



The Red Mausoleum

The populated regions north of the Sistermoors have enjoyed over a century of respite from the wars that once plagued the area. However, within the past year, baronial patrols have reported clashes with undead and other dark creatures brave enough to strike out from the moors into the forests of men and elves. The Baron's sage suspects that the undead issue out of the mysterious ancient landmark known as the Red Mausoleum located somewhere on the wild stretches of the moors!

This module includes 16 adventure-packed pages, complete with detailed maps and descriptions, forming a ready-made adventure.

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditious Retreat Press.



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Advanced Adventures

The Red Mausoleum

By James C. Boney



An OSRIC™ module designed for
6-8 adventurers of levels 12-15



Expeditious Retreat Press

ADVANCED ADVENTURES MODULE #2

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by James C. Boney

AN ADVENTURE FOR CHARACTER LEVELS 12-15



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ADVANCED ADVENTURES are designed for the OSRIC roleplaying system. You can download the free player's manual from: <http://www.knights-n-knaves.com/osric>.

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The Red Mausoleum

Background: The populated regions north of the Sister-moors have enjoyed over a century of respite from the wars that once plagued the area. Old fears and stories of the dead who once walked in service of the living have been relegated to tales for frightening naughty children and inn-hearth entertainment.

However, within the past year, baronial patrols have reported clashes with undead and other dark creatures brave enough to strike out from the moors into the forests of men and elves. Two months ago, the gnomish settlement of Grent was slaughtered almost to the last individual, and the scant few witnesses related that their attackers were slow-moving, commanded by dark armored warriors, and carried off every fallen victim.

The Baron's sage suspects that the undead issue out of the mysterious ancient landmark known as the Red Mausoleum located somewhere on the wild stretches of the moors. The Baron promises a reward of 50 gp for the head (or other evidence of destruction) of every undead creature presented to him. The distant gnomish Laird also promises to meet the bounty with an additional 7,500 gp to the individuals who avenge the deaths of his kinsmen by stopping the outflow of unlife from the Mausoleum forever. It is time for those wandering souls who live for adventure to step forward, secure the peace, and earn their gold!

Stop! If you intend to be play this adventure, then read no further. Prior knowledge of the Mausoleum's contents will only spoil your enjoyment of the game!

Notes for the Game Master

Red Mausoleum is an adventure set for 5-8 PCs of level 12-15. It is designed to give a high level of challenge to PCs who have "seen and done it all." Should your players seem to have an easy time of it, feel free to adjust things in order to present a greater challenge. Likewise, if fate constantly rolls against them, the GM may certainly alter circumstances to give the players a small break.

The party should have plenty of healing potions on hand, for the trek back to civilization is a long one. Ideally, there should be at least once cleric in the party for healing and turning undead. A paladin will be a bonus here, as will thieves for dismantling traps. *At least one* PC should have a high Intelligence.

Red Mausoleum requires a mixture of thinking and fighting. Simply moving from chamber to chamber without examining its features will prematurely end the adventure without a successful outcome. Unless the PCs find and stop the creation source of the undead, the region will continue to suffer even worse attacks for months afterwards.

Research into the history of the Mausoleum reveals scant information. It is reported to be a strange structure imbedded in the ground and made of red stone with no seams and impervious to brute force or magical destruction. Its name stems from the century old legend of a giant human warrior who stumbled dying into a local village and asked to be buried in the red tomb of his ancestors. The Mausoleum existed long before the current inflow of mankind into the area, and some suspect it is yet another relic of the ancient kings who once ruled from the islands of the Inner Sea millennia ago.

Rausen Point: The nearest point of civilization to the Mausoleum is Rausen Point, a collection of buildings centered on a small garrison of the Baron's mounted troops. The garrison consists of:

Senis Myvalder, garrison commander (Lawful Neutral; F7; AC 0; HP 60). Myvalder possesses **platemail +1**, a **longsword +1**, and a shield. He carries 212 gp and 100 sp with him at all times. He rides a heavy

warhorse upon which he uses a lance. He has lost 12 men to the undead attacks over time, and is eager to see them stopped. He will provide an escort to the edges of the moors, but no further.

Yler Thross, garrison 1st lieutenant (Neutral; F4, AC 1; HP 36) Yler possesses platemail, a **shield +1**, and a **broadsword +1**. He rides a warhorse and carries a lance. He carries 120 gp and 50 sp at all times. Yler is secretly terrified of recent events, but refuses to show fear before his comrades. He is a good source for rumors, as his family has deep roots in this area.

30 Fighters (Neutral; F1; AC 4; HP 10(x5), 8(x5), 7(x10), 6(x10)). Each wears chainmail and shield and carries a longsword. Each possesses 2-20 gp and 1-100 sp.

Rausen Point also boasts a small inn and tavern, *The Robber Bear*, with reasonable rates for food and lodging. The Robber Bear's proprietor, Delis Ardain, is friendly to strangers and knows much of local lore.

Aside from 12 small homesteads, the only other person of interest is the local cleric Wallach (Lawful Neutral; C6; AC 3; HP 40) who maintains a chapel under the graces of the Baron. . He possesses **chainmail +2** and wields a **mace +2**. His spells are:

First Level: Cure light wounds (x2), bless, protection from evil
Second Level: Augury, know alignment, slow poison
Third Level: Cure disease, remove curse

Consulting with local historians such as Wallach, local elders, the town drunk, and those interested in the topography of the region produce the following tidbits of information (the veracity of each rumor is indicated in parentheses):

1. Those who dare travel on the moors at night sometimes report a ghostly gathering of red lights at night that form a slow procession to the Mausoleum. (True, but not applicable to this adventure)
2. The stone that makes up the structure oozes into the surrounding fauna, and the entire area surrounding the Mausoleum is a bloody red. (True)
3. Those at rest in the Mausoleum are distant ancestors of the Baron. (False)
4. A necromancer occupies the structure and is searching for more fresh bodies in order to feed his sick experiments. (Basically true)
5. An old cyclops (with a big thorn in its eye) prowls the moors. (False)
6. The ancient pagan god of the dead has returned and taken residence in the Mausoleum. He was awakened by those dabbling in things they shouldn't. (False)
7. The Mausoleum has only one entrance. (False)
8. There is an evil temple somewhere in the Mausoleum. (True)
9. Unknown treasures worth many times their weight in gold lie deep within these tombs (True) waiting to be carried off. (False)
10. Those dedicated to the cause of good will wither away should they tarry too long within the walls of the Red Mausoleum. (Partially True)

The GM should feel free to alter the background story behind the Mausoleum to fit his particular campaign.

THE SISTERMOORS

The Sistermoors: The moors start on the edge of the Baron's domain and extend for 27 miles along the northern coast of the Inner Sea. The moors themselves reach about 15 miles inland. The area is riddled with pathways known to the locals; the paths leading directly to the sea are shunned due to the common appearances of monsters.



Once out of sight from civilization, the moors become a lonely place that can be unnerving in its silence. Occasional hills of no more than 20 feet in height rise from the reeds and bogs, but they can only afford a good view of no more than 1 mile due to the light mist that eternally rolls inland from the sea.

Wandering off the paths is not a good idea for the unwary PC. In most places, the moors have unknown depths, and any

PC stepping into the mire stands a 30% chance of sinking above his head. Trapped PCs must make a save vs. death each round or drown, and spending 5 rounds submerged will certainly doom the unlucky character.

A local guide can lead the party to the Mausoleum for 10 gp per day. Once the party has reached the structure, he will immediately return as he has no desire to remain by himself. He can be persuaded to return to the structure on a predetermined day for a flat fee of 200 gp. PCs attempting to return to civilization without a guide have a percentage chance of getting lost equal to 100-(5xINT) per day of travel. Check the INT of either the party's leader or scout. Under guidance, it takes 4 days to travel either to or from the Mausoleum.

The first day of travel into the edge of the Shattermoors will produce no encounters of any importance. Once away from the edges, the GM should check for random encounters 3 times a day (dawn, noon, and dusk). A 1 or 2 on 1d6 indicates an encounter from the following table:

Encounter (2d10)

- 2 -**Brain Mole** (No. 1-3; HP: 1 each) If psionics are used in the area; otherwise roll again
- 3 -**Giant Horse Flies** (No. 1-4; HP: 18 (x2), 30, 42)
- 4 -**Giant Crab** (No. 2-12; HP: 24 (x2), 21 (x4), 18, 15 (x2), 12 (x2), 9)
- 5 -**Poisonous Frogs** (No.2-12; HP: 8 (x2), 7 (x2), 6 (x2), 5 (x2), 4, 3, 2, 1)
- 6 -**Ghasts** (No. 1-4; HP: 24 (x2), 32, 28)
- 7 -**Giant Frog** (No.5-10; HP: 12 (x2), 10 (x2), 9 (x3), 6 (x3))
- 8 -**Poisonous Snake** (No. 1-6; HP: 34, 30, 27, 24, 20 (x2))
- 9 -**Giant Rats** (No.5-20; HP: 3 each)
- 10 -**Giant Centipede** (No. 2-16; HP: 2 each)
- 11 -**Huge Spider** (No. 1-12; HP: 16 (x4), 15 (x3), 12 (x5))
- 12 -**Wild Boar** (No. 1-12; HP: 27 (x3), 25, 24 (x4), 18 (4))
- 13 -**Orcs** (No. 1-30; HP: 8 (x10), 6 (x10), 4 (x10))
- 14 -**Ghoul** (No. 2-12; HP: 15 (x4), 12 (x3), 11, 10 (x4))
- 15 -**Giant Scorpion** (No. 1-4; HP: 45, 40, 36, 30)
- 16 -**Will-O'-Wisp** (No. 1; HP: 45)
- 17 -**Giant Wasp** (No. 1-20; HP: 36 (x5), 32 (x4), 30 (x5), 28 (x6))
- 18 -**Giant Boar** (No. 2-8; HP: 56, 49 (x2), 42, 35 (x2), 21 (x2))
- 19 -**Giant Ticks** (No. 3-12; HP: 16 (x5), 14 (x3), 12 (x4))
- 20 -**Sywlgan** (Druid, see below)

The GM is encouraged to not spare the random encounter rolls as the PCs should have several encounters before reaching the Mausoleum.

Sywlgan is a slightly mad druid that wanders in the service of the sister goddesses after whom the moors are named. He will not attack the party unless attacked first, but he will have spotted them beforehand. Thus, any encounter with Sywlgan is on his terms and by his desire. The druid will closely question the party to find

out why they're wandering the moors, and will warn them away from both the Mausoleum and the shores of the sea for their own good. Sywlgan knows little about the Mausoleum other than that he desires to stay away from it at all costs due to its reputation. If the party is without a guide and becomes lost, Sywlgan will be willing to lead them out of the moors, but not deeper in nor toward the Mausoleum. He has seen undead pass through the area at night, but will not lead the party to any entrances to the complex for any reason.

If they party reveals their mission to Sywlgan, the GM should roll a 1d6. On a 1 or 2, the druid will secretly decide to thwart the mission. After giving a cordial farewell, Sywlgan will follow the party from a distance and use his abilities to mislead the party and misdirect them away from the Mausoleum. He will avoid any actions that might take a PCs life.

Sywlgan (D10; AC 4; HP 60): he wears **bracers of protection AC 4** and wields a **quarterstaff +2**. He is constantly accompanied by two huge ravens (HP 7 each).

His spells are:

First Level: Detect magic, entangle, invisibility to animals, pass without trace, predict weather

Second Level: Barkskin, charm person or mamal, cure light wounds, heat metal

Third Level: Call lightning, summon insects, tree

Fourth Level: Cure serious wounds, dispel magic

Fifth Level: Animal summoning II, insect plague

Sywlgan's abode is well hidden and is very unlikely to be found by the party should they search for it. In an emergency, Sywlgan can retrieve healing ointments that cure 2-20 HPs of damage. He has 10 such applications on hand, and would be willing to sell 5 of them for 250 gp a piece should the topic come up in conversation. He also possesses 3 **potions of extra healing** and a **potion of mammal control** which he will not sell or offer to the party.

The Mausoleum: If the party travels under a guide (of if not, whenever the GM decides the they have wandered enough), once they come within 500 yards of the Mausoleum the keen observer will notice that the flora takes on a light red tinge that grows stronger as the party bears closer. The surrounding 50 yards around the site is stained a deep crimson and the flora within that boundary has withered and died.

As the party comes within 300 yards, they will notice four large figures standing in the mist. Closer approach will reveal the figures to be four fifteen-foot tall statues facing outward on the corners of a large, red stone platform.

To the east of the platform is a single tomb with a plaque inscribed in common: "My name is unknown. My world was of the dim past. My people are gone. Here I lie for want of a door, or I would join my fathers in the red depths." If the PCs open the tomb, they will find a large human skeleton, 7 foot tall or more in life, dressed in odd platemail, and bearing a bastard sword and shield. The shield's décor sports a red triangle with a mouth in the center. Should the PCs decide to take the shield, they will find it useful inside the Mausoleum; when taken up and held forward, the bearer of this shield will be ignored by all undead of less than 6 HD as if he were invisible. Should the bearer attack them, the undead will then respond normally.

The platform is a 200 feet by 200 feet square and is aligned so that each flat side faces a cardinal point. Each corner is dominated by a statue of a winged human holding a stone representation of a particular weapon. Magical sigils adorn each weapon, and if *read magic* is applied, the inscriptions each spell out an unknown word.

NE: War hammer with the word "Abrazas"

SW: Longsword with the word "Har'shoon"

SE: Battleaxe with the word "Kyrien"

NE: Sickle with the word "Morsheath"

The PCs will notice through peripheral vision a slight swimming effect in the stone platform itself. If a PC stares into the red stone for more than 30 seconds at a time, he must make a save vs. magic at -3 or suddenly dash to the center of the platform, face north, and begin to incoherently babble for 10 minutes before becoming exhausted and collapsing. If the affected PC is aware of the words adorning the statue, he will instead shout these words in a random pattern until he collapses. Neither display will bring about any appreciable effect other than possibly amusing the rest of the party. However, if the individual pronounces the words in the correct place in the order given above (in alphabetical order), the entrance to the Mausoleum will appear (see below). This may occur whether or not the PC has been afflicted by the stone's effects (have the player actually babble the words in a random pattern; listen closely to see if he pronounces them in alphabetical order).

The entrance: once correctly summoned by a PC, an opening will emerge from the stone on the north side of the platform. The entrance is 6 feet by 6 feet and gives access to a steep stairway. Once activated, the entrance will stay open for 3 hours and then close; it cannot be opened from the inside without the glyph of access in Level 1 — encounters 2a and 2b.

KEY TO THE FIRST LEVEL: THE HIDDEN TEMPLES

Wandering Monsters:

Crypt areas marked with (*) have a random occupant as determined below (1d6):

- 1 Zombie
- 2 Ghoul
- 3-5 Wight
- 6 Shadow

The GM should determine the occupants before play and generate appropriate treasure, if any.

The Unknown Tongue: Crypt areas occupied by special encounters as detailed below will have names carved into the sarcophagus itself in an unknown tongue. Read *magic* or similar spells will translate the inscriptions 60% of the time; however, the etymology behind the language is so ancient that the names will have little syntax meaning. Randomly generated encounters will have no such details, or the details were weathered or removed at some point in the past.

The Red Weave: In certain encounters, the PCs will encounter a material used as tapestries or rugs. It is crimson red in color and feels metallic, yet is almost weightless to the touch. It appears to be woven from strands of some unidentified material that resists cutting and normal damage. If the PCs procure some of the material and take it to a metal smith, the artisan may, through use of magical force, be able to fashion armor at a ratio of 10' square feet for each human-sized suit of clothing. This material will carry the weight of leather armor yet provide protection equal to AC 3. Thieves wearing such armor will suffer no armor penalties. Magic users will find, however, the red weave generates a dampening field that inhibits spell use. Any PC casting magic-based spells while wearing such armor face a 75% chance of spell failure. The red weave may also be fashioned into a bag that will reduce the weight of its contents by 50%. A 10' section of the material can make a bag capable of holding 100 lbs of weight (before reduction).

Rooms and Areas

1. **FLOOR OF MANY FACES:** The entrance from above leads down a stairwell into this 50' by 110' chamber. The entire room is frescoed with religious themes centering on death and future resurrection. The floor is highly polished and decorated with hundreds of stylized images imitating human faces crowded together and looking in random directions. Ten massive and intricately carved columns support the 25' high ceiling. Careful inspection will reveal one face directly between the northernmost two columns has a hollow mouth roughly 3 inches in diameter that seems to serve as a drain.

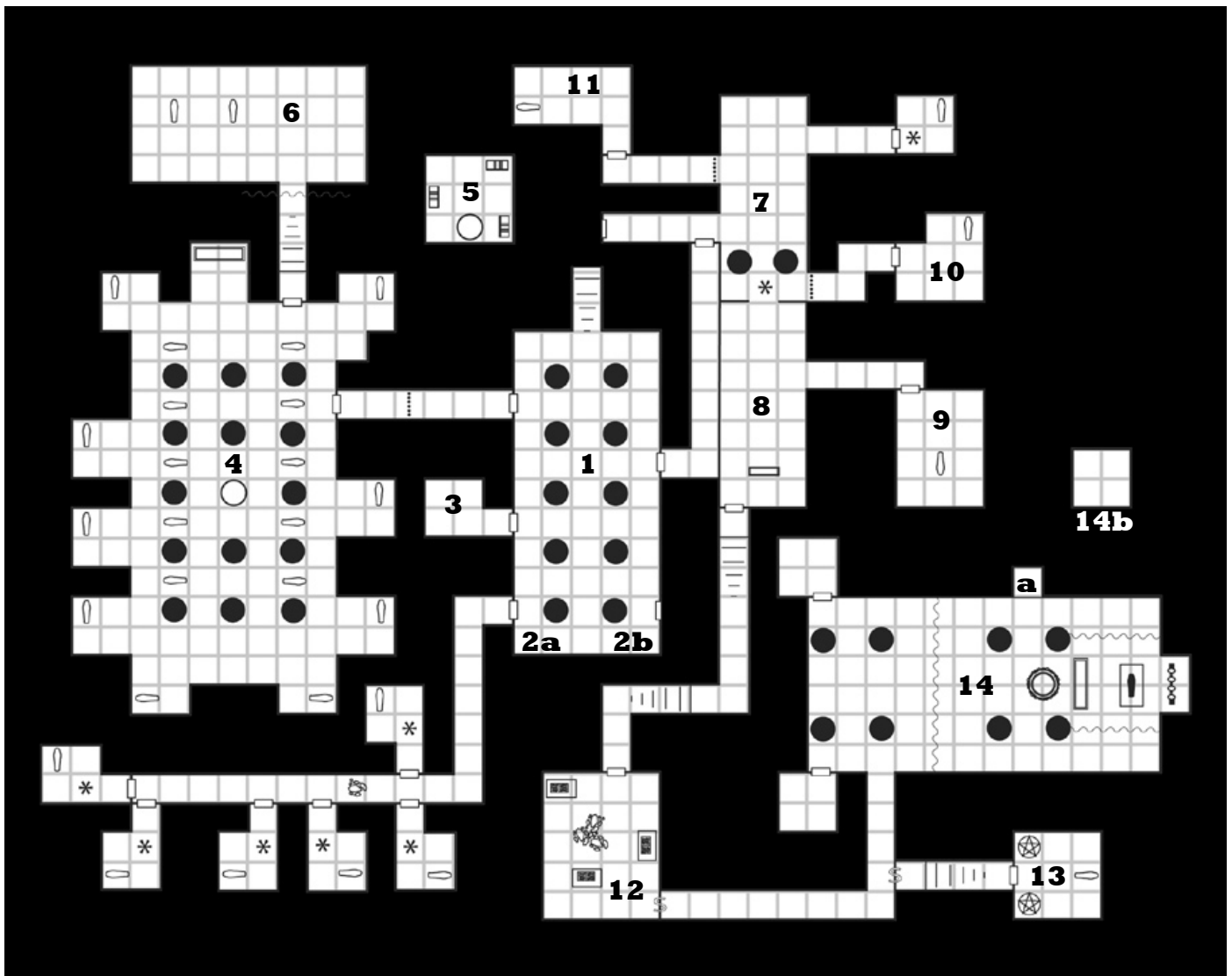
There are three doors on the west wall and two doors on the east wall. The southern most door to the east is actually false and is trapped. PCs opening the door without searching for traps will activate an electrical trap launched from the nearest column. Only the PC touching the door will be struck by a large stream of static electricity dealing 3d6 HP damage (save vs. wands for half). The column will take 5 minutes to generate sufficient voltage to strike anyone attempting to open the door a second time.

2. **WALL OF LAUGHTER OR TEARS:** The southern wall of Area 1 displays two large faces upon its wall. Each face takes up approximately one-third of the wall's width and almost all of its height. Face A depicts a leering bearded man gazing down upon the PCs. Closer examination reveals the facial features are actually in bas relief and can distinguished by touch. Any PC searching the features of the bearded face will find the stone making up the face's mouth to be of a softer texture than the surrounding material. Any attempt to damage or pry into the area of the mouth will activate a **magic mouth**. All characters within 40' of the face will be deafened for 3d4 rounds by a diabolical roar of laughter (save vs. breath to halve the time affected). Each subsequent attempt at probing will produce the same effect. In addition, if the face is provoked to roar three times, the ceiling will begin to weaken. With the third roar, there is a 10% chance the southernmost 40' of the ceiling will collapse upon the PCs dealing 7d10 HPs (no save). PCs within 3 feet of a column must also make a save vs. breath or be crushed by a collapsing column for an additional 3d6 HPs. Each subsequent roar after the third adds an additional 10% to the chance of collapse.

Face B is the depiction of an angelic looking human female with her eyes turned upwards as if supplicating the heavens. Her face shares the same carefully detailed structure of her counterpart, and careful investigation will reveal that her eyes are slightly wet. Actually touching the eye areas with bare skin will bring forth a torrent of water droplets that quickly become a flood. The "tears" will quickly fill the chamber to a depth of 5 feet within 5 rounds. The water will stand for approximately 30 rounds then slowly drain through the hollow mouth in the north. It takes 20 rounds for the chamber to completely drain.

Once the chamber is cleared, searching PCs will find that a smaller face on the floor, directly under the bearded face, has risen slightly above the surrounding surface. Pulling up the face will reveal a hole hiding a strangely shaped glyph-key. The key measures 8 inches in length by 3 inches wide and is comprised of intricately woven platinum strands. Three hours after the initial entrance, if the PCs attempt to exit through the stairs of this room they will find the entrance has vanished and replaced by a large stone doorway (the doorway cannot be forced open or magicked through except with a *wish*) with an inlaid pattern identical to that of the glyph-key. Placing the key into the inlay will cause the door to vanish releasing the glyph to the floor. Once the doorway has been activated by the glyph-key it will remain open until a PC topside repeats the trigger words to seal the Mausoleum.

The First Level of The Red Mausoleum: The Hidden Temples



3. **SACRISTY:** This 20' by 20' room is lined with stone shelves and appears to be a sacristy. The bulk of items left on the shelves have long since rotted away, however there are still items to be found. If the PCs search for 3 rounds, they will find 6 thick woven belts capable of fitting anyone man-sized or smaller. Each belt is silver in color with an intricate pattern that seems impossible to trace; the buckle is platinum (worth 300 gp each). The belt will grant immunity to attack by the high priest in Area 13 as well as the ability to see in the gloom with 30' darkvision. The belts have no beneficial effect outside the confines of the Mausoleum; if worn past the entrance door of the complex, the buckle will seal shut and the belt will begin to constrict its wearer causing 1d6 HPs per turn until it is somehow removed or the wearer is severed in two.
4. **HALL OF THE HONORED DEAD:** The passageway leading to this room is blocked by an iron gate. There is no visible means of opening it other than brute force or magic. The chamber itself is large, irregularly shaped and houses 21 crypts of similar construction. Towering columns rise to support a 15' high ceiling. The walls, ceiling and floor are the typical crimson stone found throughout this complex. An alcove in the north side of the room holds a large brass plaque commemorating the fallen 21 Knights of Aq'Hoor and their pyrrhic victory in some unknown battle. The plaque is, of course, in the unknown tongue and is virtually untranslatable as it stands.

The center column of the room is hollow and detects as such. Searchers will find that a 3' square paneled section of the column on the south side will slide down when pressed. The column is completely filled with brackish water that will immediately spill into the room until the water level falls beneath the bottom of the opening (about 3' high). Careful investigation will reveal the column has no bottom; a 5' diameter tunnel travels northeast and opens into a well in Area 5. A swimmer with good constitution can dive into its depths and follow the length of the tunnel. Swimmers attempting to follow through to the end must carry enough air to breathe for the distance. The PC must roll his CONx5 or lower on percentile dice in order to survive the trip without drowning or have some other means of survival such as **water breathing** or the like. The door to the north leads to Area 6. The south door is false. Opening it will begin the release of the crypts' occupants.

Each crypt bears an inscription in the unknown tongue and is sealed with no visible seams. Observing the crypts with magical viewing devices or while astral/ethereal will reveal the foot section of each crypt is rigged to drop down.

The fallen knights themselves are now no more than dust, yet each crypt contains a special guardian kept in magical suspension until triggered. Upon the opening of the southern door, the crypts will release their occupants at a rate of one crypt every 3 rounds beginning with crypt A. Closing the door will stop the release process after 6 rounds.

- A. **1 Black pudding** (40 HP)
- B. **3 Gray oozes** (21 HP each)
- C. **1 Gas spore** (1 HP)
- D. **1 Gibbering moulder** (31 HP)
- E. **1 Giant owl** (32 HP)
- F. **3 Giant scorpions** (25 HP each)
- G. **1 Shadow mastiff** (28 HP)
- H. **2 Crocodiles** (24 and 21 HP)
- I. Yet another **black pudding** (45 HP)
- J. **8 Giant wasps** (32, 28(x2), 24, 20, 16, 12, 8 HP)
- K. **12 Ordinary squirrels** (1 HP each)
- L. **1 Troll** (36 HP)
- M. **3 Worg wolves** (18 HP each)
- N. **13 Giant bats** (3 HP each)
- O. **1 Ochre jelly** (30 HP)
- P. **1 Rust monster** (30 HP)
- Q. **5 Shadows** (21 HP each)
- R. **20 Stirges** (6 HP each)
- S. **2 Wraiths** (34 HP each)
- T. **1 Otyugh** (6 HD/ 42 HP)
- U. **10 Fire beetles** (10 (x3), 8 (x2), 6 (x2), 4 (x3) HP)

Opening the door and thus releasing the guardians can prove to be extremely hazardous for the PCs. The GM should conduct the actions of the monsters as per their natures, i.e.: the squirrels will immediately seek shelter in any tall object, perhaps the PCs, and the gibbering moulder will undoubtedly see the squirrels as a food source. Many of the monsters, once several are released, may begin fighting each other. Grouped monsters, such as the giant bats, will tend to stick together.

5. THE HIDDEN CHAMBER: PCs gaining access to this room will be greeted with still but breathable air. This is a 30' by 30' room containing a 3' tall well as an entrance/exit and three large iron chests. Each chest is locked and trapped. Their contents and protection are listed below:

Chest 1: protected by a poison needle in the lock (contact poison; save vs. poison at -3 or suffer a rigorous death within 10 minutes). The chest contains 4 gems worth 250 gp each, 6 pieces of jewelry worth 300 gp each, and a medium sized bowl made of lapis lazuli with the ability to **command water elementals** twice per week (12 dice elemental).

Chest 2: protected with release of weakening gas that will drain 1-4 points of CON for 12 hours unless a save vs. poison is made. The chest contains 8 silk bags each holding 20 small gems worth 50 gp each (the silk bags are worth 75 gp each), a trio of golden statuettes each depicting elves in the act of copulation (worth 200 gp each), and a silver-plated **+1 dagger** in its sheath. The dagger is a typical +1 weapon; however the sheath enables the possessor to **detect undead** if within 50'.

Chest 3: protected by a magical sigil. Viewers of the sigil must make a save vs. death magic or deem the whole adventure hopeless for 1-4 hours. Embittered PCs will want to leave the Mausoleum and cannot be persuaded otherwise until the effects expire. Inside is **The Tome of Wrynn** (see *New Magic Items*).

6. TOMB OF THE LOVERS: A 40' passage way leading into this tomb is blocked by a tapestry made of the Red Weave. The tomb itself is 40' by 80' and contains two large crypts set side by side. The walls are frescoed with scenes of two somewhat elvish looking lovers in various stages of life. Both crypts are 9 feet long, 5 feet wide. The lids are bound with silver bands requiring a St of 15 or more to break. Inside are the mortal remains of two lovers Aethyr and Silandra. Both are sleeping the ages away as **Crypt Things**. Aethyr (in the west crypt; 48 HP) is a normal crypt thing with teleporting abilities; Silandra (in the east crypt; 36 HP) is an aberration and possesses the ability to paralyze a PC and

turn him invisible. If either one is disturbed, it will immediately assess the situation, and attempt to persuade the PCs to free the other. It will claim that the lovers sleep under an evil curse, and if the two could only touch each other, the curse will be lifted and the lovers restored to normal life.

If the PCs do not swallow the story, the freed crypt thing will use its powers to dispose of a random PC and then claim that the power of the curse is working on them for daring to free the creature. If the party still isn't convinced after the disappearance of two PCs, have the freed crypt thing attempt to free its lover on its own. Should both crypt things be freed, they will work in concert to split up the party as much as possible before they are stopped.

Aethyr's crypt contains a secret compartment holding 3 pieces of feminine jewelry worth 200, 450, and 550 gp. Silandra's crypt holds in plain sight: a **potion of longevity**, a *scroll* of 5 illusionist spells (**detect illusion**, **wall of fog**, **illusionary script**, **dispel exhaustion**, **fear**), and a **+1 hammer** which she will wield in combat.

7. THE GUARDIAN ARCH: This 30' by 70' chamber holds four tunnels leading outwards (two on the west wall and two on the east wall), two intricately carved columns, and an archway leading south. Two of the tunnels (northwest and southeast) are blocked by formidable iron gates. The walls are made of the familiar crimson stone.

Each column bears likenesses of strangely elongated humans and animals both familiar and unknown...all with eyes closed. Both also have small 2 inch wide slots at various random points up and down the entire length of the column. The two iron gates are constructed of bars 5 inches thick and are quite impervious to attacks from even the strongest PC. Attempts to life the gate or bend the bars, even with magical aid, will prove fruitless.

If a sword or dagger blade is inserted into any slot on the east column, the structure will give off a subtle hum as if power is flowing through it. If three or more blades are inserted into the east column, the eyes of the structure's artwork will open and release a score or more of scarlet light beams toward the iron gate to the NW. Similar treatment of the west column will cause a likewise display on the SE gate. In either case, the illuminated gate will open. The archway to the south is a special construct once known as a **Guardian Arch**. When any PC comes into the 10' square area marked on the map with (*) the humanoid face on the keystone will animate and speak in the unknown tongue. A successful magical attempt at translating the words will give the PC a basic understanding that the Arch desires a password. Any PC attempting to cross through the Arch without first giving the password will suffer one of the following attacks:

A Force Wall capable of deflecting missile weapons and other forms of physical intrusion: The force wall has a base MR of 70%. Spells that do not penetrate the force wall due to MR are reflected back upon the caster. This will be the first line of defense for the arch.

Tentacle web: any PC attempting to penetrate the arch is grabbed by an intricate web of acid tentacles that seize the intruder and hold him for 1d4 rounds. Tentacles touching bare skin or skin covered by cloth will inflict 1d6 HP of acidic damage per round. After being held, the PC will be ejected backwards.

If the PCs persist after these actions come into play searing flame leaps out from the guardian, covering the area to its front in a 180° arc and dealing 4d10 HP of damage (save for half damage).

The arch will continue to thwart entry as long as the PCs continue. The arch has an AC of 0 and 100 HP for damage purposes, and possesses a MR of 45%. Thinking players may realize that if the columns unlock the gates, they may unlock the arch as well. If both columns have three blades inserted simultaneously (six blades in all), the columns will emit a short burst of flat notes on two separate chords. This combination of sound is the password sought by the Arch, and it will allow the PCs to travel through in safety.

8. **THE LESSER TEMPLE:** The walls of this area take an even darker hue of red once the PCs pass through the guardian arch. Aside from a passageway to the east and a door on the south wall, the only relevant feature here is a large square altar in the southern third of the chamber. The altar is 10' square and its northern, western, and eastern sides have a ramp reaching from the top to the floor at a 45° angle. The surface of the altar still sports brown spots of discoloration that suggest a sinister purpose. If the altar is touched or otherwise defiled in any way, the occupant of Area 9 will awaken and investigate within 2 turns. The floor of the upper two thirds is worn in many areas as if generations of palms and knees scraped it over time. There is a peculiar light scar in the stone running from the passageway in the east and continuing west for 20'.
9. **GUARDIAN OF THE TEMPLE:** Eneca, the former blood guardian of the lesser temple rests here as a **Skeleton Warrior** (82 HP). If the altar of Area 8 is not disturbed, she will be found here resting upon a crypt tier and will not awaken unless touched. If treated with respect, Eneca will not immediately attack, but the PCs will have great difficulty communicating with her. Should the PCs remain in her crypt for more than 10 minutes, she will become belligerent and enter combat. If forced to enter the lesser temple because of someone's curiosity or mistreatment of the altar, Eneca will be in no mood for games and will immediately attack. She was formerly a 13th level fighter and wields a **+3 bastard sword**. Other than her resting tier, there are no other features of this crypt.



10. **TOMB OF BOAZ:** The crypt in this room seems shoved into the corner in a haphazard fashion. The walls are painted with a substance still vivid despite centuries of grime and condensation. The crypt is designed to open through a locking mechanism built into the rose emblem at the head of the cover. PCs attempting to open the crypt without using the lock suffer a -15% to checks. Magic will not open the crypt. The intricacy of the lock requires a PC to make a check against his INTx3 rolled on percentile dice. A thief may make his normal Open Locks roll with no penalty. If the check fails by more than 15%, the ceiling of the chamber will collapse upon the party and inflict 10-60 HP upon each PC in the area. The lock, once correctly opened by a PC, will loosen the entire lid of the crypt and allow it to be removed.

The interior of the crypt contains a skeletal figure wearing heavy plate mail armor and holding a shield and longsword. Its skull is adorned with a visorless helm that shines in any light. None of the martial items are magical, yet the back of the helm is engraved with sigils of the unknown tongue that, when translated, give the following phrase: *Sug Argoath*.

11. **TOMB OF JACHIN:** This chamber is similar in many ways to Area 10, including the locking mechanism on the crypt. If a check to activate the lock fails, the 40' entryway into the chamber will collapse and be hopelessly blocked. Any PCs in the passageway during the collapse will suffer 10-60 HPs. Attempts to dig out through the collapsed tunnel will be fruitless for a combined ST of less than 21. The crypts occupant was placed face down and reverse within the structure. His left leg was crossed over his right leg to form a small "t." The left palm is pointing toward the head. At one time, this figure wore robes of exquisite beauty and cost, but time has reduced them to small shreds. PCs looking under the left palm of the skeleton will find a small wooden box measuring 2 inches x 2 inches by 1/2 inch. The top of the box slides open to reveal a glass disc approximately 1 inch in diameter that is transparent with strange filaments inside. If the coin is held up to any light source, it will project sigils of the unknown tongue spelling out the phrase *Ars Piel Caron* on any wall.
12. **LIBRARY:** A survey of this 40' by 50' room reveals a partial cave-in of the ceiling and excessive ruin and decay. Examination will reveal large scorch marks in several areas of the room that suggest fire or electrical discharges occurred here at one time. There are tattered remains from dozens of tomes littering the room. Three large bookcases are still intact and hold volumes that can be salvaged.

A: this case holds 6 intact tomes all written in the unknown tongue. Five are various treatises on herbalism, astronomy, the structure of the human and elven bodies, and a cookbook (the GM is encouraged to make up details as he goes along). The sixth is pictographic in nature; a PC of over 16 INT, with the aid of **read magic** or similar spells, can make use of this book to gain a grasp of the unknown tongue's syntax if 12 or more hours are spent perusing the book. Once finished, the PC will have a base 20% (+5% per point of INT over 12) chance of deciphering any example of the language.

B: this case holds 3 tomes that are still usable. The first is a primer identical to the one described in a. The remaining two are religious texts dedicated to an evil religion related to the temple in Area 14. There are several references to a High Priest named Tzen-Wahr who resides somewhere within this complex.

C: this case is bare except for one large tome entitled **Red Antiquities** (see *New Magic Items*), supported upright by white iron bookends. The book stands 18 inches high,

5 inches thick, and 12 inches wide. Its cover is a smooth, deep red skin of some unknown creature. Removing the tome from the shelf will summon its guardian which will appear in 1-4 rounds.

Arqayl-Shien, the guardian of this area, is a **ghost** (70 HP). At rest, it resides on the second level of this dungeon. Once summoned, it will rise through the stone and appear near bookcase A. If not noticed, it will assess the PCs, and attempt to **magic jar** into the PC who appears to be the strongest and best armed. If this attempt fails, it will announce its presence with a piercing wail and quickly attack.

There is a secret door on the east wall and hidden behind a rotting bookcase leading to the Temple area.

13. **TOMB OF THE HIGH PRIEST:** The 40' passageway to this tomb is concealed by a secret door. Once past the entrance, the passage itself becomes a stairway down to a large iron door bearing a large sigil. Those who have learned the unknown tongue will recognize the designation for "unholy" just as a trap is triggered. The door is trapped with a rather potent form of *explosive rune* delivering 8d6+6 HP. Triggering the spell will have a 30% of destroying the door itself and saving a thief the trouble of having to pick the door's lock. Once inside, the PCs will see a 30' by 30' tomb adorned with one crypt wrapped in chains and two large statues of grotesque creatures.

If the chains are removed from the crypt, the statues will come to life and take the form of two **Gehzin** (52 and 60 HP; see *New Monsters*) who will attempt to destroy all intruders. They will not hesitate to **gate** in other Gehzin, so combat with several Gehzin in such a small space may prove problematical for the party. In any case, the Gehzin (however many there turn out to be) will not allow the PCs to leave the tomb alive. If the chains are completely removed from the crypt, its occupant will free itself within 2-6 rounds. Tzen-Wahr, the high priest of the Mausoleum's temple, is interred here and he has become an **Apparition** (56 HP). PCs wearing belts found in the SACRISTY (area 3) will not be "attacked" by the apparition; all else are fair game unless the apparition is somehow convinced to cooperate with the party. If the apparition is called by its name, it will cease all attacks out of curiosity. If approached in the unknown tongue, it will only converse with neutral or evil PCs. Good PCs will be stonewalled, and further communication by them may provoke a continued attack (unless that PC is wearing one of the belts). Note that addressing the high priest if also engaged in combat against the Gehzin will prove extremely difficult. Tzen-Wahr knows the password to the book in Area 14, but convincing him to part with the information is another matter.

Tzen-Wahr has been interred with his most prized earthly possessions (which he cannot use in combat due to his ethereal nature): a **medallion of ESP (30 feet)**, a pouch of 20 gems worth 250 gp each, a pair of jeweled wrist-bands worth 200 gp each or 500 gp as a pair, a **mace +1, +3 vs. good**, and a gem-encrusted scepter, worth 350 gp, that is hollow and contains 8 doses of contact poison. The poison is still potent through the ages, and each dose is delivered through a successful touch of the free end against bare flesh. The bottom gem unscrews to refill the scepter as needed.

14. **THE GREATER TEMPLE:** This chamber is 60' by 120', with two doors in the western corners. The walls have been frescoed with various scenes of evil and undeath. At random points are inscribed symbols of various evil deities both known and long forgotten (GM's choice as to the particulars). A veil of the red weave divides the room at the 50' mark, though it parts in the middle allowing easy access to the remainder of the area. Two additional 30' long tapestries of the same material sideline the main part of the eastern section. At the far eastern end are,

from west to east: a large red mandala inlaid into the floor with the same crimson stone as the surface-side structure, a raised pool 20' long and 10' wide holding surprisingly clear water, the altar, and a shimmering red field of energy hovering between two thin iron columns set into a recessed area.

A: The wall area marked 'a' is covered with a depiction of a beautiful woman entombed in eternal agony. Closer investigation (such as tapping) will reveal the wall section here to be hollow. If the wall is broken down, a 10' square area will be found behind it and the skeletal remains of an elven female will be seen. Its soul, now a **Banshee** (42 HP) haunts the entire temple area and will attack when its final resting place is discovered. If the area remains unopened, it will hang back until one or more of the PCs isolate themselves for the full fury of its wail. Ironically, the skeleton bears a **ring of X-ray vision**.

B: The area marked 'b' is a prison linked to the mandala and the pool. PCs transported here will find no escape unless they already have magical means of travel at their disposal, or unless somehow rescued. There is enough air in this prison to sustain one human for 6 hours, two humans for 3 hours, etc. The mandala is round, red, and covers a 16' diameter area. It has an intricate pattern that suggests a whirlpool or maelstrom. The pool is 3' high and holds a large volume of clear water and several items of value can be seen at the bottom. The water is actually an illusion; any items dropped into the water will appear to drop to the bottom, but in fact are teleported to Area 3 of Level 2. Any attempt to retrieve items from the "bottom" will teleport anyone standing on the mandala to area 'b' (it's not unlikely that a PC will be accidentally transported due to the investigations of another PC; the GM should keep careful track of where everyone is standing at any given time).

The altar is a monstrous device standing 5 feet high and elaborately carved from the same red stone as the surface structure. The surface has two items of note: an inlay of a human figure with several small holes that reach into the bulk of the altar and a flattened area protruding outwards toward the pool. Examination of the altar may reveal a secret compartment on the front face; the compartment holds a large metallic book.

The book is a semi-sentient creature named Rkansa and its purpose is to activate the shimmering portal beyond the altar area. PCs will note that it fits nicely on the protruding section of the surface. Rkansa is sealed with three claw-like locks that hold the entire tome together. Attempts to pry open the locks will result in an electrical shock delivering 2-20 HP each time. Tzen-Wahr knows the password that opens the locks which is a combination of phrases found in the crypts of Boaz and Jachin (areas 10 and 11): *Sug Argaoth Ars Piel Caron*. Magical means of opening the locks include: **wish**, **alter reality**, or a **dispel magic** cast at 14th level of ability. Short of the password or some excellent magic, a PC could pry the locks loose without damaging the book provided he has a STR of 15 or better and can withstand electrical shocks totaling 6-60 HP.

Once opened, Rkansa subtly vibrates with power. Its pages are thick, metallic (totaling 21 leaves) and describe the ritual for activating the portal. To make use of the portal, the PCs must place into the inlay no less than 1 entire pint of blood and allow it to drain into the holes. A PC with an understanding of the unknown tongue must recite the formula outlined in Rkansa. Recitation takes approximately 2 turns. As each sigil is pronounced, Rkansa will repeat the pronunciation in a resounding boom that reverberates throughout the Temple. As the last sigil is pronounced, the portal will clear, and the PCs will see another chamber beyond.

The portal will remain open for 3 hours and then resume its normal state. The party must either return within that period of time or find alternative means of escape.

- 5 – Skeletons and Zombies
- 6 – Wight and Zombies
- 7 – Zombies and Ghouls
- 8 – All types by numbers

KEY TO THE SECOND LEVEL: THE CATACOMBS

Wandering Monsters:

the catacomb is patrolled by undead who have issued up from the third level. Whenever the party enters this level, the total number of undead wandering the halls will be:

- 30 **Zombies** encountered in groups of 2-12 (HP 10 each)
- 50 **Skeletons** encountered in groups of 2-8 (HP 5 each)
- 20 **Ghouls** encountered in groups of 1-6 (HP 12 each)
- 5 **Wights** encountered individually (HP 26 each)

The GM should normally roll for wandering monsters, and if a 1 out of 6 is rolled, consult the following chart (1d8):

- 1 – Wight
- 2 – Skeletons
- 3 – Ghouls
- 4 – Zombies

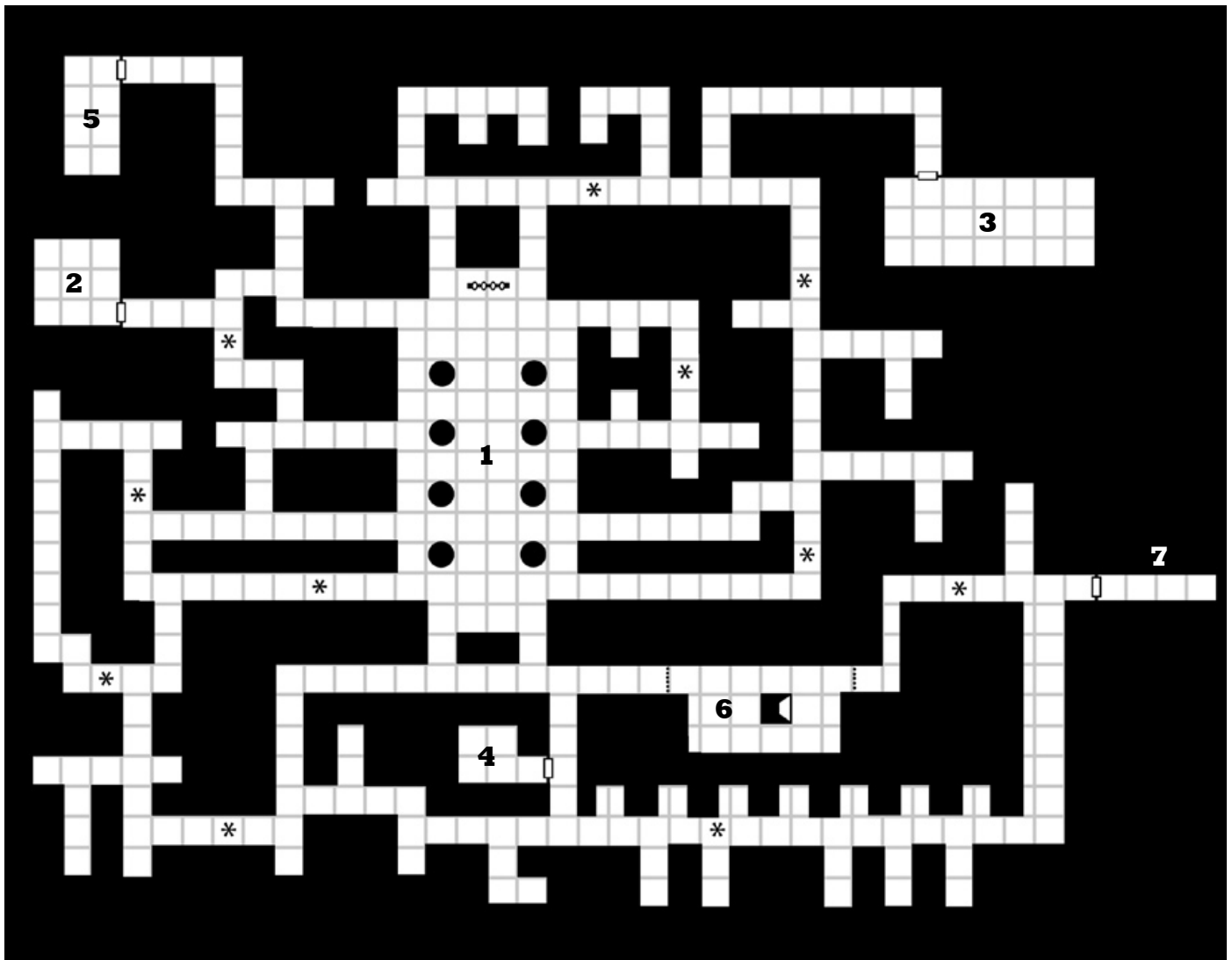
If the party returns to the top level, any undead losses will be replaced within 12 hours from the denizens of the third level. Undead listed in keyed encounters will not be replaced.

Notes on this level: there are seven major encounter areas of interest; the remainder of this level comprises of twisting catacombs.

A dark wine-colored ivy covers all walls and ceilings on this level. Even in the absence of a breeze, the ivy seems to slightly flutter. Touching this ivy with bare skin will inflict 1 HP of damage to any PC due to its irritants. Falling or otherwise coming into large scale contact with bare skin will result in a -2 to DEX for 1d3 days or unless a **cure disease** or **neutralize poison** is applied.

Underneath the ivy, the tunnel walls are lined with hundreds of sealed ossuaries measuring from two to four feet in length. If the plaster seal is broken, each ossuary will contain the skeletal remains of a human, although many skeletons will exhibit strange mutations such as horns, tails, or facial bones imbedded in the chest area. Approximately 100 throughout this level have already been opened.

The Second Level of The Red Mausoleum: The Catacombs



A three foot thick sliding wall large enough to seal off a passageway is at each area in the catacomb passages marked with an asterisk (*). When a good aligned PC passes through such a 10' section, the wall will rapidly slide down 1d6 rounds later and block the passage. The wall will rise back into waiting position six turns later. The movement of each wall will echo throughout the level.

Rooms and Areas

1. ENTRY CHAMBER: This chamber has many points of exit leading in all directions. The portal from the greater temple above empties into the northern section of the area.

PCs stepping through the portal will be assaulted within 1 turn by 7 **Shadows** (HP 25, 24, 23, 21, 21, 20, 15). Initially, two shadows will blend in with the ivy on the ceiling and drop down to attack the first PC through the portal. The second and third PCs through will gain two attackers, and the remaining shadow will wait until the others are defeated or the party is destroyed.

2. MORTUARY: This 30' by 30' room contains all the necessary equipment for burial preparation: tables, draining vats, tools, rotting bundles of wrapping material, etc. The 15 antique tools taken from here may sell for 10 to 200 gp each to the less-informed buyer. Buyers who are true students of ancient mummification techniques will recognize the glyphs decorating the handles as indicative of unlife and will not purchase the items for fear of curses (there are no curses or otherwise adverse effects attached to these tools, but don't tell the players that). On the other hand, cults dedicated the death and unlife would gladly pay twice the normal price to acquire such items.

A detailed search of this room will reveal a withered, mummified right hand (possibly human) hidden at the bottom of a vat. The hand radiates powerful magic and detects as evil. It has no abilities whatsoever other than perhaps serving as a source of later entertainment for the GM.

3. SEPULCHRE: It is here that the lesser caste occupants of the Mausoleum are prepared for fleshless eternity in the catacombs. Six stone tables carved from the stone of the floor occupy this room. Two tables still contain skeletal remains; one skull has a large jawbone and a horn protruding from its forehead, while the other skeleton is quite normal.

A large stone statue stands against the southern wall. It is a **stone golem** (60 HP) and will not move unless the remains on the tables are somehow disturbed. PCs wearing belts from the SACRISTY (area 3: 1st level) will be ignored by the golem. It was the creature's task to collect the bones once the flesh had withered away, put them into an ossuary box, and take them into the catacombs for burial. It has forgotten its task over the years, but will quickly attack anyone who tampers with the two skeletons. If the PCs flee the room, the golem will not give chase.

4. TREASURY: Treasure intended for internment with important figures was stored here during the process of preparation. The door is locked and trapped with a **symbol of persuasion** (alignment chaotic evil) cast at 15th level; the PC opening the door and all within 4 feet must save or suffer alignment change for 1d20 turns.

The treasury's interior walls are not lined with ivy but lead (thus preventing attempts at scrying the contents). Four small bronze podiums support a chest each. A large, decayed silk tapestry depicts a funerary scene so unworldly that anyone with a WIS of less than 12 viewing it must make a successful save vs. spells or immediately go insane.

All four chests are locked, trapped with poisoned needles (regular save chances), and have the following contents:

Chest 1: 200 pp, a chalice worth 1300 gp, and a jeweled necklace worth 1750 gp.

Chest 2: 1200 gp, 2000 sp, and a 6-inch tall platinum statuette of a polar bear worth 1,000 gp. If hurled to the bare soil, it will become a living polar bear (HP 35) and attack as directed for 1d20 rounds, after which it will permanently revert to statuette form.

Chest 3: A locked spellbook (guarded by a **glyph of warding**) with the following spells:

First Level: Write, burning hands, identify, mending, spider climb

Second Level: Forget, rope trick, web

Third Level: Clairaudience, clairvoyance, feign death

Chest 4: this chest appears to hold several worthless knickknacks, a few empty pewter bottles, and toy elephant made from fired clay. The lining of the chest secretly holds two scrolls: **protection from demons** and **protection from magic**.

5. TSUGUA'S TOMB: The resting place of the master mortician, Tsugua, who is now a **Mummy** (HP 51) and enjoying the benefits of his former craft. The door to this chamber is locked and barred from the inside. The sole content of this room is Tsugua's sarcophagus.

Although he often roams this level and the one below, the PC's will initially find Tsugua in repose. If awakened, he will be confused for several seconds and then will attack the obvious intruders. Tsugua wears the **Crown of Tarx**. The crown allows him to summon 1-20 skeletons from the ossuaries three times a week; the skeletons will hasten to his aid within 1d3 rounds. This power only works in the hands of undead. The crown is bejeweled and is worth 3000 gp to the right antiquarian. Tsugua also wields a **+2 broadsword**.

If the party flees this encounter without destroying the mummy, Tsugua will pursue the intruders to the entrances of the Mausoleum and then report the incident to Gaheris. If PCs are slain and left behind, Tsugua will choose the noblest of appearance for preparation in the mortuary (and subsequent internment on level one) while others are given to the golem in the sepulchre.

6. CHAMBER OF DESCENT: This area is protected by two heavy portcullis. Each portcullis has a secret switch within this area that will raise or lower it. Gaheris and his henchmen usually enter and exit through the east portcullis and have little difficulty raising it when returning from a surface sojourn. PCs may attempt to lift a portcullis or bend its bars at normal chances.

In the center of the room is a grate that lifts up to reveal a bronze ladder descending to Encounter #1 of the third level. There is a 1 in 6 chance each hour that undead coming from level three will come up this ladder.

7. HIDDEN TUNNEL: This tunnel twists and turns for approximately 1000 yards with a gentle upward slope and empties into a large cave complete with stables. Geheris and his two warlords (see third level key) keep their steeds here when not on the march. Stabled here are three black, powerful horses, in actuality **Nightmares** (HP 48, 48, 50) which will attack intruders on sight. One nightmare's saddlebag holds a **wand of lightning** (16 charges).

Exiting the cave will reveal the edge of the Sistermoors within easy walking distance of the PC's base village.

KEY TO THE THIRD LEVEL: THE ABODES OF UNLIFE

Wandering Monsters:

Past area 5, there is a 2 in 6 chance of encountering wandering monster every turn due to the sheer numbers of undead that exist here (see following table). Additionally, each room on this level has a given percentage of containing a number of undead from the same table as outlined in the room description as follows: Room number (percentage chance of an undead type; how many types present if indicated). Remember space is an issue when creating these encounters: don't have these randomly generated undead packed in like sardines (1D6).

1. 3-24 Skeletons (6 HP each; armed with longswords, chainmail and shields)
2. 2-16 Zombies (12 HP each)
3. 2-12 Ghouls (14 HP each)
4. 2-8 Wights (27 HP each)
5. 2-16 Shadows (24 HP each)
6. 1-8 Wraiths (38 HP each)

Notes on this level: though smaller, this level is the heart of the Mausoleum and the source of the undead troubles plaguing the region, and therefore a deadlier area. If the PCs need time to rest and regain spells and other abilities, the GM may elect to make the portal stay open indefinitely so that recovery is possible. All walls, floors, and ceilings on this level are, unless otherwise stated, lined with the same red stone as previously encountered.

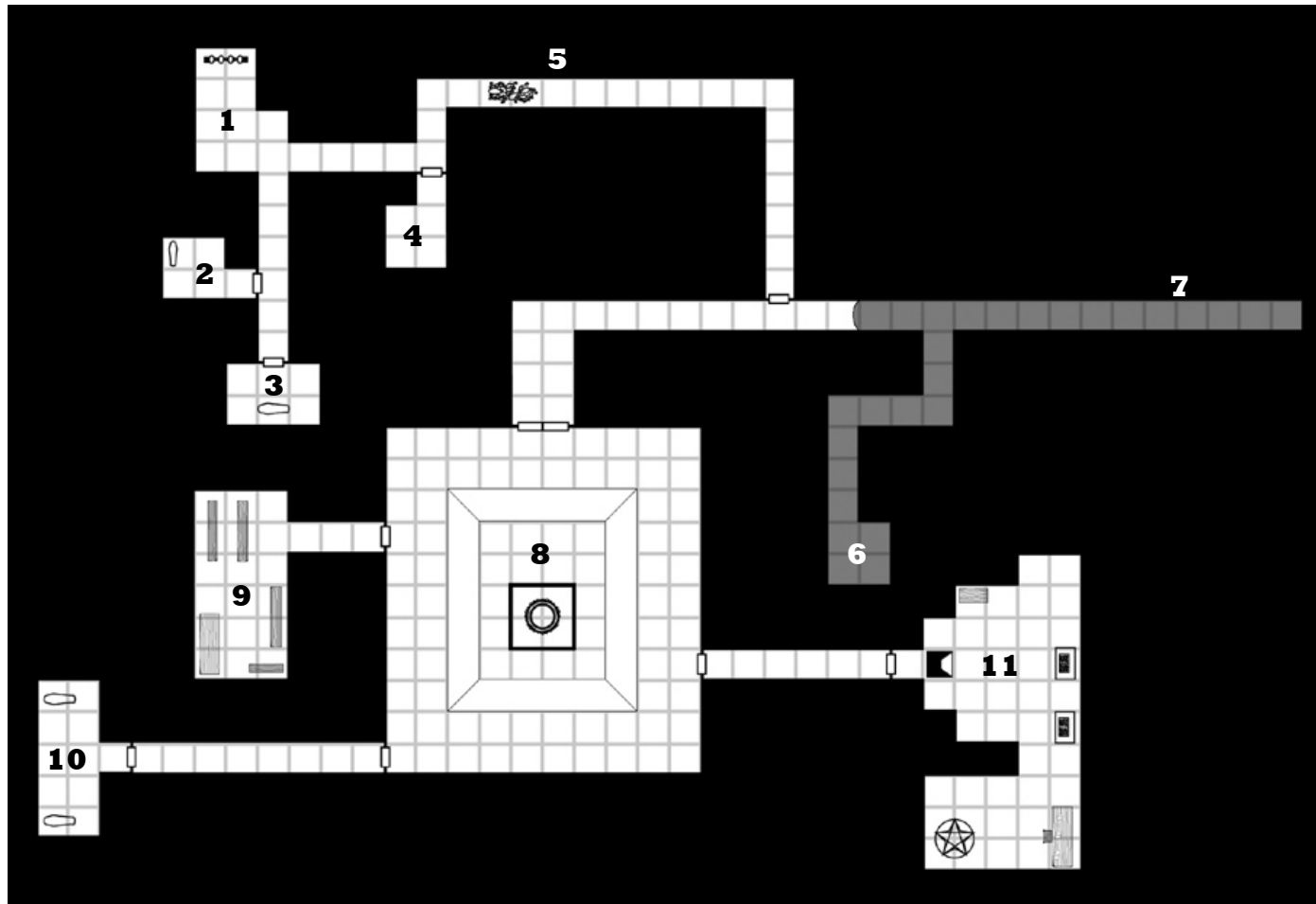
1. ENTRANCE ROOM: (Undead: 45%; roll three times on table) This empty, irregular shaped room is the entryway for this level

from the chamber of descent (area 6) on level two. Two passageways lead out from the southeast corner.

2. TRAPPED CRYPT OF SHALIV: (No wandering undead present) A long deceased knight of some forgotten kingdom is interred here. The lock on the door to this tomb is particularly difficult (-25% picking chance). The crypt itself is trapped with toxic gas. Any attempt to open the crypt's lid will release the gas into the tomb and the entire passageway leading to it from the door of area 3 to the entrance into area 1. PCs exposed must make a save vs. poison or lose one point of CON per hour until zero is reached or the effects are somehow removed. A successful detect traps roll will spot the problem beforehand. Shaliv's crypt reveals slivers of a long gone skeleton mixed with the rusty remains of what was once armor. Amid the mess lies a **bastard sword of sharpness**.

3. CHAMBER OF EYES: (No wandering undead present) This room is designed as a trap for unwary tomb robbers. The tomb's door is decorated with an ominous looking ward that has absolutely no effect other than to waste the party's time. Once the PCs have dealt with the false ward (and any wandering undead that may happen by) any thief examining the lock placed on the right side of the door will find it secure and well in place. The lock is false and therefore not subject to picking; the door actually opens from the left and is not secured. Once inside, the party will be greeted by an illusion of eyes... thousands of them... decorating the walls, ceiling and floor of the tomb. The eyes will follow the PCs wherever they move within the confines of this space. They have no effect other than to make the party nervous. The only object of real concern is the crypt itself. It's lid is chained down and secured with a large padlock. Once the lid is opened, the real trap becomes apparent.

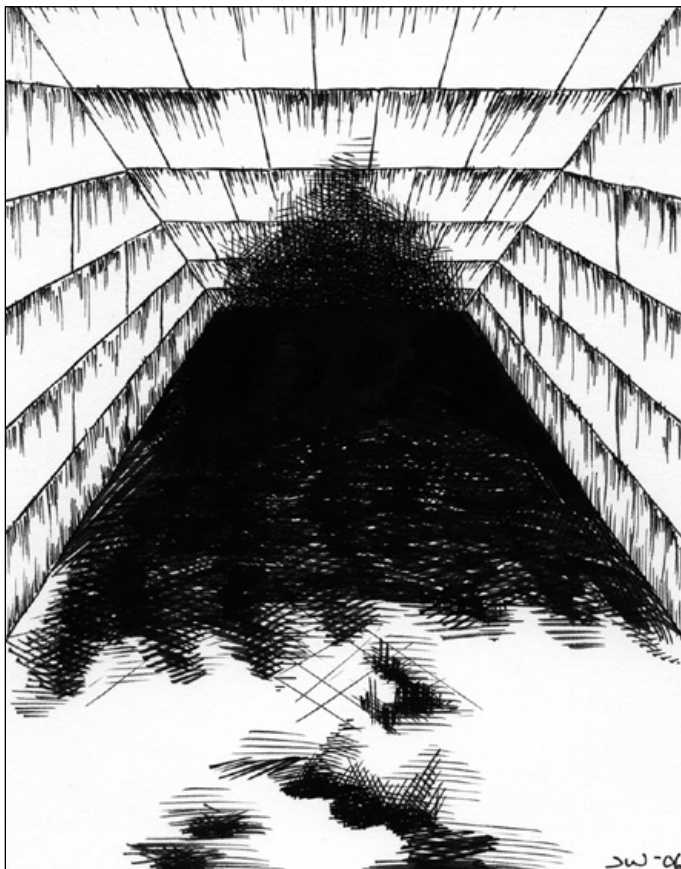
The Third Level of The Red Mausoleum: The Abodes of Unlife



The crypt is the opening of an extra-dimensional space imprisoning 6 **Hezrou Demons** (HP: 54, 18, 63, 36, 54, 72). These prisoners have been here for several thousand years, and they are in an extremely foul mood. Once the lid has been moved, the bright light of the prison space (one detail that has played on the demons' nerves) will blind any PCs looking into the crypt (save vs. wands negates) for one round. The demons will rush out and begin to attack any PC within range using the full strength of their abilities: using **telekinesis** to repeatedly throw obvious magic-wielding PCs into the ceiling, casting **darkness** to spoil PC attacks, causing **fear** upon the stronger PCs, and attempting to **gate** in additional demons. The long length of imprisonment has sharpened their appetite for human flesh; if the demons get the upper hand, then the party is in serious trouble.

If the demons are dealt with, the PCs will find that the pocket space within the crypt is accommodating for up to 8 human-sized individuals to rest comfortably *as long as the lid is not somehow replaced*. Any items dropped in the pool inside the temple (area 14) on level one will be found here. Should the entire party rest within the crypt and leave the lid completely removed, then all is well. However, if they slant the lid in any way that facilitates easy replacement, there is a 5% chance per hour that a random undead creature will enter the now safe tomb and fasten the lid. It will probably be then that the PCs discover that no magic or clerical spells of any kind function within this little oasis...

4. **ABODE OF WOMANLY WILES:** (No wandering undead present) Entry into this lock tomb area will reveal no accommodations for mortal remains. In the southwest corner of the room is the visage of a beautiful and quite naked female **Solar** chained in crucifix fashion roughly 5 feet off the floor. Her appearance is haggard and wounded, and upon sighting the PCs she will plead for release while promising aid from the deities of good upon return to her rightful plane. The only truly odd item about her is the ornate ring she wears on her right hand (a **ring of masking alignment**).



The "solar" is nothing of the sort. Qalilea is a **Succubus** who lost a wager with the Lord of the Mausoleum and was subsequently pressed into service. When the PCs enter within range of her **ESP** abilities, she will immediately assess their strength, alignment, abilities, etc. Once she's determined who are the biggest suckers, she will shapechange into her "solar" form. Qalilea's chains are forged from unknown metals that are lightweight and inhibit both her ethereal and gating abilities. If necessary, she will use **charm person** and **suggestion** to encourage the PCs to free her (having assessed them beforehand, she can make a good guess as to who has the softest heart). If freed, she will reward each of her benefactors with a gentle kiss and thus drain each of a level. If allowed, once she's robbed them of strength, she will turn ethereal and flee the Mausoleum. Should she be attacked after being freed, Qalilea will defend herself by casting **darkness**, attempting to **charm** some backup, or possibly attempting to **gate** in assistance. She will attempt to escape at the first opportunity.

5. **COLLAPSED PASSAGE:** The passageway is blocked by a collapse of the ceiling. A crawl space near the top of the rubble will allow one human-sized PC to wiggle through at a time. The undead in this area have learned to traverse the obstacle this way.

The east approach to the rubble is covered with 30 **Shadowcaps** (see *New Monsters*). If the PCs reduced to gaseous form, any undead wandering through this section will stop to collect all possessions dropped and take them to the **ARMORY** (area 9).

6. **HUNGRY DEPTHS:** (No wandering undead present) The passage area eastward and southward slopes sharply downward and is flooded with saltwater. At the waterline, the water is 2 feet deep and becomes 1 foot deeper with each subsequent 10' east. This empty tomb area is the lair of 14 water-inhabiting **Ghouls** (14 HP each) that patrol the flooded tunnels. They will feel vibrations in the water if it is disturbed, and will swarm to investigate. Their lair is littered with various bones and treasure gained from unwary travelers ambushed on the sea surface over a long period of time. PC's searching through the 6 feet deep water will find: 2,360 gp, 4,020 cp, 1523 sp, an **oar of speed** (allows the user to propel any watercraft rowboat-sized or smaller up to 60 miles per hour for 6 hours; usable three times a week, and cannot be doubled up for effect with another of its kind), a rather fine riding boot with a foot and shin still inside (worthless by itself, but a topic of conversation nonetheless), a silver goblet worth 150 gp, a leather case holding 4 **potions of extra healing**, a **ring of swimming** still on someone's finger, and a **portable hole** fully laid out on the floor (check each PC walking on the chamber floor and searching for a 20% chance of an ankle sprain).

7. **WATERY ESCAPE:** This passage levels off 40 feet past the edge of the map, slopes sharply upwards for 30 feet, and empties out into an underwater cave some 100 feet off the edge of the Sistermoors. It's not a far swim to the surface, provided the PCs have a good CON (check the drowning rules of level one Area 4 for details). This is how the undead have been reaching the surface and raiding the surrounding territory.

8. **CRADLE OF UNLIFE:** (Undead: 95%; roll four times on table). Two large doors block entrance to this area. They are not locked and easily open. Even beyond the doors, the PCs will hear an almost deafening roar of something unnatural. This area is 100' wide and 110' deep. It's ceiling vaults up to a point some 70' high. The middle section of the area is a large pit measuring 60' by 70'. At the center of the pit is a raised area level with the surrounding floor and measuring 20' by 20' and covered by a mandala similar to the one found in the greater temple (area 14) on level one. The mandala is heavily leaking a dark acidic-looking fog that freely flows into the surrounding pit below.

Over the mandala is a large round metallic half-dome suspended from a chain leading to a wench directly on the south wall. The circumference of the dome precisely matches that of the mandala. The substance pouring from the mandala is actually raw force from the Negative Material Plane. It is periodically allowed to fall down into the pit and permeate the corpses below. For every 5 combat rounds the party spends in this chamber, the GM should make two rolls (at 100% chance) on the random undead table given at the beginning of this level. The undead indicated will climb the walls of the pit to the surface of the chamber and attack the PCs as soon as possible. If undead are already indicated by random roll as given above, they will attack the party on sight. The GM should note that any skeletons indicated as being already present will be returning from the armory in area 9 with weapons and armor.

If the dome is lowered onto the mandala, the negative material will cease flowing and the eruption of undead will stop within 2 hours. If and when combat occurs in this area, the occupants of area 10 will arrive in 5 rounds.

Should a PC desire to plum the depths of the pit, investigation will find that it is 100' deep. Descent by rope or other means will bring the PC to a cold, jagged floor permeated with the negative energies that have been seeping for so long. Bare skin exposure to the floor will result in 1-10 HP damage per turn of contact; walking in leather shoes or boots will deal 1-3 HP in like time. There are a myriad of human, elfen and gnome corpses in various states of decomposition scattered about the pit. Most are relatively recent victims of the undead raids. The enterprising PC will discover amongst the carnage:

- 6 pieces of jewelry worth 200 gp, 150 gp, 500 gp, 450 gp, 600 gp, and 1000 gp
- A **girdle of frost giant strength**
- A **wand of frost** (18 charges)
- 18 gemstones worth 50 gp (x3), 100 gp (x6), 150 gp (x3), 75 gp (x6) stored in a finely crafted silver coffer worth 500 gp.

9. ARMORY (Undead: 65%; skeletons present) This 30' by 60' armory room holds several racks of weapons and armor: longswords, shortswords, shields, helmets, chain shirts, leather shirts, spears, and halberds. None are magical.

10. HARBINGERS OF THE ABYSS: (No wandering undead present). This is the abode of two **Harbingers** (72 and 63 HP; see *New Monsters* for description) named Sinqacius and Ven-Thuk. If combat occurs in Area 8 (most likely), the duo will enter the fray as described above. If prolonged combat is somehow avoided, the duo is preparing to exit as the party approaches the chamber. Sinqacius is wielding a **bastard sword +5 defender** and Ven-Thuk possesses a **vorpal longsword** (both swords are of chaotic evil alignment). The pair will show absolutely no mercy to intruders who have made it this far.

The harbingers prepare for battle in this chamber and store any valuables found during their forays in here. There are two crypts present that interred their remains prior to being transformed into their current forms. The north crypt, once belonging to Ven-Thuk holds a jeweled crown worth 3,000 gp and a **deck of many things**. Sinqacius' crypt to the south holds a ceremonial shield made of gold and platinum and worth 2,500 gp (the shield is cursed to attract ethereal and astral creatures within 60' of anyone holding it in hand for more than 5 minutes) and a **phylactery of long years**.

11. THE LORD OF THE MAUSOLEUM: (Undead: 25%; roll twice on table) Gaheris, the Lord of the Red Mausoleum and **Lich** resides here amidst the splendor he has accumulated over the years. Gaheris is a former cleric/magic-user of 21st/19th level with 132 HP. He uses illusionary magic to hide his rotting appearance;

his countenance will be that of a powerfully built man with a pleasant-almost-jovial face, shoulder-length black hair and olive skin. What he cannot hide are his eyes; they maintain the cavernous blackness of the void with glowing points of green light for pupils.

Gaheris is one of the primary builders of this complex in millennia past, and constructed the portal to the Negative Energy Plane for his own uses. Gaheris plans to create an ever-growing army of undead to secure the countryside for the return of his unknown race. His recent forays, under the command of Sinqacius and Ven-Thuk, are tests to gauge what forces will be brought to bear against him.

The Lich has watched the progress of the PCs since their entry into the first level temple, and plans to defeat and turn them into powerful undead under his control.

The first physical obstacle to the PCs will be the trapdoor directly in front of the passageway. It drops anyone who steps on it into a 40' deep pit of tetanus-ridden spikes (10-40 HP; make a save vs. poison to avoid infection). He will move about the room in an attempt to force PCs to fall into the pit if possible.

Always remember, Gaheris is evil, ruthless and extremely cunning. Should he feel he has the time, will not hesitate to cast **animate dead** on slain party members and command them to attack their former comrades. In addition to his **wand of frost** (18 charges), the lich has on his possession a **ring of fire resistance** and a **necklace of missiles** (type 9-12; with his ring, Gaheris will not hesitate to cast **fireballs** in such a confined space!)

Gaheris' spells are:

Clerical

First Level: Command (x3), curse (x2), darkness (x2), protection from good, cause fear

Second Level: Hold person (x2), chant (x2), snake charm, speak with animals, know alignment, silence 15 ft. radius, find traps

Third Level: Animate dead (x3), cause blindness, dispel magic (x2), bestow curse, speak with dead, continual darkness

Fourth Level: Sticks to snakes (x3), detect lie, cause serious wounds (x3), lower water, divination

Fifth Level: Flame strike (x2), raise dead (x3), dispel good, commune, true seeing

Sixth Level: Aerial servant, animate object, word of recall, harm (x2), stone tell

Seventh Level: Unholy word, gate

Magical Spells

First Level: Shocking grasp, enlarge, light (x2), read magic

Second Level: ESP, stinking cloud, web, wizard lock, ray of enfeeblement

Third Level: Blink, dispel magic, phantasmal force, hold person, slow

Fourth Level: Ice storm, fear (x2), fumble, wizard eye

Fifth Level: Cloudkill, cone of cold (x2), hold monster, wall of force

Sixth Level: Invisible stalker, disintegrate, monster summoning IV

Seventh Level: Mage's sword, reverse gravity, duo-dimension

Eighth Level: Power word blind, mass charm, irresistible dance

Ninth Level: Crushing hand

His spellbooks are secreted in another place. The GM should replace any spells that he feels are too powerful or don't fit into his campaign.

Gaheris will use his wizard eye to monitor the party's movements once they reach this level. If the PCs have entered the CRADLE OF UNLIFE, and it seems they may force their way into his

domain, Gaheris will prepare by casting the following spells and taking the following actions:

- **Invisible stalker** to guard the door from the outside.
- **Silence 15 ft. radius** in the area around the door.
- Once the door has been forced, he will cast **stinking cloud** followed by **web** followed by **monster summoning IV**. Monsters summoned will wait for any PCs that make their way through the **web**.
- Thirty sticks are scattered throughout this room, and Gaheris will cast **sticks to snakes** at the most opportune moment.
- Gaheris will use his **wand of frost** in an intelligent manner to take out as many party members as possible in the shortest time possible.

If at any time Gaheris feels he is in serious danger of being destroyed by the party, he will attempt to stop combat and seek a truce. If the party is willing to listen to him, Gaheris will offer his possessions and the other contents of the room to them as ransom if they will allow him to leave in peace (he has another stash of magic items in another location along with his spellbooks). Should the party be silly enough to take him at his word, the lich will stand in the pentagram to the south, cast **word of recall** and be teleported to the surface some one mile distant from the Mausoleum. Gaheris will, of course, seek vengeance on the PCs... one at a time... in the future (it is not beyond his twisted sense of humor to visit a unwary PC in the dead of night, shake him awake, call him an idiot, and destroy them). If no agreement can be reached, Gaheris will attempt to totally destroy the PCs by any means necessary.

The rest of the chamber contains: rotting furniture, a table with various grotesque body parts, a fireplace with the illusion of a roaring fire, two bookshelves holding various uninteresting works but including a **manual of bodily health**, a brazier stoked and ready to go, a large pentagram that might have once been used for summoning (or the conversion of bodies to undead), a charming full-length oil portrait of Orcus posing with

a gaggle of admiring succubae, and a decrepit desk holding personal papers with notes on the strength of nearby towns and strongholds.

NEW MAGIC ITEMS

Red Antiquities: This book stands 18 inches high, 5 inches thick, and 12 inches wide. Its cover is a smooth, deep red skin of some unknown creature. It is a treatise on a small but powerful nation of humans scattered throughout lands both known and unknown. The Red Mausoleum is one of many burial sites for their dead, and the unknown race of humans periodically gathers here to inter their deceased. The basis of their religious beliefs is evil in nature and centers around their hope of eternal life as unlife. **Red Antiquities** spends many pages outlining the philosophy that mortal life is a trial by fire to winnow out those undeserving of immortality through unlife. It claims that life after death through the power of evil gods is the more desirable existence possible. It holds the color red to be holy (unholy) and a reminder that red is the color of the blood that holds the mortal shell in a perpetual state of agony, chaos, desire and unbalance.

Evil PCs who read this tome through and through will gain 15,000 XPs through a strengthening and redefinition of their evil concepts. Good aligned PCs will lose the like amount (no save) due to the cognitive dissonance brought about by the strength of these words. PCs who are primarily neutral are subject to the following roll:

- 1-2: Shift alignment to good
- 3-4: No shift
- 5-6: Shift alignment to evil

The Tome of Wrynn: The tome is a 2' tall thick volume bound in an unknown hide and clasped with a lock. Opening the lock will force the PC to make a save vs. magic at -2 or become obsessed with safeguarding the book. The obsessed PC will not allow the tome to leave his sight and will deal with any dispute in the matter as he deems necessary. The effects must be broken by a **remove curse** or similar magic. PCs opening the tome are affected as follows:

- Non-spell casters must make a save vs. wands or lose one point of INT due to the complexity of the contents.
- clerics or others who draw their magic from deities must make a save vs. wands or suffer an alignment shift in one direction (determined by the GM) due to the bold statements contained within.
- Mages who roll their INTx5 or less on percentile dice may understand the contents if the tome is perused uninterrupted for one solid week. Afterwards, the mage will gain knowledge of the following spells (Intelligence restrictions for learning spells apply) over the next three weeks:

First week: (1-3 of the following spells) **protection from good, unseen servant, shatter, strength, darkvision, tiny hut, dimension door**

Second week: (1-2 spells) **contact other plane, glasseye, cacodemon, power word stun**

Third week: (1 spell) **permanency, imprisonment**

- Any reader not suffering from negative effects of viewing the tome may make a roll of INx3 or less on percentile dice to gain the **legend lore** ability of a 4th level Bard (if the GM doesn't use Bards in his campaign, simply give the PC a straight 10% chance to recognize and identify any magical item encountered as well as having a general clue as to its abilities).



-Once a PC has gained spell knowledge from the tome as outlined above, it will mysteriously disappear while no one is looking. If the PC is obsessed with the tome, then that character will forever suffer from melancholia unless cured.

NEW MONSTERS

GEHZIN

SIZE: L (8' tall)
MOVE: 30 ft.
ARMOR CLASS: 5
HIT DICE: 8+3
ATTACKS: 3
DAMAGE: 2-12/2-12/2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
RARITY: Rare
NO. ENCOUNTERED: 1-6
LAIR PROBABILITY: 40%
TREASURE: 100-600 pp (30%), 1 misc. magic item + 1 potion (60%)
INTELLIGENCE: Low
ALIGNMENT: Chaotic Neutral
LEVEL/X.P.: 7 / 2,600 + 12/hp

Hideous creatures summoned from dismal planes, Gehzin take a material form of a towering gray humanoid with elongated arms and a frog-like head. Gehzin possess five long talons on each hand that can rend and spread disease, and a mouth full of sharp teeth.

In combat, gehzin single in on one opponent in an attempt to destroy it as quickly as possible. It attacks with slashes and bites, and any successful hit means the victim has a 5% chance per hit of contracting a disease (disease type chosen by the GM). Gehzin may *telekinese* up to 250 lbs of weight for up to 10 rounds, and may *phase door* through solid rock of no more than 150 ft. distance. When coming out of any solid substance, a gehzin gains a 3 in 6 chance of surprise for anyone not expecting their appearance.

Three times a day, a gehzin may *gate* in 1-3 other gehzin with a 35% chance of success. For every additional gehzin within 20', the chance of success raises by 20%.

HARBINGER

SIZE: M
MOVE: 30 ft.
ARMOR CLASS: 0
HIT DICE: 10
ATTACKS: 1
DAMAGE: By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 50% (see below)
RARITY: Very rare
NO. ENCOUNTERED: 1-3
LAIR PROBABILITY: Nil
TREASURE: Special
INTELLIGENCE: Genius
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 8 / 3,200 + 13/hp

If a paladin dies in a state of disgrace without having atoned, there is a 1% chance the abyssal powers will claim his body as well as his soul. The re-animated body becomes a harbinger and serves at the direction of some powerful force for evil. A harbinger appears as a shriveled corpse in a darkened suit of platemail with helm, wrapped in a funeral shroud and armed as he was in life. In above ground encounters, a harbinger will ride a nightmare.



The chilling presence of a harbinger will cause all creatures of less than 2 hit dice will automatically freeze with fear if within 30 feet for 1d3 turns. It can command undead as an evil 7th level cleric. Its vision extends into the astral and ethereal, and can see invisible objects 60% of the time.

Once every 4 combat rounds, a harbinger may release a *death shriek* that will force all creatures within 60 feet to save vs. wands or go temporarily deaf and blind. The effects last for 1d6 rounds plus or minus the PCs HP adjustment due to CON.

A harbinger has magic resistance of 50% against all clerical spells cast by good PCs with the following exceptions: an *atonement* spell will disintegrate the creature unless it saves vs. death magic, a *holy word* will only stun the harbinger for 1d6 combat rounds, and any *protection from evil* spell will only penalize a harbinger at -2. Neither druidic nor illusionist spells have any effect on the creature, though magical spells may affect it normally after level adjustments are made. Harbingers often possess magical equipment and find little use for gems or jewelry, but such can often be found in their interment locations.

SHADOWCAPS

SIZE: S
MOVE: 0
ARMOR CLASS: 10
HIT DICE: 1 hp
ATTACKS: 0
DAMAGE: None
SPECIAL ATTACKS: Gaseous cloud (see below)
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 10-30
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: Non
ALIGNMENT: Neutral
LEVEL/X.P.: 1 / 5 each

Shadowcaps are grown with a magical potion known as a *shadowdraught* (the creation process for the shadowdraught is a closely guarded alchemical secret found only among rural

herbalists). The shadowdraught is poured during the rising of the full moon across the ground of any path, tunnel or trail subject to excessive moisture. As the moon rises during the night, the shadowcaps will grow to their full size, regardless if they are exposed to the moonlight or not.

Shadowcaps grow in groups of 10-30 in the area created. Each shadowcap is approximately 6 inches tall and 4 inches in diameter. Once planted, they reproduce through their spores as any normal mycelial fungi. Any character moving through the area stands a chance of stepping on 1d6 of the shadowcap and triggering its effects as follows:

Moving cautiously	1 in 6
Moving carefully	2 in 6
Moving casually	3 in 6
Running	4 in 6

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Once stepped on, a shadowcap will release a cloud of spores covering a 5 feet diameter circle. Anyone touched by the spores will quickly become gaseous in form for 6 turns. All material possessions will drop to the ground (possibly triggering others). The transformation process takes approximately 3 rounds. Triggering multiple shadowcap compounds the effects by an additional turn for each triggered.

Note: should a PC become interested in the creation of shadowcap, a shadowdraught is created by distilling 8 ounces of substance from any creature that can assume gaseous form, 10 ounces of vervain leaves, and 6 ounces of mushroom (cost for components is 2,200 gp unless individually gathered). The draught is brewed over an open fire for 13 hours and the juice drained into a potion bottle. The potion will remain potent for 28 days.

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