry. A stove, shelves, benches, some cooking utensils, a large dumb waiter in the NW corner, are evident. Food is probably prepared in the main kitchens below and brought up here where the final touches are made and the food is then carried out to the guests. Serving platters and cutting utensils and other materials are here. A shelf of spices near the stove and a small store of assorted flours and sugars indicates that some fancier cooking does go on here.

13) 14) 15) 16) 17) 18)

These small rooms are conference or meeting rooms. Each chamber has a desk or a long table in the center of the room, a sideboard on the W wall, stocked with crocks of wines and liquors (any party member checking these will find they are all sour and brackish, not fit to drink). Decorative ornaments such as crossed longsworðs over a decorated shield, double battle axes with a colorful banner and the like are on the N wall of each room. Invariably each room has a great closed chest (which is locked, but not trapped, and which contains writing slates, sheets of paper, writing quills, inks and such things in quantity.) There is also a closed closet, which is not locked or trapped, containing various farm books for grain production, animal husbandry or the like and other agricultural books.

14)

This secret guardroom is accessible only from chamber 11. There are concealed eyeholes and a mirror like arrangement that lets the inhabitants of this room see all that is going on in chamber 11. The door slides open from the inside at a single touch, and weapons racks are on all walls. The room is also lined with cork and pressed wooden bark chips, and a thick layer of sawduck is on the floor, presumably to muffle any sound the guards or other inhabitants might make. There are no chairs or other furniture in the chamber. There are hidden peepholes to allow the inhabitants of this chamber to secretly look out on the goings on of all the adjoining rooms.

19)

This guard tower has stairs going up to it and other stairs going up to the top parrapet. There are two weapons racks with 10 long swords, 10 maces, many arrows, one board table, two straight back chairs here. Arrow slots are on the outside walls.

20)

This secret chamber can only be entered from the hallway or from room 20. This entrance way slides UPWARD to reveal a locked door five feet inside, which is trapped. Anyone opening the door and stepping forward onto the next five foot square will have a huge swinging weight drop on him inflicting 2-12 pts of damage. The trap is easily detectable by any good thief, and the thief can set the lock with a normal roll to prevent it falling on it.

The secret door on the W wall is also trapped. Anyone without the proper key, or who instinctively turns the key to the right, instead of to the left, which is the way this particular lock is set, releases a hidden spear trap which drops two spears from above doing 1 D6 damage each.

21)

This is the secret treasure room for the castle. The room is well ventilated and has a small table in the center, with shelves on the W and S wall. Two straight back chairs are in the corners.

Coins all spilled on the floor and over the table. The withered and very smelly remains of a dead body are crumpled under the table. Players entering this room should notice the peculiar smell first, and see the crumpled, crushed form without being able to recognize it as a humanoid body until they step over to investigate. Players should, if they check, actually be able to smell the decay present here even outside the chamber.

The loose coins around the floor amount to 34 copper and 22 silver pieces. All the shelves are empty except for three small steel bound chests of ironwood. These are double locked with an inset pair of locks. None of these are trapped, and no exterior hinges show. Altho it can be done, party members should have great difficulty opening these boxes by brute force. Inside two of the boxes are 500 GP, inside the third are 500 platinum pieces.

DM Note--If the party takes any of this money without reporting what they have done to Lady Eileen and/or turning the money over to her, deduct 20 points from each player's score, and make a note on the scoring sheet. This also applies if they take anything else from the castle without alerting her. The deal was that they would NOT steal anything from the castle.

22)

The male ruler's sleeping chamber, with a large comfortable double bed, a writing desk with gold quill pen and inkpot, many papers of no consequence. There is also a large chest in the NE corner, a sideboard on the S along with a clothing cupboard, a chest of drawers is on the NE wall. The cupboard and chest of drawers house many rich tunics, cloaks, overcoats and the like, all of excellent quality. The chest contains underwear, socks, shaving equipment, with the razor and brushes set in decorated silver. The sideboard contains a generous supply of liquers and wines (which are all sour and brackish now if anyone checks.) There is also a beautiful set of real glass decanters and cups. All of these bottles of liquer have been sampled to a greater or lesser degree.

A decorative double handed war hammer and a silver battle axe and an obviously decorative ceremonial sword are attached to the wall near the bed, with a coat of arms and a banner. There are also many sets of boots and shoes and other clothing, but nothing of particularly great value.

23)

This is the chamber for the lady of the castle. The walls are hung with glossimer pink silk wall coverings, a warm comfortable bed, vanity table, dry sink, and a clothing wardrobe which is stuffed to the brim with expensive looking gowns and clothing of all kinds, so full in fact, that hardly anything else could be crammed into it. The bottom of this closet is filled to the overflowing point with shoes and boots of all kinds. The chest of drawers is filled with underclothing, hair ribbons, brushes and makeup and like materials. On the vanity table is another comb and brush set and a few half empty vials of cologne and perfume, all roughly pushed into one small pile near the corner of the table. The writing desk in this room has a beautiful silver pen and inkwell set, and mostly blank paper. A small nightstand near the table has a sheath with a small silver dagger in it strapped to the bottom of the table. There is also a genuine glass decanter and two small glasses of amber liquid on the nightstand. This liquer has turned sour and brackish if the players check.

24)

This chamber can only be entered from room 23, and is obviously the nursery. A small child's bed and a crib are in evidence. The walls are covered with bright cheerful pictures of pets and farm animals at play and other cheerful scenes. The carpeting here is especially thick, and there are a couple of adult sized chairs, and a small sized table and four chairs made child sized.

The wall of the NE is covered with wide sturdy shelves, on which are mostly picture books, stuffed animals, teething toys and the like. A large clothing cupboard combined with a chest of drawers is on the N wall, and is filled with child sized clothing, mostly for very small children.

Another shelf on the S wall, well out of reach of small hands contains a water crock, a large tin tub, soap, baby oil, and a few childish board games, such as Squad Leader, Attack of the Killer Mutants, and Gangbusters. On a still higher shelf are toy wagons, wooden horses and other toys.

25) 26)

These guest rooms are fitted up with beds, clothing cupboards, chest of drawers, comfortable chairs, large chest at the end of the bed, small writing desk, and dry sink. These rooms also clearly show evidence that someone has used them, very recently. The bedcovers are tossed back, there are dirty clothes scattered around the room, a half used pitcher of water and slippery soap on the dry sink, the cupboard door is open. There are male clothing items in the cupboards and chests, indicating not a very large wardrobe, and mostly worn servicable trousers, cloaks and the like.

The players can examine this floor to their hearts' content. Have them meet the Lama as they check some of the rooms. This should be done relatively early on. The rest of the chambers and halls contain no evidence of live persons. As the players are preparing to leave, or as they are walking down the W hallways running N-S, they encounter the following monster.

The party first hears the sound of hoofbeats, very loud, and looking down the corridoor to the S they see a coal black horse galloping toward them. The horse has a rider. Every time the hooves of this horse strike the floor of the corridoor, gleaming sparks of fire are struck. Streams of blueish-yellow flame and smoke pour from his nostrals and mouth, and there is a very strong stench of burning brimstone. The horse has terrible, glowing red eyes, and on top of the horse, with his face only partially hidden, is a black cloaked skeletal figure with blazing green eyes. His right hand is uplifted and holds a sword, a sword which looks as tho it were a rippling blade of white flame. Horse and rider are riding directly toward the party at full speed.

PHANTOM HORSE AND RIDER strike as a MID monster. Any touch by the horse or the rider will feel like the coldest blast of cold ever felt by the character, so cold that the player falls over unconscious. The character will remain unconscious and immobile for 4 hours. During this time his friends will find his skin cold as ice to the touch, and his body will lay as tho dead. Do not inform the player whether he is truly dead or not, or how long his condition lasts. Healing spells do nothing to help his condition.

The sword of the rider does 3 D10 damage if it hits, however the flame also caulderizes the wound so it does not bleed. The AC for both horse and rider is effectively -3. Even if a player should hit the creatures, they appear to take no damage. Players who get in the way will be ridden down by the horse, which will not slow or stop. The horse tramples with each hoof doing 2 D8 damage.

The phantom horse and rider will not bother the players if they do not bother him. If players are blocking the hallway, they will be ridden down by the horse. If players attempt to strike at the horse or rider, the rider will swing on the player nearest with his sword, but will not pause to do any sort of combat. The horse and rider are coming so fast that the players will not have time to ready any sort of missile weapons. Magical spells do not seem to affect him at all.

The phantom horse and rider will ride directly to room 7. As he approaches, the door to that room flies open, a great gust of wind sweeps down the hallway. Horse and rider rear up inside the room, and as the players watch, they leap out the window of this room, falling gracefully to the bloated moat below. If the players rush to the window they can plainly see the figures riding, slower now, UNDER the water of the moat diagonally to the NE, and then ride directly INTO the bank of the moat on the NE side, near the corner of the tower there. At this point there is a peal of thunder, a purple flash of lightning leaps across the heaven, and a wild, cold wind stirs thru the corridors of Lady Eileen's castle.

The players will find nothing else of interest or alive in the castle this visit.

The next time they visit the castle, the players will encounter more monsters. The first will be a Remorhaz (giant ice worm) on the lower level. They will encounter at least one fabulous monster on every single level. When they appear to have cleaned out the castle, the next day, three or four new monsters will have appeared, as tho created out of thin air.

If the players ask Lady Eileen about this she will be mystified and amazed.

Players must do their own checking and draw their own conclusions from this point on. What has happened is this, by overfilling the moat, to the flood stage, Rodak has flooded an old temple which is buried under and near the NE tower of the castle. The bones of a champion are buried there, and the bones have been disturbed, freeing the portals that release magical and demonic monsters into the area. These monsters will continue to appear on a frequent and regular basis until this problem is solved.

There are pieces of background information the players can pick up to help them figure the situat-

ion. Lady Eileen knows that the old NE tower is the oldest part of the castle. In addition this tower is made up of black volcanic rock, different from the granite and limestone which makes up the rest of the castle. As DM you may want to provide this information earlier in the adventure, or at the beginning of the adventure when mentioning the flooded moat to the players.

There are histories of the region available for the players to use. Lady Eileen has family and regional histories and remembers that some of the books in the childrens' library area are old castle records which the players may look thru if they want. The players must ASK for this kind of information, the DM should volunteer nothing until the players began investigations on their own initiative.

Players may also investigate local churches and monestaries who keep histories and records of the region for unusual events in the history of the territory which might give clues to the strange events which are now occurring. Players must, on their own, investigate the history and lore of the region to arrive at a logical clue as to the real cause of the problems which are now occurring.

When they do check the histories and records they will discover that this entire region was once ruled by a cult of terror operating out of a temple dedicated to the worship of strange, non-humanoid gods. These cultists performed hideous rites and so desecrated the region with their bloody sacrifices and atrocities, that the Emperor in those days sent Lord Roff and a detachment of specially picked fighting men to the area to dispatch the menace. This occurred about six hundred years ago. After several years of bitter fighting, the followers of the cult were destroyed and its leader was slain by trickery and the use of a specially enchanted battle axe.

The temple was demolished and the black stones composing it were used to build the first tower of what later became Lady Eileen's castle. In order to hold back the forces the temple cult had unleashed, powerful spells were enacted and the remains of the temple were buried over, and all other traces of it wiped out.

When Lord Roff died, he left a will decreeing that his body and the enchanted battle axe be buried with him.

At this point the players may get the hint that something has happened. If they go down to the bottom of the old NE tower and look carefully, they will at this point in time be able to see water stains on the N wall in the shape of a bricked over doorway. DM, do NOT provide this information until the players have investigated histories etc and gotten this story and then decided to make a closer investigation. Tell them that the water has only started to seep thru at this particular time. As time passes the stain will grow darker and water will seep thru.

The players can drain the moat by lowering the dam at the other end of it. They can if they want drain the moat completely. At that point they can smash thru the bricked over wall and see a long, damp, smelly corrador going to the N. At this point, the adventure ends, and will be continued on the finals. If the players smash open the bricked over door without draining the moat, deduct 10 points, and have water flood the area, pouring over them and completely flooding the lower level of Lady Eileen's castle (she will not be pleased.)

Players who make it to this point and discover the cause of the problem get 50 points added to their total scores. These tables get at least two or three players advanced to the finals. Playing groups which do not make an attempt to figure out the problem, but insist on going back in time after time and hacking on the monsters without giving any thought to the broader picture, deduct 50 points from their final scores, and only one player from that the finals.

The following monsters are encountered on the third visit back into the castle, until the players figure that some outside force is generating these monsters. Run the monsters in order, one per each level. The players may get chewed up and have to leave. Have them meet the same monster when they return the next time, even if you have to place it on a different level than they originally encountered it. If the players figure out that the problem is caused by the moat, look up histories and get the above information, and want to check the old tower, have the bottom level temporarily clear so they can do so.

1)

REMORHAZ (an iceworm like dragon creature) HD 8 HP 60 AC 0, head 2, underbelly 4
1 attack damage 6 D6

On a score of 20 by the monster the victim has been swallowed whole, and dies, since the inside of the monster is like a white hot furnace. In addition, the back of the monster below the head becomes red hot after two rounds of combat, so that any non-magical weapon striking there melts and is useless (and burns the player's hand) Anyone touching this area takes 10 D10 damage.

THE PARTY SEES: a huge long blue colored dragon-like creature, 30 ft long, with dozens of stumpy legs, huge blues eyes and fangs.

- 2) HIPPOGRIFF 4HD HP 25 AC 5 3 attacks Damage: 1 D6 each claw, 1 D10 bite Size L
THE PARTY SEES--a large aggressive animal, sort of a cross between a horse and an eagle, with large wings, claws and a beak.
- 3) WHITE WEREWOLF HD 5 HP 38 AC 5 1 attack Damage 3 D4
Can only be hurt by +1 or better weapons.
When monster is down below half of his hit points, he changes form, into a human being, regaining two thirds of his original hit points in the process.
In his human form he grabs any weapon handy, preferably from a fallen player, if no weapon is handy he will use furniture and stones.
- 4) GIANT LEECH HD 4 HP 26 AC 9 1 attack: Damage 1 D4, can spit acid which causes 2 D6 but can only spit acid three times per day. Blunt weapons do no damage to his slimy skin
- 5) MANTICORE HD 6 +3 HP 48 AC 4 3 attacks, plus tail spikes, which go off first, 6 spikes at a time. Damage: tail spikes 1 D6 each, has 24 spikes to fire, regular damage is 1-3 each claw, 1 D8 from the bite
Note. Manticore should get the surprise and first attack automatically, either dropping down on the players from above or pouncing on them around a corner. Because of his large size and wingspan, the creature will probably not be found in many hallways, but can be found in rooms large enough for him. Then the players have to wonder how such a large creature managed to get into this room.
- 6) BONESNAPPER DINOSAUR 4HD HP 25 AC 4 2 attacks damage: bite 1 D8, tail 1 D4 two of these attack the party, the second one attacking from the rear after the party encounters and is dealing with the first.
- 7) GIANT CROCODILE HD 7 HP 50 AC 4 2 attacks Damage: 3 D6 bite, 2 D10 tail
This creature should surprise the party and get the first attack
- 8) WATER ELEMENTAL HD 12 HP 100 AC 2 1 attack: damage: 14D8
+2 or better magical weapons needed to hit the creature
preferably this creature is encountered on the bottom level of the castle
- 9) MINOTAUR HD 6+3 HP 53 AC 6 2 Attacks Damage: horns for 2 D4, huge battle axe doing 2 D8

THE FINALS:

The early part of this adventure is played considerably looser than the finals should be. The purpose with the opening rounds is basically to separate the men from the boys, and to make sure that good players get to the finals. The finals, however, should be played and judged much tougher than the opening round. Good players are in competition with each other for the trophy, and the grading system here should be more severe.

The only grading system that makes sense in this sort of adventure is basically, how well did the players complete the mission, and how successful were they in doing it. There are some specific point subtractions and point additions noted throught the sceneric sheets themselves, however, basically, the DM should judge the situation in the following manner:

If the party completes the mission entirely that is, if they figure out that they must locate and replace the bones of Lord Roff and his magic axe back into its original resting place, and if they do so and then leave the temple telling you that they believe they have completed the mission, then they get 1000 points as a group. There are specific things the DM should watch for when the bones and the axe are encountered, and they are covered further over in the adventure.

The party should be able to handle this situation without leaving the temple area. For every time the players leave the temple area, for any reason, subtract 200 points from their total scores. The only except to this rule is if the party believes they have successfully completed their mission (whether they have done so in actual fact or not) and leaves the temple area. That time there is no penalty involved. If they have not finished their mission however, the adventure continues.

If the party has to use the Improved Raise Dead Scroll, subtract 100 points from their score.

If a player dies during the adventure (which will be a common occurance), he is probably out of the running for the best player award, but not necessarily so. If he dies thru no special fault of his own (for example, the giant spider drops on him and manages to kill him) the player takes no penalty on his score. If on the other hand he allows himself to be killed by other party members, he is dead and out of the running for failing to pay attention to changing situations. For every player that dies and is not raised, or has to be removed from the Temple area, the group loses 100 points. Players who do stupid things and manage to get themselves killed also eliminate themselves from the consideration for best player.

Players that come up with good suggestions and good planning tactics should be rewarded, and the DM should keep a record sheet of each player, and whenever a player suggests a good idea, give him 20 points for it. The good idea has to be forcefully and clearly presented, not half mumbled in an appologetic tone of voice. For extordinary good ideas, award 50 points to the player. For example, during the play tests, one player came up with the idea of casting spider climb on himself, and taking the gnomë on his chest, strapped there, across the pit area in the center of the temple, so the gnomë thief could pick the door across the pit. That is one of the better ideas that should get the 50 pt bonus.

There are also points awarded for leadership abilities. Players who take command of the situation and direct the activities of the other players should get bonus awards. There are two kinds of leaders, good smart players who help players make good decisions based on the information available, and those who have great leadership potential, but decline to listen to other ideas than their own and who lead the party into disasterous situations. Good leaders get bonus points of 20 to 50 ppoints for their handling of the situation. They should also get 10 point bonuses every time they convince the party by argument or example to do the right thing, or deal effectively with a particularly troublesome situation. Bad leaders get a 50 point penalty. Make sure the person is a bad leader before you make this penalty however. Anybody can make a mistake. Bad leaders make more than one or two errors in judgement. People who convince the party to take a disasterous course of action contrary to the purpose of the mission as the party understands it take a 10 point penalty. For example, picking up and taking any of the cursed weapons in chamber 4 except for the battle axe, if the party has figured out that they must restore bones, is a risky, dumb idea, especially after already encountering two traps at the beginning of the temple adventure. Good players should have brains enough to leave obvious trap situations alone.

(continued on page 24)

FINALS

Players should be informed that the group has determined that a very serious problem confronts Lady Eileen's repossession of the castle. The castle is infested with fantastic monsters which seem to appear throught the castle in an almost random sequence. Obviously the castle cannot be inhabited again until the cause for this invasion of monsters is corrected.

Some members of the party have conferred with Lady Eileen, and after checking the castle history and the histories of her family, it was discovered that the present castle was either built on or near the ruins of an ancient temple.

This entire region was once ruled by a cult of terror, operating out of this temple, which worshipped strange non-humanoid gods and performed hideous rites. The region was so descimated that the Emperor back in those days sent Lord Roff and a detachment of fighting men to correct the situation. This all occured about six hundred years ago. After several years of bitter fighting, the followers of the cult were destroyed and its leader was slain by trickery and with the use of a specially enchanted battle axe.

The temple was demolished and the black stone was used to build part of the castle which Lady Eileen eventually inherited. In order to hold back the evil forces which the temple cult has unleashed, powerful spells were enacted and the remains of the temple were buried over, and all traces of it were wiped out as much as possible.

When Lord Roff died, he left a will decreeing that his body and the enchanted battle axe were to be buried with him. Lady Eileen and several of you are convinced that the problem now besetting the castle has something to do with the old temple.

When the robber baron Rodak entered the castle, he flooded the moat well beyond its normal limits. A trace of water seepage on the back wail of the NE tower, the oldest part of Lady Eileen's castle, shows a clear outline of a bricked over doorway. You players have directed that the moat be drained completely, and have smashed thru the brick and stonework at the back of this old tower. What you now see before you is an ancient, moist, smelly corrador looming dark and ominous ahead of you.

Players should be warned that this is a timed adventure. You only have a limited amount of time to deal with this problem in the best way you can.

½)

The corrador goes 60' N at 15' wide and then deadends. Only a moderate amount of searching is needed to locate the secret door on the E wall, which is not trapped or locked. There is a thin layer of plaster covering the door, which chips and falls off easily. Under the plaster the players see a heavy wooden door, with the following wording cut deeply into it:

Within the beast my body lies,
No spirit remains when the body dies.
By death's swift hand was my soul released
Yet my Power remains to hold the peace.
By peace and power on an altar of stones,
And cursed be he that stirs my bones.

1)

This corrador is 15' wide and extends N and slightly S, for a total length of 125'. The corrador along the N runs a total length of 105 ft., and the entire length and width of the corrador running along the north is filled with pieces of armor and broken weapons, hundreds of pieces all strewn along the N length, about one piece deep (not piled up in other words), and all leading to the door at the E end of the corrador. Walking is extremely difficult, fighting will be at a dexterity disadvantage of -2.

2) and 3)

These chambers are completely empty, composed of black volcanic rock floor, walls, and ceiling, glistening with dampness. The players will only be able to determine all this after they deal with the problem which comes with these rooms first. The chamber (2) is 15 by 15 ft.

GIANT RATS (illusionary) 1MD HP limitless, AC 8 1 attack Damage: 1 D4
6 giant black rats rush out of each of these doors the minute they are opened and immediately

attack the party. The party is always surprised, the rats never pause. The rats are illusionary, so players will take damage from their bite. In addition, whenever party members strike the rats, they seem to damage the rats, but in fact, the rats will not die because they are illusionary. They will continue to attack until someone in the party declares that he believes these are an illusion, and then makes a ST on a D20. A roll of 14 or better indicates he sincerely believes the rats are an illusion, and if he informs the other players, the rats vanish for all. The damage caused by the rats does NOT vanish, however.

D4--Please note, players who declare that they are making a ST vs illusion, and then swing on the rats anyway, or crouch in a defensive posture, etc etc, are NOT convinced that the rats are an illusion, and must make their ST at -5. No racial bonuses apply to the ST vs illusion in this particular situation.

IMPORTANT--There is a secret door shown in this corridor, however it is plastered over from this side so that it is extremely unlikely that the players will find it, and even if they do, it is barred from the other side and can only be opened from the other side.

The first player to sincerely decide that the rats are an illusion gets 10 points to his score. The first player to successfully make his ST throw (which may not necessarily be the same character that comes up with the idea) gets a 5 point bonus.

3)

This chamber appears to be almost empty at first glance, except for the very large candle burning at the back of the chamber. The candle stands about 5 ft tall and is about five inches thick. It casts an eerie red glow over the entire chamber, and is setting in a silver candle holder of huge size, weighing about 300 lbs. The stone of this chamber is totally dry, without even a trace of dampness, or mildew.

As soon as some of the party enters the chamber the door slams shut. Don't try to entice as many players into the room as possible. The door slamming shut will automatically cut thru any security ropes or the like which the party may have provided for the sake of safety.

At this point the candle flame leaps much brighter and larger, creating a harsh blazing glare, and the temperature of the chamber begins to climb steadily, so that droplets of candle wax begin to flow down the side of the candle, except that the droplets rapidly become a fast flowing stream and is actually composed of blood. So much blood is flowing down the side of the candle, that the room begins to fill up with blood, and will continue to fill at the rate of two inches every malee round. The ceiling of the chamber is 11 ft tall. Inside the room is 25 ft by 25 ft.

The candle itself cannot be cut or harmed by any magical weapon of any kind. Spells will not work against it. However, if players use ordinary weapons, they can beat out the flame and extinguish the candle, which will stop the flow of blood. Cutting the candle in two will not extinguish the flame. Beating out the flame, preferably something hard and non-flamable such as a weapon, a shield or the like will work. Cloaks, flammable materials will catch on fire if brought close to the flaming candle wick, and flesh will take 4 D6 damage if anyone attempts to extinguish it with his hands.

The door to the chamber cannot be opened from the inside of the chamber, since there now seems to be no handle, key-hole or latch. The door is sealed with magical force, so magical weapons can do damage to the door, however, every time a blow is struck there is a 10% chance that the magical weapon will shatter. The door can withstand 200 pts of damage inflicted by magical weapons before the spell is broken and the door flies open. On the outside, from the corridor side, a similar situation applies, except that if players attempt to use magical spells on it, they will find that a hearty resist magic spell has been cast having the following effect: the first magic spell cast does nothing, the second magic spell has only a 50% chance of working, the third spell and all thereafter have a 75% chance of working. No Knock spell will work, in fact, anyone casting a Knock will find that he is unable to cast the spell on this door. He doesn't lose the spell, it simply doesn't seem to go off.

A simple Bless spell or two vials of holy water sprinkled on the door will break the spell immediately however, and the door springs right open. Naturally the blood inside also flows out when the door finally opens, no matter how the party manages it, making a large goey mess in the corridor.

4)

This chamber appears to be mostly empty. There is a wooden table at the NE corner, and the gleam of weapons can be seen from the door. Players must actually enter the chamber to see what kind of weapons are in here. The room itself is 20 ft E-W, and 45 ft N-S.

The walls of the chamber are painted with hideous scenes of torture and orgies with fantastic beast

The simple board table has four weapons on it, a battle axe, on which is inscribed the word "Valor", a longsword, on which is inscribed the word "Strength", a mace, on which is inscribed the word "honor", and a dagger, on which is inscribed the word "Justice." These weapons appear to be extremely well made, with extremely good workmanship, gleaming fresh and new on the table.

These weapons are cursed. Anyone may pick them up and handle them inside the room, and no ill effect will occur. However, anyone having the weapons in their possession who leaves the chamber will, two rounds after they leave the chamber, be affected by the weapons. The person will feel a surge of power. He must make a ST, as vs. a wand, or fly into a beserker rage. The holder or owner of the weapon will attack the nearest other person who does not have one of the weapons. He will attack at plus 3 to hit and plus 2 to damage, in addition to his normal attack bonuses, if any. The beserker must be knocked out cold or killed before he will stop fighting, at which point the weapon will drop from his grasp. If the beserkers manage to kill the other party members, they will then turn to fighting each other, and will attack each other until only one person is left. He will go directly and unhesitantly into chamber 6, where he will jump onto the altar, and sling his weapon, if bladed, into his heart, dying on the spot. The weapons magically reappear in chamber 4 the following day. With the mace, the holder will lay his head on the altar and smash his brains out onto the altar.

Anyone touching any of these weapons outside the room will take 1 D6 points of damage, and must make a ST vs wand, otherwise they will fall under the spell of the weapons, and two rounds later, having picked up the weapon and claimed it as their own, they also will go into a beserker rage and try to kill anyone near them and then take their own life. This curse even applies to clerics, who will fall under the spell of edged weapons if they try to handle them, however their unfamiliarity with edged weapons means they fight with it at a normal disadvantage penalty.

A Protection from Evil spell cast on any of the beserkers will immediately break the spell and the person will drop the weapon and his sanity will instantly return. A Protection from Evil spell cast on a non-beserker will prevent the beserkers from seeing or attacking the person in any way.

5)

This chamber is 30 ft N-S, 25 ft E-W. The door is not locked or trapped, and the inside of the room appears to be a wood paneled study of some sort. There is a pale pink carpet on the floor, and at the back of the chamber can be seen the glint of gold, as from a large pile of gold items, cups, weapons, coins, armor. Anyone stepping into the chamber at all and crossing over to the golden board will notice that the pile of gold disappears, as the door and room disappears.

This chamber is a living organism. Where the door was, is now a vertical slit. The person or persons inside the chamber is now knocked down as the living mouth closes over him, and droplets of acid are coming down on him. This acid starts corroding his armor, doing either 1 or 2 points of skin damage per round, reflecting the fact that some parts of the person's body are not protected by armor. Six rounds later the acid will have eaten thru most of the armor, so that it is now essentially useless. At this point the person begins taking 1 D6 damage each round. At round 10 the armor is all gone and the person begins taking 2 D6 damage per round.

ROOM CREATURE 6HD HP 45 AC 4 inside

The room creature is very hungry, and will resist prodding and poking to entice victims inside. Once inside magic missiles and the like can do it damage from the inside. Normal torches will be extinguished when the mouth closes on the player(s) inside, however fires cause it a lot of aggravation and pain. Lighting a fire inside the creature, or outside right next to the place where the door was will create a violent reaction, so long as the fire is a reasonable sized effort, something more than two or three torches. Flashes of oil thrown blazing inside or outside will really stir it up. The creature will, after a few rounds of a rousing regular fire (hopefully long enough to seriously damage the victim's armor at least) will cause the creature to sneeze out whoever is inside the creature, catapulting him across the corridor at a high rate of speed, where he will slam into the W wall, taking 2 D6 damage in the process. Anyone in the way when the creature sneezes out his food also takes 1 D4 as the body hurtles past and over him, knocking the hapless fellow to the floor.

6)

This chamber is 50 ft E-W and 25 ft N-S. The door is neither locked nor trapped, and the room appears at first glance to be sheathed with plates of corroded black metal. A closer examination, made by players stepping inside the room and looking, will show this to be age blackened silver. The floor is of black stone, and in the center of the chamber is a huge black stone block about six feet square and standing four feet tall. Immediately obvious to observers from the door is the gleaming

black and silver battle axe which hangs from the S wall. To the E side of the stone block is a huge bowl which even from the doorway can be seen to be made out of solid silver, elaborately carved.

A closer examination of the stone block will reveal that there are manicals attached to each of the four corners around the stone, and channels, blood gutters, are cut into the stone.

Hanging on the wall, next to the battle axe, are two long knives in elaborately decorated leather sheaths. One of the knives is made of flint, the other is made of ivory.

The bowl itself appears to be empty (altho it is not). Anyone handling the weapons, attempting to remove the bowl, or desecrating the altar, will arouse that which is inside the bowl, which will attack at once:

SHADOW DEMON HD 7 HP 50 AC 5 (by torchlight) 3 attacks Damage: 1 D6 each claw, 1 D8 bite

The creature is likely to attack the party members who aroused him first, followed by the persons nearest holding torches. In darkness it attacks at +1, and its armor class drops to 1. In full light, as in the brightness created by Continual Light, its AC goes up to 8.

The creature is immune to cold, fire, lightning, regular light spells cause it 1 D6 of damage per level of the caster. The creature can cast a spell of Fear with a 30 ft radius, and will do so if anyone casts light on it, or the odds are going against it. It can also cast darkness once per day, but will only do this if the situation is desperate and it wants to run away.

THE PARTY SEES: A totally black, humanoid shape, with batlike wings, long arms with long claws at the end of the arms, a tail with a barbed point, rising up out of the bowl you thought was empty, to attack you.

7)

The chamber here is absolutely empty. There are niches cut into the center of each of the four walls. Each niche is four feet up from the floor and in the shape of a half circle, set into the wall about four inches deep and twelve inches tall. There is no purpose for these other than to baffle and confuse the players. The chamber itself is 15x15 ft.

8)

This chamber is 20 ft E-W, and 30 ft N-S. The door is not trapped or locked. In the center of the chamber is a large mound of some sort, a large lump made of twigs, vines, weeds, leaves and mud. It is gray and green, and smells bad. The mound appears to be about four feet tall, and runs diagonally from one side of the room to the other, with a fairly large opening at the end the players can see, which is about three feet across.

Party members who do not remember to look up at the ceiling will be surprised by the huge spider which will drop down on them.

SPIDER (about 3 ft body, with legs extending outward) 4 HD MP 25 AC 5 1 attack
Damage: 1 D10 ST vs poison, or the person falls unconscious and is out of action for at least two full days of play, unable to do anything for himself and moaning in agony most of the time.

In addition, there is a ghoul which emerges from behind the mound the moment the spider begins its attack.

GHOUL HD 2 HP 13 AC 6 3 attacks Damage: 1-3 each claw, 1-6 bite
Ghoul: attacks paralyze victims unless ST is made. Elves are immune.

The mound in the center of the chamber is the spider's nest. It will be very difficult to set on fire due to being made of earth and weeds and the like. Fire and smoke will aggravate the spider and may prompt an attack if one has not been made yet. If necessary the spider will leave the chamber to snatch fresh food, particularly if the party members begin using fire on its nest.

DM: Note the following attack pattern for the spider...after having bitten a person so that he falls unconscious, he turns to the next player to attack. If two players fall unconscious he will wrap one of them in web threat (a round or two) and immediately begin moving the body up to the ceiling where it can be stored for future use. If the party continues to attack, however, so will the spider until it is dead. Once bodies are securely attached to the ceiling the spider will return, and finish off dinner to the tune of two meals a day.

9)

This corridor runs 85 ft N-S, and is 14 ft wide E-W. It is damp and smelly.

10)

This chamber is 25 ft by 25 ft. The door on the N is not locked or trapped. The room itself has piles of molding, decayed wooden wreckage around the walls of the room. Some of this was probably furniture at one time. There are assorted legs, broken furniture pieces, leaves, and moldy remains or gunk that can't be identified. Searching this mess will reveal nothing of any value.

There is an obvious door on the W wall, and there is also a Secret door on the N wall, except that it isn't secret any more. Water damage has outlined the door clearly, and part of the wood is warped and bulging at one corner so it can be plainly seen by anyone.

11)

The short hallway that leads to room 11 is 10 ft wide N-S and 85 ft long E-W. Room 11's door is neither locked nor trapped. Inside the chamber is 15 ft N-S, and 35 ft E-W. There are rusted scraps of metal all over the floor of the room, sword stards, links of chain, crushed kitchen utensils, broken knives and the like. A pile of moldy, water logged wooden wreckage in the SE corner indicated what may have been furniture at one time. There is a deep firepit on the W end of the room which is about two feet wide, brick lined, and goes down into the floor about five feet. It is filled with soggy ashes and dirty, and nothing else.

12 thru 16)

Each of these were evidently prison cells of some sort. Each is 10 ft wide and 15 ft deep. Moss and mold cover the walls of each chamber. Each has an iron bound door, which were probably massive and substantial at one time, but rust, age and water damage have caused most of them to sag and warp very badly. Each door is locked, but a strength of 15, in any combination, can easily kick or spring them open. The locks of each cell is rusted completely shut and cannot be picked.

Inside cell 14 are the skeletal remains of five humanoid prisoners which are stacked in a heap in the center of the floor, making an unwholesome looking mound. Examination will show that some of these were apparently brutally tortured, as shattered, split bones, dislocated limbs and other evidences remain behind.

17)

This room is 20 ft N-S and 30 ft E-W. The door here is locked but not trapped. The room appears to be sparsely furnished. There is a huge chest against the N wall, which is about 4 ft long 3 ft tall and 3 ft wide. It has an inset lock. It is locked, but not trapped.

There are chairs in each of the four corners. Players entering the room will see two figures rising from behind the chairs at the SE and SW corners of the room. These figures move slowly, and have a dried out, gaunt look about them. They are, in fact, zombies. Each carries a club in hand, and will slowly approach the players, shaking their heads and waving their arms and their clubs, indicating not to touch the chest. These creatures will not harm the players in any way unless they are physically attacked, in which case they will fight back. They will go to the chest if possible, standing in front of it and try to prevent the players from touching the chest without harming them.

ZOMBIES HD 3 HP 18 AC 7 1 attack Damage: 1 D6 with club

These zombies may be turned by any cleric who makes his roll, which is pretty low here

Players opening the chest will notice a suit of armor inside. One round later the armor springs up and the players see that it is a skeleton in armor, with a long sword in its hand. He will immediately step out of the chest while attacking the closest party member. If attacked while still in the chest, he will make every effort to get out of the chest. As soon as one skeleton leaves the chest, another one begins to rise up after him. It takes three rounds maximum for a skeleton warrior to rise up out of the chest and step out. Unless the chest is closed, an endless supply of the skeletal warriors will form and move out of the chest, until they physically fill every inch of space in this room, and all hallway space and every other bit of space the players leave open doors behind them.

SKELETAL WARRIOR HD 5 HP 39 AC 4 (chain and shield) 1 Attack Damage: 1 D8 with long sword

Note that this is a 5 HD skeleton, and as such he is equivalent to a wraith on the turn tables

If the zombies have not been turned or destroyed, they will turn and attack the skeletal warriors as well.

DM Note--remember that pointed weapons such as swords only do 1 pt of damage against skeleton warriors, plus appropriate magic bonus. Blunt weapons do full regular damage. Also remember that clerics must hold their holy symbols out in front of them to turn and hold the undead. The skeletal warriors automatically try to go around and behind to attack clerics.

There is a secret door on the N wall of the chamber near the NW corner.

18)

These passages are all 10 ft wide. The passage labeled 18 runs 30 ft E-W, and the E end of the passage goes 85 ft N-S. These passages are also damp and smelly.

19)

The door to this room is not locked or trapped, but it does seem to be jammed. The chamber itself is 20 by 20 ft. A combined physical strength of 19 or better can force the door inward, in a crunching rush, after which a huge mountain of human heads will pour out the door onto the players, blocking up most of the corridor.

These heads are all fresh, with bloody gapping stumps, glaring eyes and faces with expressions. All the heads have been ripped, not cut, off the neck of each body by sheer brute force, leaving assorted guts and gore. These heads are human, half elf, half orc and the like. If the party stops to count they will find one hundred and sixty heads here, about the same number of Rodak's band of mercenaries.

Behind the skulls in this room is a large neat stack of left hands, also ripped off the bodies, not cut. Beyond that is a small stack of horse blankets, thirty of them. There is no significance to the blankets at all.

20)

The door to this chamber is polished, laquered brass, gleaming as bright and new as the day it was installed. Inside the chamber, which is 20 ft wide E-W and 35 ft N-S. The door is neither locked nor trapped.

This room is completely waterlogged. There may have been a deep, rich red colored carpet on this floor at one time, now it is a sappy mound of molding fiber. The entire room is bathed in a soft green light which seems to spring from the walls and ceiling, and casts a swirling translucent pattern about the room. At the NW corner of the chamber is a granite pedestal on which sits an odd, elongated crystal skull, shimmering in the green light. The eyes are dark red swirling pools.

Players who enter this room will discover that the skull speaks. It will say, in a loud voice, "SPEAK! SPEAK THE WORD OR DIE THE DEAD!" (the word, in case anybody should be so lucky, is Chaos. If this word is spoken immediately, the skull will give the person who spoke the word, and only that person, any information he desires except where the burial chamber of Lord Roff might be. He can tell them what monsters and problems to anticipate, and how to deal with them.

If the person or persons inside the room do not answer the challenge quickly, each player must make a ST as vs a wand, or fall under the power of the skull. The skull then speaks again, "GIVE ME BLOOD SLAVE! I MUST HAVE BLOOD NOW!" The player under his control will attack and try to kill the party member nearest him, and if successful, he will drench the skull with warm blood. If the other players run away and leave the hapless individual under the control of the skull, the skull's next command is for the player to commit suicide by slashing his wrists and let his own blood pour over the skull. Another ST applies here to see if the player is willing to do this.

Players who have stepped inside enough to activate the skull and then decide to leave before answering the question will find they cannot escape so easily. The phantom figure of the skull immediately appears in the hallway before them and again demands they speak the word. If they cannot answer the question, they must make a ST as vs paralyzation or fall under the skull's control. If the character under the control of the skull is subdued and knocked unconscious, the skull loses its power to dominate him. This also applies to characters who are knocked unconscious inside the room itself.

21)

This passageway is 10 ft wide and runs 55 ft N-S, with the N leg of the passageway also 10 ft wide, and running a total length of 30 ft E-W. The entire corridor is lit by a pale greenish light that seems to spring from the walls and ceiling.

22)

This open room is 20 ft E-W and 15 ft N-S. Immediately apparent is the figure sitting against the

west wall, with a thin golden necklace around his neck. There is a 15 ft length of golden chain that chains this figure to the wall, but the players will not be able to see that, and they may not be able to see the golden necklace at first either. This figure will attack anyone who enters the area.

GHAST HD 5 HP 34 AC 4 3 attacks Damage: 1 D4 each claw, 1 D8 bite
 At hit by the ghaſt paralyzes as a ghoul, ST applies. elves are immune to this paralyzation.
 There is an unusual stench about the creature, stronger even than the rest of the temple, so that players must make a ST and if they fail they are shocking and putting and fight at -2 on their attack rolls.

The ghaſt is primarily a diversion here. Directly across the area on the S wall is an obvious door. Whenever a combined weight of 400 or more pounds is on this floor, it begins to sink, rapidly. The ghoul weighs 155 pounds, other player weights are added on the sheets. Generally two players and the ghoul on the floor will send it careening downward. If the players rush three in to fight it, so much the better. The floor will sink 60 feet down with the combined weight of at least 400 pounds on it, with each additional 50 pounds of weight it goes down another ten feet, to a maximum depth of 100 ft.

The walls of this pit area and also the walls inside this room are made of soapstone, which is not immediately apparent in the pale green light, until someone tries to climb the walls and finds it to be exceptionally impossible. A 5th level thief has only about a 20% chance of climbing this material, and a climb wall roll should be made every ten feet to see if he still continues to hold on.

The ghaſt does not go all the way to the bottom of the level with the players. His fifteen ft chain leaves him dangling in the air on the W wall as the floor descends. Pulling strongly on this chain will cause the floor to rise again. Characters who, for example, kill the ghaſt, and rope his body to climb up will find that their weight on his body and chain cause the floor to rise. The floor itself will rise naturally, an inch or so every two hours. Players do not know this.

It is possible, with dilligent work, to hammer spikes into the wall and slowly make a rope support-way over to the door on the other side of the pit. This however takes a great deal of time, and the DM should roll every spike for the possibility of falling to the bottom of the pit. Even if the players tie ropes around the person hammering in the spikes, if he slips and falls he may not fall to the bottom of the pit, but he sure will swing back on that rope pendulum and smash against one of the pit walls which is good for either one or two D6 worth of damage, depending on how abrupt the slip was.

23)

The door here is not trapped or locked. The chamber itself is 20 ft E-W and 30 ft N-S. The room is damp, but reasonably clean. The players can see a raised stone block in the center of the room, and off to the W, on the floor, is a wooden coffin, a spilled mound of bones and a beautifully made battle axe nearby.

If the players replace the bones into the coffin, and the coffin onto the stone, and place the axe onto the bones, they will have solved the problem. The monsters will vanish, there will be no more evil manifestations in Lady Eileen's Castle, and all will be well.

At this point DM, SHUT UP! Do not tell the players they have succeeded. Most players expect a flash of lightening and their own person/god to ascend from the floor to shake their hand and congratulate them on completing their sacred mission. DO NOT tell the players they have succeeded in their mission. Tell them that nothing happens, and let events take their natural course.

When players do not get the Mystic Sign From the Gods, they will begin thinking about other things to do, such as stealing the battle axe, moving the bones around, or killing other players. Some or all of these things are going to happen, and the DM should let them. This is a test of playing ability and one of the playing abilities being tested is intelligence and judgement. Good players will replace the bones, the coffin and the axe, and leave the dungeon, checking back a day or so later to see if anything is amiss or there are still monsters roaming about. They may check rooms as they leave, and if they do they will find that all of the extraordinary creatures and magical contraptions in the various rooms are gone, and that they can loot what remains (which is not much) if they desire.

If players do not replace everything exactly as it should be, or try to take the axe with them, they will run into the following creature in chamber 17 waiting for them. If they have posted a guard in chamber 17, then it is waiting in the corrador outside chamber 17.

CRYSTAL WARRIOR HD 12 HP 40 AC 2 2 attacks Damage: 2 D6 for each claw
 pincher hands.

This creature can only be hit by magical weapons which are +1 or better. All edged weapons,

including magic weapons (except for Lord Roff's axe) have a 10% chance of breaking each time they strike the creature. Lord Roff's magic axe acts as a +2 weapons, and is +3 against undead creatures. In addition, the creature has a 25% natural magic resistance against spell magic.

THE PARTY SEES: A man-sized humanoid shaped creature which seems to be made out of faceted rock crystal, with glowing red eyes, and long pincher claw arms.

If the party survives this, they may leave the dungeon without discovering another monster in the halls (incurring a penalty for leaving the temple during the adventure). However monsters will continue to appear in the main castle (pick one from the last page of the preliminary tournament) and when they return to the temple area, they will meet the following creatures.

SPECTRE HD 7 +3 HP 50 AC 2 1 attack Damage: 1 D8 plus its touch drains 2 levels of experience from any character touched. +1 or better weapons are required to hit this creature. It is immune to sleep, charm, hold, or cold based spells. Holy water does 2 D4 damage per vial, and a raise dead spell will destroy it unless he makes a ST vs magic. Any character totally drained of levels becomes a half strength spectre under the control of the attacking spectre.

FIRE ELEMENTAL HD 12 HP 70 AC 2 1 attack Damage: 3 D8
+2 or better weapons are needed to hit this monster. The touch of the elemental sets fire to all flammable material near by.

All the chambers of the temple area will be as they found them before, except they will be restocked with the creatures and the evil magic manifestations they witnessed before (except for the spider. Place the fire elemental in the spider chamber, which is room 8).

If the party still hasn't figured things out, they can leave again, incurring a penalty for doing so, and the next day, another monster appears in Lady Eileen's castle, and if they go directly to the temple area, they find two more creatures waiting in the halls to attack them:

GHOST HD 10 HP 70 AC 0 1 attack Damage: ages humanoid creatures 10 to 40 years. Uses a magic jar spell on intended victims. If it fails its magic jar spell it then becomes semi-material, giving it armor class 0 so it can attack. In this state it can only be hit by silver or magical weapons. Spells for attack against a ghost work only if the attacker is on the ethereal plane. The mere sight of this creature ages 10-40 years and causes all characters to flee in terror for 2 D6 rounds unless a ST is made. Clerics 6th level and above are immune, characters above 8th level add +2 to their saving throw.

SALAMANDER HD 8 HP 64 AC 5/3 2 attacks damage: 1 D8 +1 w/sword, plus heat damage for 1 D6, plus tail coil for 2 D6
Plus 1 weapon or better to hit, the human like upper body of the creature is AC 5, lower tail part is AC 3

Most of these creatures will kill the average party with no great difficulty. The crystal warrior will probably account for most parties. Again, it is important for the DM to let the players make their own decisions and let them play the adventure to the end. After they have left the temple area, let the players tell you they have completed the adventure or believe it is complete, or let them go back into the temple and discover for themselves that there is nothing out of the ordinary there, if they have replaced coffin, bones and axe as it should be. At that point tell the players that they seem to have finished the adventure off completely, and note the time. If they have not replaced the coffin, bones and axe as it should be, the adventure is not complete, until the players either die off or figure out what they must do. After they have replaced the remains onto the pedestal, they still must leave the temple, and come back the following day to make sure that all is well with the world, and only after they have done this should you inform them that the adventure is completed.

(continued from page 15)

The DM should also be aware of the role playing possibilities in this situation. In the preliminaries and again in the introduction to this final part of the adventure, it is clearly stated that the players are all friends. When the players encounter the last chamber, and no magic flash of lightning occurs telling them all is right with the world, the concept of friendship may break down. It may break down even before the players get to that stage. Players may begin to think about killing off other players. When this happens, watch for it, and watch for the people who instigate such actions. Killing off party members, attacking other party members except under extraordinary circumstances, damages the possibility of the mission being completed successfully. Use your best judgement, but generally speaking, people who try to double-cross the party and kill off party members, whether successful or not, take a 50 point penalty off their scores if the mission is not complete.

After the bones and axe have been replaced, or at chamber 23, party members may start the process of killing each other off for assorted reasons of their own. If they think they have completed their mission and try to double-cross the party, they incur a 25 point penalty. Party members defending themselves from attack do not incur any penalty, and neither should a party member who convinces the party to settle all differences after they leave, and then kills the instigator of unrest as a parting shot.

It is likely in many cases that the party will break down after room 23 into every man for himself, and if there seems to be equal blame all the way round, watch for the survivors and forget those who fall to the wayside. However, it should be stressed again, completing the mission successfully is more important than anything else here. Acquiring masses of treasure is not the primary consideration. Solving the problem is.

It is possible for good players, paying attention to what they are doing, and playing carefully, to breeze right thru this adventure, and not take a single loss. It has been done in the play tests, and it might be done in the actual convention playing of the adventure. In such cases there is a 250 point bonus for the party that accomplishes the mission and takes no loss of characters along the way. In addition, any party which completes the mission successfully before the time limit is up gets a one point bonus for every minute they finish under the time limit to their scores.

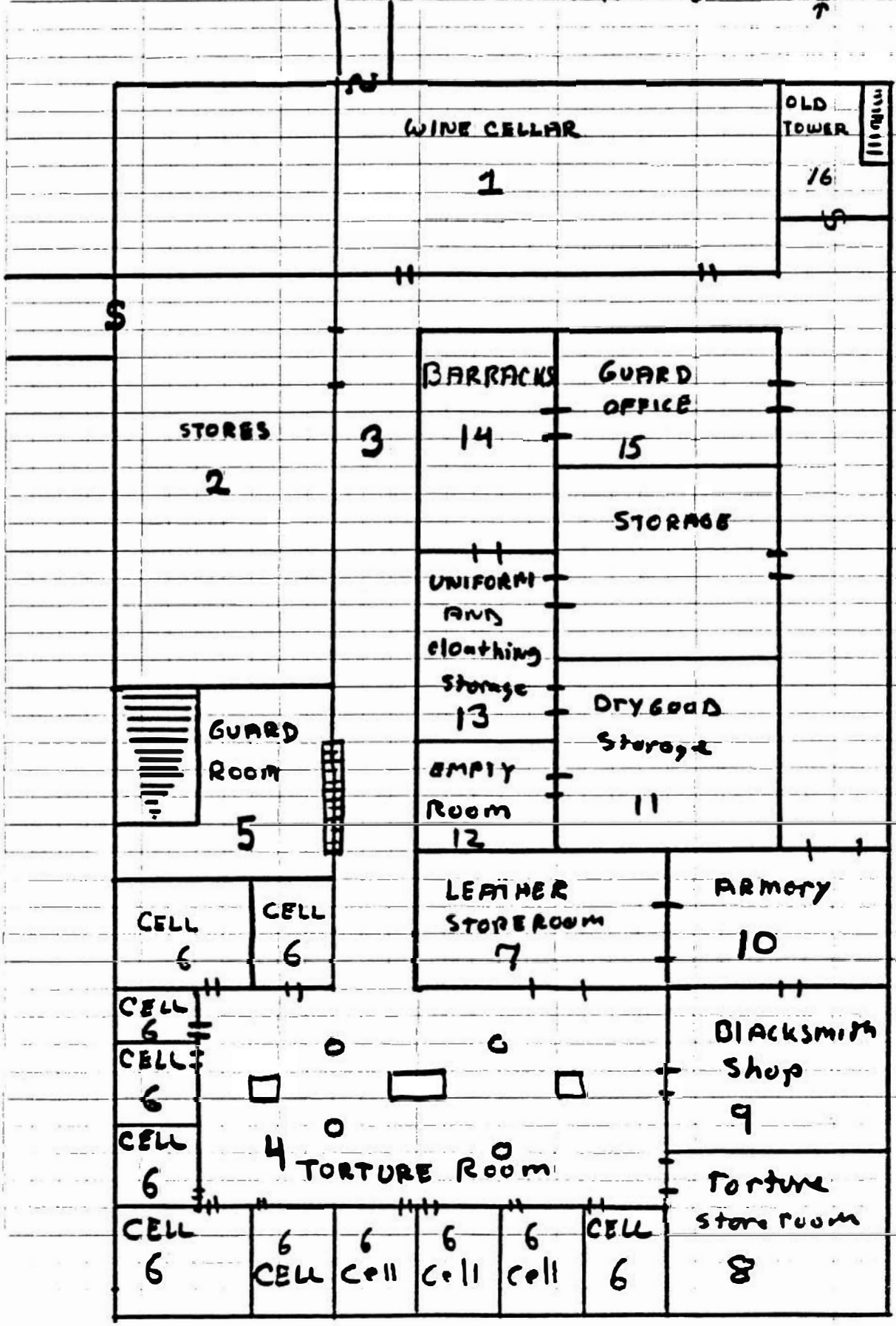
Your judgement, Mr DM, of who the best players are counts in the final analysis. After the time is up and/or the adventure is over, have the players vote for the best player on the table, and you make your own personal vote. The player vote counts for 100 points added to the player's scores, and your vote counts for 150 points added to the player's score. In most cases your choice and the player choice will be in agreement. In some cases failure to complete the mission may preclude the best player for the tournament coming from your table, but take the vote anyway, and total up all the other point variables, so that you can compare notes with the other DM's after the event to select the grand prize winner.

Before the finals begin, inform the players that they have eight healing potions among them, one for each player, and also one scroll of Improved Raise Dead. The healing potions do 1 D8 of healing, while the Improved Raise Dead Scroll will raise any dead player back up to life and to full hit points immediately, and with no walking wounded penalty. In other words, after the scroll is used, the dead person is back to normal and able to function fully and normally. These are the only extra magic items, beyond what is written on the players character sheets which they get for this part of the adventure.

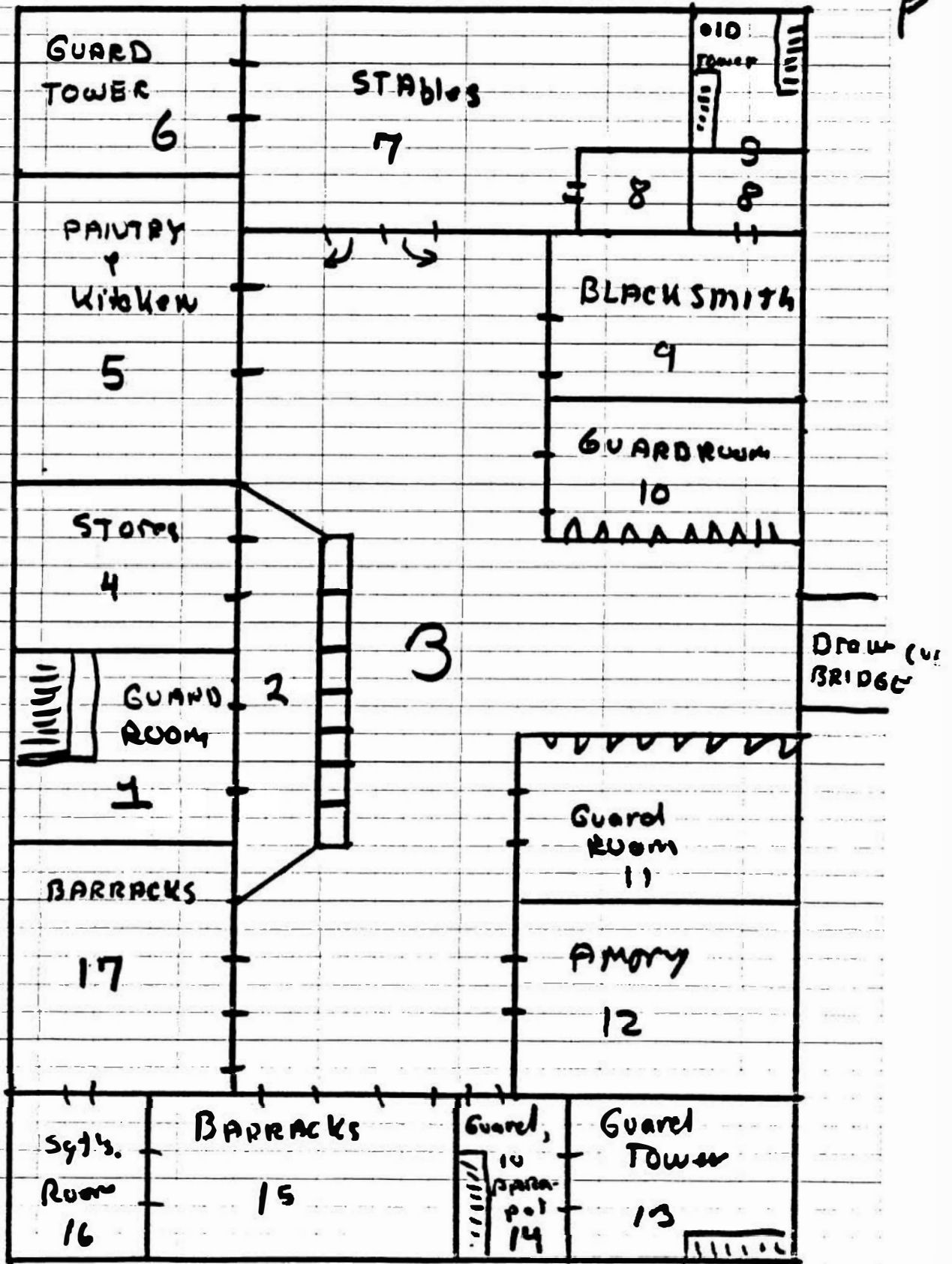
DM MAP

LEVEL 1

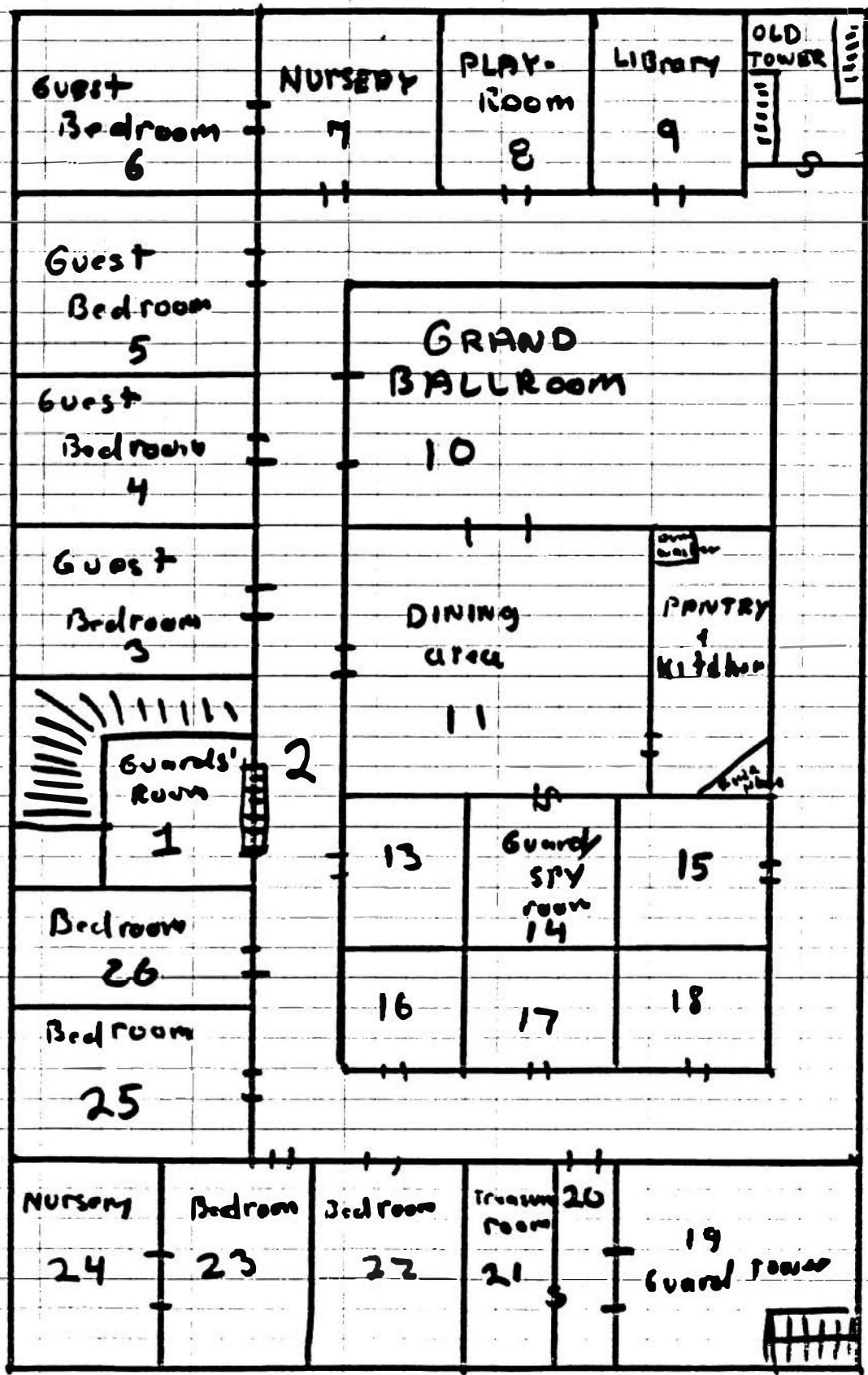
UNDERGROUND



DM MAP LEVEL 2 GROUND LEVEL



DM MAP LEVEL 3 Top Floor



DM MAP

TOMB LEVEL

