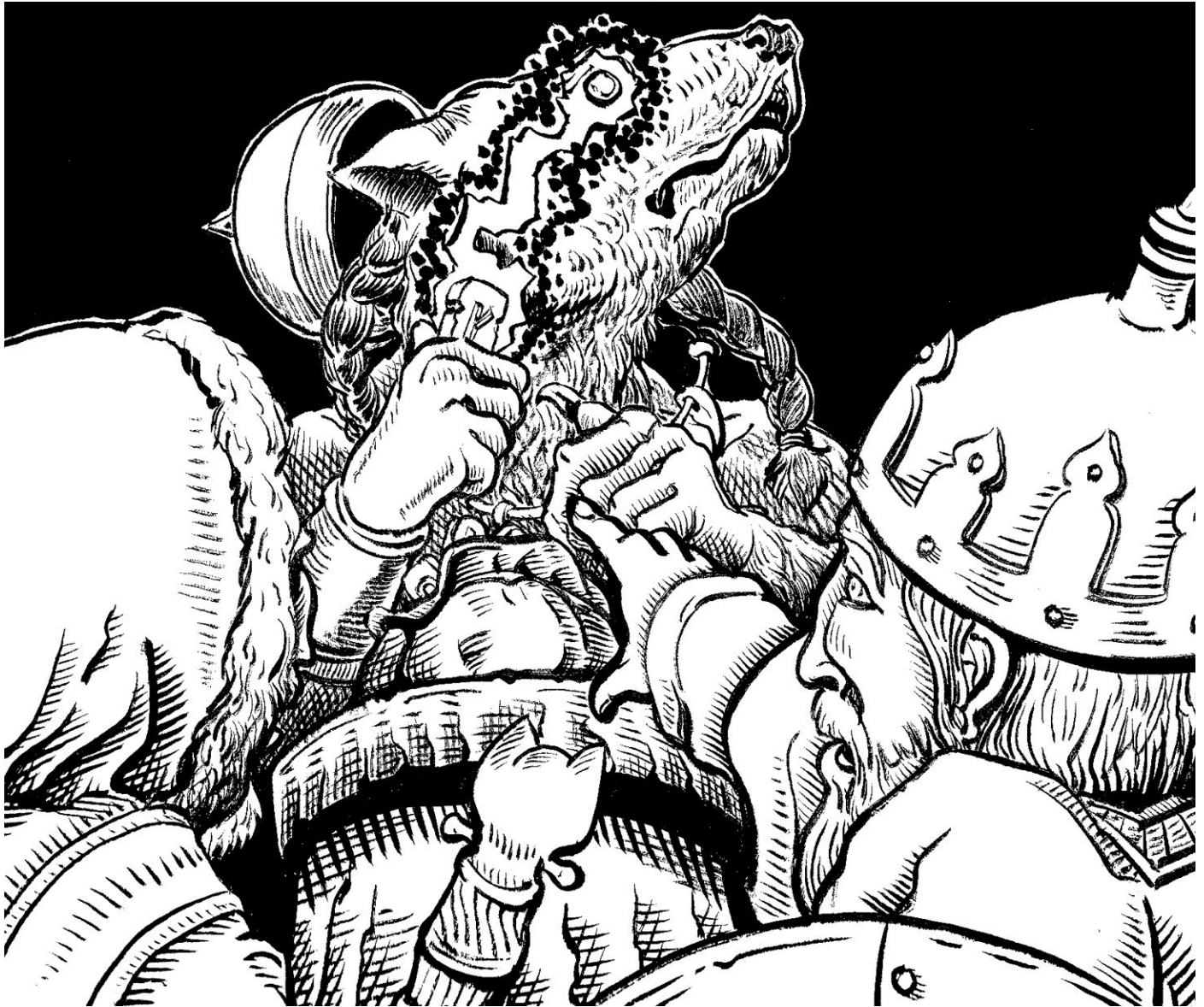


ADVANCED ADVENTURES MODULE #26

The Witch Mounds

by Keith Sloan

AN ADVENTURE FOR CHARACTER LEVELS 3-6



Author: Keith Sloan
Cover Artist: John & Daisy Bingham
Interior Artist: John Bingham
Editor: Joseph Browning
Layout: Joseph Browning

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THE WITCH MOUNDS

The Witch Mounds are an ancient Maerling burial site near the southern verge of the Yoros Forest. The Mounds consist of a series of grass-covered barrows arranged in a "U" shape, ten smaller barrows and one large barrow known as the Great Mound, all facing inward towards one another. An underground dungeon complex, connected through accesses to two of the barrows, exists below the mounds and is the source and heart of the evil in this place. The barrows are the burial site for a group of evil Maerling lords and warriors from the time of the Maerling Troubles, centuries past. The spirits of those same evil men now haunt the burial site, which was once the site of dark rites and foul rituals.

These days, the burial site is known to locals as the Witch Mounds (in the Frost Tongue they are called the Gandr-hauga, the "sorcerous" or "haunted" mounds). The place is shunned, though in truth the relatively remote location means the place is little known beyond the local area. The few locals will simply tell those who ask that it is a place of old Maerling evil, best left alone.

STOP! If you plan to participate in this adventure as a player, stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

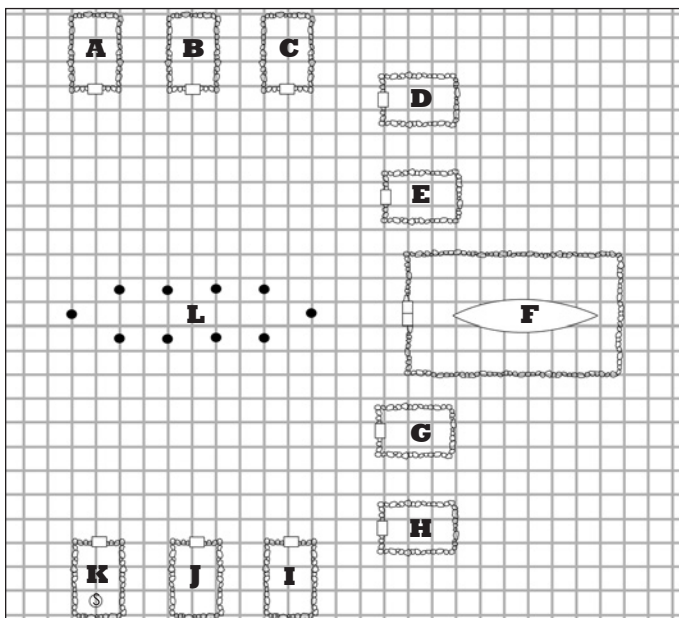
The Maerlings: The Maerlings are a race of hardy warriors, sailors, and traders. From the great Island of Fornost and its Five Kingdoms, they sail the seas of the Three Lands, sometimes in search of commerce, sometimes for plunder. They are feared everywhere, and even the trading partners that profit from their goods do not fully trust or like them. Maerlings have settled all over the northern coasts, sometimes singly or in small groups, sometimes as whole colonies under some lord or other. Needless to say, their efforts at colonization have led to a great deal of strife over the years.

They worship a number of gods of their own, including Sorana, a petty goddess of evil and darkness, and a consort of demons, but even the cruelest of Maerlings looks askance at the worship of this foul goddess of slaughter, and what worshippers she does possess tend to conduct their rites in secret. Centers of worship to Sorana are rare, though the Witch Mounds is such a place.

Frost Tongue is the language of the Maerlings. It is widely understood throughout the North, though most Maerlings also speak Common well enough to conduct their trading.

MAP OF THE SURFACE BARROWS

EACH SQUARE EQUALS 10 FEET



GM Notes: This adventure is designed for 6-10 characters of 3rd-6th level. No specific classes are necessary, but several fighters and a cleric would be helpful. The occupants of the dungeon area have no defensive plan or coordination, except where noted in the text.

The Mounds are the home to evil undead Maerlings, worshippers of their dark goddess Sorana, and other allied creatures. Even other Maerlings shunned these folk in life for their evil and cruelty. In time, this particular sect of Maerlings died out, though the evil they created remains.

If the party comes at night, there will be flickers of Haug-eldr (grave fire) around the place. It is a greenish flame that casts very little light and has an evil look to it. It is otherwise harmless. There will be wandering monsters during the hours of darkness, but none during daylight hours.

KEY TO SURFACE FEATURES

Wandering Monsters

Encounters occur 1 in 10 (hours of darkness only). Check every other turn.

d6 Encounter

- Haug-eldr (grave fire) briefly flickers around the party.
- 1-6 Skeletons (SZ M; AC 7; MV 120 ft.; HD 1; #AT 1; Dmg 1-6; AL N).
- Haugbui (see *new monsters*) (SZ M; AC 4; MV 90 ft.; HD 4; #AT 1; Dmg 2-9; SA berserk; SD see description; AL CE). The haugbui wears 1-4 silver armbands worth d4x10 gp.
- 1-3 Svart Alfar (see *new monsters*) (SZ L; AC 4; MV 90 ft.; HD 4; #AT 1; Dmg 2-9; AL CE). Each is armed with excellent suits of chainmail, shield, and heavy battleaxe. As they appear like normal dwarves, they may be able to throw the party off for a short time. Each wears 2-5 copper armbands (5 gp each) and carries 2-12 gp on his person.
- Northern Troll (see *new monsters*) (SZ L; AC 2; MV 120 ft.; HD 5+2; #AT 1; Dmg 7-14; Weakness sunlight turns to stone; AL CE).
- Other (GM choice or standard outdoor wandering monster table for northern regions).

A-C. BARROW: Each of these barrows contains long rotted corpses but otherwise nothing of interest. There are 2-8 copper armbands (5 gp each) and 1-6 silver armbands (10 gp each) among the remains of the dead.

D-E. BARROW: Each of these barrows contain **12 skeletons** that rise up and attack if disturbed (SZ M; AC 7; MV 120 ft.; HD 1; HP 1(x2), 2(x2), 3(x2), 4, 5(x2), 6, 7, 8; #AT 1; Dmg 1-6; AL N). Each wears a copper armband (5 gp).

F. GREAT MOUND: The door to the great barrow is a massive double-door of stone with a great ring to either side. It is difficult to open, requiring a bend bars/lift gates check (multiple PCs may add their scores for a cumulative total). There is a carving of a horned helmet on the doors, which may be recognized as the symbol of Sorana. Runes below symbol on one of the doors say the following in the Frost Tongue:

*Greater than good; to the mead hall they go
Those granted glory; to eternity the ship is steered
The svart alfar shall serve; mead horns overflow
Haugbui of the Goddess; the cruel and the feared.*

The interior of the great mound is dominated by a full-sized longship. The ship is somewhat rotten in spots, but generally is in good condition considering its great age and the fact it is underground. The ship is unremarkable and there is little in the way of interesting grave goods (barrels of ale and food,

some common weapons and shields, sailing supplies, and the like – all completely decayed and useless). There are, however, some vague footprints on the deck. The figurehead of the ship is not the traditional dragon, but is instead a hideous female figure with demonic features and a chilling expression of hatred and evil (it is a depiction of the goddess Sorana).

When the first PC steps on the deck, the door to the barrow will swing shut of its own accord (anyone inside can easily thrust it open and then shut again; from outside, it will remain difficult to open). The barrow will not be completely dark, however, as the interior begins to glow with a dim greenish glow—the haug-eldr. If anyone touches the filler, everyone in the barrow will be immediately teleported to AREA 1 of the dungeon Level, where an identical ship lies. The ship will recharge its ability to teleport in 1 hour. Note that either (or both) ships may be burned to destroy the ability to teleport.

G. BARROW: This barrow contains **12 skeletons** that rise up and attack if disturbed (SZ M; AC 7; MV 120 ft.; HD 1; HP 1(x4), 2, 4, 5(x2), 6, 7, 8(x2); #AT 1; Dmg 1-6; AL N). Each wears a copper armband (5 gp).

H. BARROW: Two **haugbui** (SZ M; AC 4; MV 90 ft.; HD 4; #AT 1; Dmg 2-9; SA berserk; SD see description; AL CE) dwell here. Each wears 1-4 silver armbands worth d4x10 gp.

I-J. BARROW: Each of these barrows contains long rotted corpses but otherwise nothing of interest. There are 2-8 copper armbands (5 gp each) and 1-6 silver armbands (10 gp each) among the dead.

K. BARROW: This barrow is filled with a number of skeletons laid out on low stone slabs. Each is armed and armored as a Maerling warrior. One slab is empty and is a secret entrance to the dungeon (AREA 32) used by the svart alfar from time to time. The secret door is locked from below and is difficult to open (-10% open locks). The barrow is otherwise devoid of anything interesting except there are 2-8 copper armbands (5 gp each) and 1-6 silver armbands (10 gp each) among the dead.

L. STANDING STONES: These stones are large granite monoliths about 8 feet in circumference at the base and perhaps 20 feet tall. They are also deeply buried and quite stable. They radiate cold even in warm sunlight and touching them gives one a feeling of dread or foreboding. They dimly radiate evil and magic. If a PC stays between them for more than 20 minutes, they must save versus magic or become very weary (-3 Str and -3 Con) for 3-18 turns. Also, if not helped, they will fall asleep for a like amount of time.

If any of the stones are somehow toppled, the dead in the barrows (but not those in the dungeon) will rise up at once and attack the desecrators, replacing the fallen stone when the enemy is defeated.

KEY TO DUNGEON LEVEL ONE

Wandering Monsters

Encounters occur 1 in 8. Check each turn.

d6 Encounter

- 1 Haug-eldr briefly flickers around the party (the next check for wandering monsters has a 1 in 4 chance)
- 2 The ghostly image of a horned helmet appears, the eyes glowing an evil red. This vision of Sorana's symbol will be accompanied by an intense chill and feeling of evil. One random character will suffer a loss of 1-4 hp from this evil vision sent by Sorana.
- 3 **Northern Troll** (SZ L; AC 2; MV 120 ft.; HD 5+2; #AT 1; Dmg 7-14; Weakness sunlight turns to stone; AL CE). The Troll will

be skulking – they're not supposed to be wandering around this level

- 4 1-3 **Haugbui** (SZ M; AC 4; MV 90 ft.; HD 4; #AT 1; Dmg 2-9; SA berserk; SD see description; AL CE). Each wears 1-4 silver armbands worth d4x10 gp. They will be happy to engage in a melee.
- 5 1-4 **Svart Alfar** (SZ M; AC 4; MV 90 ft.; HD 4; #AT 1; Dmg 2-9; AL CE). Each is armed with excellent suits of chainmail, shield, and heavy battleaxe. Again, as they appear like normal dwarves, they may be able to throw the party off for a short time. Each wears 2-5 copper armbands (5 gp each) and carries 2-12 gp on his person.
- 6 **Spirit of Dead Maerling** (see AREA 5 below). The ghostly image will beckon beseechingly and point in the general direction of AREA 5 but cannot lead the party. It will flicker out after several seconds and will not otherwise interact with the party. If attacked, the image will simply vanish. If the spirit is laid to rest already, reroll this encounter, use a monster from a nearby room, or GM choice.
- 7 **Mad Andvari** (see AREA 7 below). If Andvari is dead or with the party, use monster from nearby room.
- 8 2-20 **Giant Rats** (SZ: S; AC 7; MV 120 ft., swimming 60 ft.; HD ½; #AT 1; Dmg 1-3; SA Disease; AL NE)

1. IDENTICAL SHIP: This room contains an exact replica of the ship in the great mound above, down to the rotted materials loaded on it. The teleportation works in a similar manner. Whenever the teleportation is used in either direction the whole thing stops working for one hour.

2. GREATER MAZE: There are two mazes in this dungeon and this is the entrance room to the greater maze. There are two life-like statues of Maerlings in here (victims of the medusa in AREA 3). The room is otherwise empty.

Inside the greater maze at the point marked * on the map is a **gelatinous cube** (SZ L; AC 8; MV 60 ft.; HD 4; HP 18; #AT 1; Dmg 2-8; SA paralyzation; SD see description; AL N). There is a 50% chance that a PC will walk into the thing, as it is very difficult to see. Inside it is 17 cp, 5 sp, 19 gp, a gem worth 50 gp, and a case containing a **wand of magic detection** (41 charges).

3. SECRET ROOM: This room is sumptuously furnished with pleasant décor, artwork, rich carpets, and many furs and linens. Three forever candles (see new magic items) are burning, giving the room good light. The mistress of the maze resides here, a **medusa** (SZ M; AC 6; MV 90 ft.; HD 6; HP 36; #AT 1; Dmg 1-4; SA petrification and poison; AL LE). The monster will try to petrify the party, attacking at close range those that survive its attack. If alerted to the party's presence it will take up the shortbow and a quiver with the magic arrows and use them, as well.

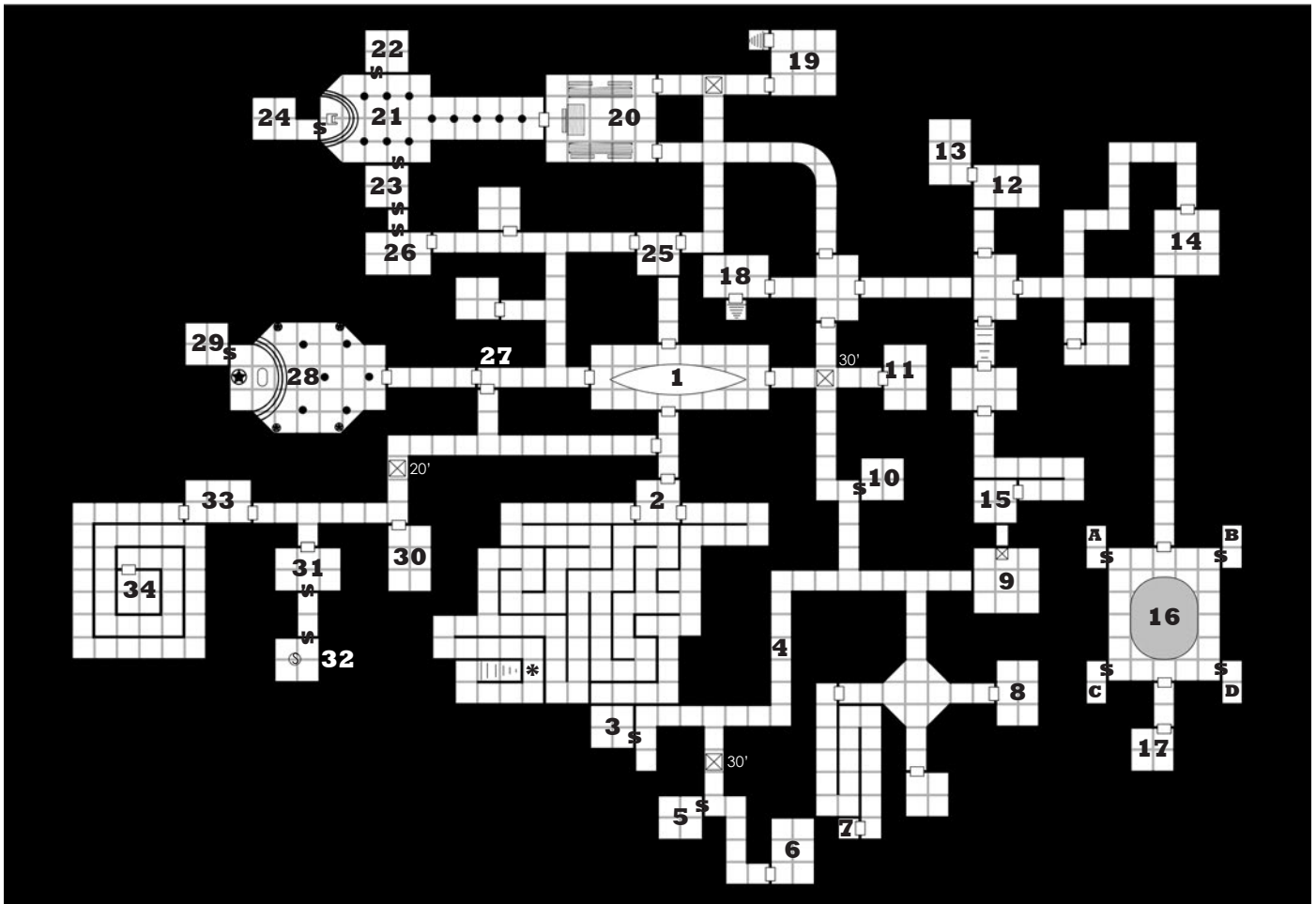
The medusa will certainly flee if pressed, but will then try to hunt the party, if it feels confident it can survive such a game. It will try to take the shortbow and arrows for this, if possible. It is aware of the disorientation teleporter and knows the maze and surrounding areas quite well. It will not, however, bother to alert anyone else to the party's presence.

Amidst the medusa's plush surroundings are a **shortbow +1**, **14 arrows +2**, and an **elixir of madness**. Scattered about its quarters are the following loose items: 154 sp, 721 gp, 18 pp, and 8 gems (2x5 gp, 2x25 gp, 3x100 gp, 600 gp).

4. DISORIENTATION TELEPORTER: PCs walking through this teleporter will feel a slight moment of confusion and disorientation that passes quickly. They will have instantaneously been turned around 180 degrees and be heading the opposite direction. To pass it, the PCs must walk through it backwards, at which point they will feel a slight tingle but not the same feeling of disorientation/confusion. The teleporter works from both directions: the same method must be used to pass it either way.

MAP OF DUNGEON LEVEL ONE

EACH SQUARE EQUALS 10 FEET



5. SECRET ROOM: This room was used to imprison a good Maerling who was tortured and eventually slain. Worse, his spirit was trapped within the dungeon, unable to escape and forced to witness the countless atrocities of the evil Maerlings. This spirit may be encountered as a wandering monster.

When the party enters, the spirit of the slain Maerling is standing next to a raised stone slab, upon which his body lies. It will be pointing at the body wordlessly, with a sorrowful, yet hopeful, look. The body is of a Maerling warrior with a wickedly rippled dagger stuck into its heart and a horned great helmet on his head (it is obviously the body of the spirit encountered as a wandering monster, as they look identical except for the dagger and helmet). The body is not decayed at all. It is armored, but unarmed.

The blade is a **dagger of the berserkers**, (see *new magic items*). If it is pulled from the corpse, the person who pulls it will immediately grow berserk and attack his companions for 2-5 rounds with it (do not tell the PC how long he must attack his companions – that will force them to decide how to deal with him without simply waiting out the result).

The helm may be removed by simply taking it off. It is a **helm of opposite alignment**.

If both items are removed, the body of the Maerling will immediately turn to dust and the stone slab will crack open. The spirit begins to glow brightly and will be seen to smile and wave its thanks. The PC(s) that removed the two items will each gain 1 point to a random ability score (18 max), a payment from the spirit. Additionally, the dead Maerling's gear will remain, and

that includes a suit of **chainmail +1** and a **ring of protection +2** (the mail is usable despite the dagger hole—but if repaired by a dwarf and a magic user at the cost of 1,250 gp, it becomes a suit of **chainmail +2**).

6. DEEP CRYPT: This room is dominated six sarcophagi, and is the burial place for a number of clerics of Sorana. It is also home to **5 ghaunts** (SZ M ; AC 4; MV 150 ft.; HD 4; HP 12, 14, 15, 20, 21; #AT 3; Dmg 1-4, 1-4, 1-8; SA stink, paralyzation; AL CE).

These creatures have ransacked all the sarcophagi. A search of the room will reveal 1,221 sp, 5 gp, 30 pp, 1 ep, 8 gems (2x5 gp, 3x100 gp, 600 gp, 800 gp, and a great diamond worth 3,000 gp), a **potion of frost resistance**, a **potion of fire giant strength**, a **potion of extra healing**, a **potion of healing**, **oil of slipperiness**, a **scroll of mending**, **detect invisibility**, **charm monster**, **wall of fire**, and **animate dead**, a **scroll of protection from undead**, a **scroll of hold portal**, **levitate**, **legend lore**, and **true seeing**, and a scroll of **dispel magic**, **feign death**, and **insect plague**.

7. MAD ANDVARI'S QUARTERS: This is the lair of **Mad Andvari** (SZ M; AC 4; MV 90 ft.; HD 3; HP 21; #AT 1; Dmg 4-11; AL CE), a svart alfar. The unstable creature has gone mad from dwelling in this terrible place, forced to steal food from the Mead Hall, while suffering the derision and abuse of the haugbui. Andvari has a dwarven **battleaxe +2**, **ringmail +2**, a **shield +1**, a **potion of healing**, and two throwing axes. He is unstable and unpredictable. If encountered in the catacombs as a wandering monster he will be hostile (25%), friendly (25%) or simply ignore the party (50%). In his lair he is hostile 50% of the time and friendly the other 50%, treating the party as honored guests. Andvari's attitude should be checked every turn.

- Andvari speaks the Frost Tongue at first and only resort to Common if he is not understood. If he becomes hostile, he will first grow visibly agitated, then verbally abusive (saying random things), then attack wildly for 1-4 rounds. After that, he will grow sullen and morose and will simply stop fighting. If he is attacked at this point he will run away. A **cure disease** (or similar spell or effect) will restore his sanity, but leave him his normal (evil) self. His lair is full of filth and debris, containing items such as rotting food, a few human and dwarf skulls, some dead rats, broken arrows, a bent dagger, broken pottery, and a large, rusty chain of no real value or purpose. Hidden beneath the garbage in a secret floor compartment is a **ring of spell turning**.
8. HAUGBUI LAIR: **2 haugbui** dwell here (SZ M; AC 4; MV 90 ft.; HD 4; HP 18, 20; #AT 1; Dmg 2-9; AL CE). They will immediately attack and fight until destroyed. Each wears 1-4 silver armbands worth d4x10 gp each.
9. TRAP ROOM: There is a mural on the center of the north wall depicting a Maerling warrior slaying an extended family. Beneath it is a pit trap with a slide down 20 feet to AREA 15. The room is otherwise empty.
10. SECRET ROOM: This secret room is obviously disused, as it is full of dust. There is a stone chest in the center of the floor. The chest is trapped with a lightning bolt trap. The opener must save versus spells or suffer 6-36 damage (½ if save). Additionally, the treasure inside is covered with contact poison (save at +2 or become catatonic for 1-4 days; those that make save will be nauseous for a few minutes only). Inside the chest is 2,125 sp, 720 gp (all coins in rotted sacks), a **potion of speed**, a **potion of growth**, **8 arrows +2**, **8 bolts +3**, **gauntlets of strength** (Str to 18 not 18/00), and a **wand of fire** (22 charges).
11. HAUGBUI LAIR: **3 haugbui** dwell here (SZ M; AC 4; MV 90 ft.; HD 4; 9, 16, 22, 27; #AT 1; Dmg 2-9; AL CE). and also a Leader (SZ M; AC 2; MV 90 ft.; HD 5; HP 36; #AT 1; Dmg 5-12; AL CE). They will immediately attack and fight until destroyed. Each wears 4 silver armbands worth d4x10 gp each. The leader also has a gold armband worth 100 gp, platemail, and wields a **broadsword +2**. There is an unlocked chest here with 254 gp, 52 pp, and 3 gems (50 gp, 50 gp, 75 gp value).
12. ARMORY: This room is filled with racks of numerous weapons and armor. All was once of the highest quality, but is now rusty and in poor condition. If the GM desires, some of the armor could be recovered and restored to sell for ten times the normal list price. All the armor is human-sized.
13. HAUGBUI LAIR: **4 haugbui** dwell here (SZ M; AC 4; MV 90 ft.; HD 4; HP 12, 16, 17, 24; #AT 1; Dmg 2-9; AL CE). They will immediately attack and fight until destroyed. Each wears 1-4 silver armbands worth d4x10 gp each. One also has a **javelin +1**.
14. SVART ALFAR LAIR: **5 svart alfar** reside here (SZ M; AC 4; MV 90 ft.; HD 4; HP 13, 19, 20, 22, 27; #AT 1; Dmg 2-9; AL CE). Each is armed with an excellent suit of chainmail, shield, throwing axe, and heavy battleaxe. Each wears 2-5 copper armbands (5 gp each) and carries 2-12 gp on his person. In addition, the following is scattered amongst their effects: 82 cp, 92 sp, 224 gp, 17 pp, and 8 gems (3x50 gp, 3x100 gp, 500 gp, 1000 gp). Additionally, one carries a **throwing axe +2** and one a **potion of poison**.
15. HAUGBUI LAIR: **3 haugbui** dwell here (SZ M; AC 4; MV 90 ft.; HD 4; HP 14, 19, 30; #AT 1; Dmg 2-9; AL CE). They will immediately attack and fight until destroyed. Each wears 1-4 silver armbands worth d4x10 gp each. They automatically win initiative and get a +2 on their attack the first round for any character that slides down into their room from AREA 9, which dumps victims on the floor after a short drop. The slide is easily seen from this room, though it is very slick and difficult to climb (-10% for a thief).
16. HALL OF BATTLE: This is where the dead Maerlings come to play. It is a large room with a 30-foot-high vaulted ceiling. The center of the room is taken up by a very deep pit in which, about 5 feet below the level of the main floor, is a roiling, boiling mist that hides what is beneath (it is a pool of water about 10 feet down; the pool itself is about 60 feet deep and dark, cold water). Decorative weapons line the walls, mainly axes, swords, and shields. In front of the pit is a pedestal with instructions written in the Frost Tongue that says, "Say now your test: *Warrior, Demon, Troll or Monster.*" If someone standing before the pedestal says one of those four words in either Common or the Frost Tongue, the appropriate monster will appear from the associated secret chamber and engage in combat with the person that spoke the word. If anyone other than the person engages the monster, a great voice will ring out in the Frost Tongue "Melee it shall be!" and another of the same monster also appears to engage that person, this repeating as often as necessary. All monsters fight to the death. However, if the combatant leaves The Hall of Battle or surrenders, the monster will immediately vanish and derisive laughter will echo through the hall. If a PC is knocked unconscious or slain, the monster will roar a victory yell and vanish.
- If any part of the hall is damaged or desecrated, or one of the secret doors is opened, Draugir the Master of Battle will come forth from AREA 17 to stop them. He will challenge a PC to single combat but won't mind if the whole party attacks him—in that case, he'll summon one of each of the monsters to aid him. If pressed, he will also have the octopus in the pit start grasping for PCs to pull into the pool. Draugir will not flee. The monsters are as follows (the secret rooms are otherwise empty):
- A - **Haugbui** (SZ M; AC 4; MV 90 ft.; HD 4; HP 18; #AT 1; Dmg 2-9; AL CE).
 - B - **Weak Vrock-Type Demon** (SZ L; AC 0; MV 120 ft., 180 ft. flying; HD 4; HP 18; #AT 5; Dmg 1-3, 1-3, 1-6, 1-6, 1-4; SA see description; SD see description; AL CE).
 - C - **Northern Troll** (SZ L; AC 2; MV 120 ft.; HD 5+2; HP 24; #AT 1; Dmg 7-14; Weakness sunlight turns to stone; AL CE).
 - D - **Monster** (roll one from the standard monster summoning tables using level 4 or 5).
- The great pool in the center of the room is home to a **giant octopus** (SZ L; AC 7; MV 20 ft., 120 ft. swimming; HD 7; HP 36; #AT 7; Dmg 1-4 x 6, 2-12; AL N). The octopus will attack anything that comes into its pool. It is under the command of the Draugir in AREA 17 and will attack foes if he orders it. At the bottom of the pool is a bunch of rusty old junk and bones. There are also 24 silver armbands worth 25 gp each, 3 gold armbands worth 100 gp each, and an **armband of protection +2** (similar in power to ring of protection but does not count as wearing a ring).
17. MASTER OF BATTLE: This is a haugbui named **Draugir** who runs the Hall of Battle (SZ M; AC 0; MV 90 ft.; HD 9; HP 53; #AT 3/2; Dmg 7-14, 7-14; SD turns as vampire; AL CE). He also wears **platemail +1** and wields a **broadsword +3** that is intelligent and neutral evil in alignment. The sword speaks Frost Tongue and Common. It also **detects secret doors** in a 5-foot-radius and **detects invisible objects** in a 10-foot radius. The sword will do 1-4 hp of damage for every round it is held by a non-evil PC. The sword is named **Skalbriotr** (Skullbreaker) as it will proclaim itself. The sword is loyal to Draugir and will not be pleased if he is destroyed.
- The Battle Master does not like to be disturbed, but will relish the chance to test his skills against living opponents, attempting to push them out to the battle hall, if possible. Draugir wears four gold armbands (100 gp each) and 2 mithril armbands (1,000 gp each). He has no other treasure.

18. HAUGBUI LAIR: **2 haugbui** dwell here (SZ M; AC 4; MV 90 ft.; HD 4; HP 11, 15, 17, 20; #AT 1; Dmg 2-9; AL CE). They will immediately attack and fight until destroyed. Each wears 1-4 silver armbands worth d4x10 gp. One also wears a gold necklace worth 250 gp and carries a **throwing hammer +1**.

19. GUARD ROOM: A lone **svart alfar** is posted (SZ M; AC 4; MV 90 ft.; HD 4; HP 30; #AT 1; Dmg 2-9; AL CE) He has an excellent suit of chainmail, shield, throwing axe, and heavy battleaxe. He also wears 2-5 copper armbands (5 gp each) and carries 2-12 gp on his person. The dwarf is supposed to be ensuring nothing from the deeper level wanders up, but in truth he is simply very bored (there are all sorts of carvings into the back of the doors made with his dagger). He will likely flee before a strong party.

20. MEAD HALL: This is the gathering place for the haugbui, a great mead hall for their perpetual enjoyment, carousing, and the like. At any one time there will be 2d8+2 regular **haugbui** present (SZ M; AC 4; MV 90 ft.; HD 4; #AT 1; Dmg 2-9; AL CE). There will also be 1-3 **haugbui leaders** (SZ M; AC 2; MV 90 ft.; HD 6; #AT 1; Dmg 4-12; AL CE). There is a 50% chance that **Jormungandr** and his **winter wolf** will be present (see AREA 24).

Prior to entering the room (which will be unlocked) the party will very clearly hear the loud, boisterous haugbui drinking and shouting at one another in the Frost Tongue, telling tales of their prowess and evil depredations. The undead will be spaced around the heavy wooden tables arranged in a horseshoe around a central fire pit. A half-dozen skeletons are also present (they will not fight), acting as servants, bringing food and drink to the carousing undead. It will be easy to surprise this group, though a frontal attack might be foolish. Additionally, the sounds of fighting will not attract any undue attention as that is a normal occurrence here.

Each haugbui wears 1-4 silver armbands worth d4x10 gp each. In addition, the leaders each wear 1-2 gold armbands worth 100 gp each. In the northwest corner of the room is a great barrel of endless mead (see new magic items). In addition to the barrel, there is also a large burlap sack of feasting(see new magic items).

21. THRONE ROOM: The throne room is typically empty, except on the rare occasions that Jormungandr holds court. The large wooden throne glows dimly with haug-eldr but is otherwise unremarkable. The walls are covered with brightly painted shields, crossed swords and axes, and the like.

22. GUARD ROOM: When holding court, extra guards will sometimes be posted here. At present, the room is empty of creatures but does have a few racks of normal weapons (broadswords, battleaxes, shields, and daggers).

23. GUARD ROOM: When holding court, extra guards will sometimes be posted here. At present, the room is empty of creatures but does have a few racks of normal weapons (broadswords, battleaxes, shields, and daggers). A secret passage leads to AREA 26.

24. JORMUNGANDR'S QUARTERS: The chieftain of the haugbui dwells here. Once a powerful Maerling warrior, the chieftain broods on his unlife. He has difficulty sharing the repetitive life of his warriors, forever carousing and fighting, and wants something more, though he knows not what. He will relish a fight with intruders. **Jormungandr** (SZ M; AC -1; MV 120 ft.; HD 11; HP 67; #AT 3/2; Dmg 7-14; SD turn as vampire, but cannot be turned in his quarters or throne room; AL CE). He has a **battleaxe +3**, a **shield +2**, **mithril chainmail +2**, and a **throwing axe +2**, four gold armbands (100 gp each), and 2 mithril armbands (1,000 gp each). He also wears a gold holy symbol of Sorana with rubies worth 3,000 gp.

He is attended by **Hate** (SZ M; AC 5; MV 180 ft.; HD 6; HP 28; #AT 1; Dmg 2-8; SA frost breath 6-24; Weakness fire attacks cause +1hp/die; AL CE), his loyal winter wolf. Its pelt is worth 5,000 gp if intact.

A locked stone chest in his room is trapped with both a poison needle trap (save vs. poison) and a gas trap (save versus poison or lose 1-6 points of Str for 3-18 turns). Inside are 6,240 sp, 3,495 gp, 702 pp, 5 diamonds (500 gp each), a **potion of extra healing**, and a **wand of illusion** (15 charges).

25. ROOM OF THE TREE: The northern wall of this room is covered with a large mural depicting an immense ash tree. The upper branches reach into the heavens, while the roots delve deep into the ground. This is the Tree of Life, known as Yggdrasil in the Frost Tongue. However, anyone studying the mural will soon begin to notice a number of unsettling things. The wood of the tree is beginning to rot and decay. Hanging in the upper boughs are a number of humans, rotting and swinging from nooses. Writhing through the roots are numerous demonic creatures, hideous to behold as they gnaw upon the roots and slowly poison the tree. Anyone staring too long will begin to believe that they see movement in the mural, usually too quick to catch or at the edge of vision, but visible nonetheless. Below the tree is written:

*Yggdrasill shivers,
the ash, as it stands.
The old tree groans,
and the giant slips free.*

There is nothing particularly dangerous about the mural, but it is very unsettling.

26. TROLL LAIR: **3 trolls** (SZ L; AC 4; MV 120 ft.; HD 6+6; HP 24, 28, 37; #AT 3; Dmg 5-8, 5-8, 2-12; SD regeneration; AL CE) dwell in this room, servants of the haugbui and Sorana. Scattered amidst the filth of their lair are 35 cp, 16 sp, 12 gp, 9 ep, 2 pp, 1 gem (50 gp), a **potion of undead control** (skeletons), a **potion of healing**, and a **ring of feather falling**. A secret passage leads to AREA 23.

27. TALKING DOORS: The two doors in this location are both intelligent and malign. They will talk to one another and the PCs through a magic mouth like effect. When a PC goes to open one of the doors, it will say something like "Don't open this one, open that one." This will start an argument between the doors as to which is the better door. Though intelligent in their own strange way, the doors are hardly smart and should prove amusing enough. Their antics may fix the party in one place



long enough for wandering monsters to find them (the noise from the doors increases the chance of wandering monsters to 50% per turn). They will certainly yell if someone tries to force them open (treat them as wizard locked for opening). They only communicate from the side facing one another (the back sides are normal and open normally). The talking faces are painted blue (west) and red (south).

The doors will try challenging the party to answer a series of riddles. Correct answers will make the doors amenable to answering questions, though not too directly or allowing passage. Incorrect or non-answers will result in the following to one PC:

d6 Result

- 1 Electrical shock to one PC for 1-8 damage (save for ½ damage).
- 2 Victim begins emitting a fetid reek for 1-6 turns (easily detected – wandering monsters now occur 1 in 6 and are never surprised).
- 3 Lower one random stat to 3 for 1-6 turns.
- 4 Reduced luck (-2 to attacks/saves for 1-8 turns).
- 5 Fumble fingers – victim drops whatever he is holding (50% chance, check every turn or round if in combat). Lasts 2-12 turns.
- 6 Fatigued – victim attacks/damage are -2 and movement is halved. Lasts 2-8 turns.

Riddles may include (The last one is used to mock the party):

- (1) At night they come without being fetched. By day they are lost without being stolen. What are they? *Stars*
- (2) What always runs but never walks, often murmurs never talks, has a bed but never sleeps, has a mouth but never eats? *River*
- (3) What has a head, a tail, no legs, and is yellow? *Gold Coin*
- (4) I never was, am always to be. None ever saw me, nor ever will. And yet, I am the confidence of all that live and breathe on this world. What am I? *Tomorrow/Future*
- (5) I am always hungry. I must always be fed. The finger I touch will soon turn red. *Fire*
- (6) I know a word of letters three. Add two and fewer there will be. *Few*
- (7) Ripped from my mother's womb. Beaten and burned. I become a bloodthirsty killer. What am I? *Iron Ore*
- (8) What happens when you throw a purple rock in a green stream? *It splashes.*

If the west door is opened, the party will be struck by a very strong gust of wind (about 60 mph) that will extinguish all open flames and has a chance (40%-Str) of tearing loose anything held by the PC (lanterns will be dropped and may break, scrolls or wands will go flying, etc.)

28. TEMPLE OF SORANA: Sorana's temple is a place of evil, replete with evil décor such as paintings of murder and mayhem. Four statues of evil-looking Maerling warriors are in the corners of the temple. Atop a low dais is a stone altar behind which is a 10-foot-tall statue of Sorana herself, a female warrior holding a wickedly jagged sword and replete with full horned helm. Kneeling before the altar is **Thursasprengrir** (SZ M; AC 3; MV 90 ft.; HD 9; HP 46; #AT 1; Dmg 6-11; SA spells; AL CE), a cleric of Sorana, old but healthy enough.

Thursasprengrir has prayed for the following spells: (6/6/3/2/1):

- 1st – **cause light wounds** (x2), **darkness**, **detect good**, **protection from good**
- 2nd – **chant**, **hold person** (x2), **resist fire**, **silence 15-foot radius** (x2)
- 3rd – **animate dead**, **dispel magic**, **feign death**
- 4th – **cause serious wounds**, **poison**
- 5th – **flame strike**

Thursasprengrir can enter a berserker rage for 9 rounds, during which time he is +2 to hit/damage, but cannot cast spells. He has been blessed by Sorana, allow him to summon haugbui which causes 3 powerful undead warriors to appear (SZ M; AC 4; MV 90 ft.; HD 4; HP 32 each; #AT 1; Dmg 2-9; AL CE). He has a **mace +2**, a **scroll of cure serious wounds** and **plane shift**, a **poison of extra healing**, and a **rod of cancellation**. He wears a bejeweled mithril symbol of Sorana worth 4,000 gp.

He will not immediately attack but will query the party as to their intentions, allowing them to make the first move but generally trying to avoid battle if he is alone. Of course, he will not allow them to defile the temple without a fight and will open any combat by summoning haugbui. He will try not to fight to the death, escaping with his **plane shift scroll** if necessary but preferring to get aid.

There is a set of gold altar wear (plate, chalice, and candlesticks) worth 200 gp total. Additionally, the statue of Sorana has rubies set into the horned helmet to represent glowing eyes (250 gp each). Trying to pull them out will result in an electric shock (only 1-6 damage, save for ½).

29. PRIEST'S QUARTERS: This room is empty of anything interesting as Thursasprengrir has little interest in treasure.

30. SVART ALFAR LAIR: **5 svart alfar warriors** reside here (SZ M; AC 4; MV 90 ft.; HD 4; HP 19, 20, 21, 25, 31; #AT 1; Dmg 2-9; AL CE). Each is armed with an excellent suit of chainmail, shield, throwing axe, and heavy battleaxe. Each wears 2-5 copper armbands (5 gp each) and carries 2-12 gp on his person. In addition, the following is scattered amongst their effects: 42 cp, 36 sp, 24 gp, 12 ep, 19 pp, and 5 gems (50 gp, 50 gp, 75 gp, 500 gp, 500 gp).

31. SVART ALFAR LAIR: **5 svart alfar warriors** reside here (SZ M; AC 4; MV 90 ft.; HD 4; HP 11, 16, 18, 21, 23; #AT 1; Dmg 2-9; AL CE). Each is armed with an excellent suit of chainmail, shield, throwing axe, and heavy battleaxe. If engaged, they will call for their leader in AREA 32 who will respond in 4 rounds. Each wears 2-5 copper armbands (5 gp each) and carries 2-12 gp on his person. In addition, the following is scattered amongst their effects: 50 cp, 25 sp, 68 gp, 7 ep, 12 pp, and 11 gems (3x10 gp, 3x25 gp, 30 gp, 3x100gp, 2x500 gp).

32. SECRET EXIT: There is a ladder leading up to the locked secret entrance in Barrow K. The large bronze key that opens the lock is in the possession of **Huldra**(SZ M; AC 0; MV 90 ft.; HD 7; HP 50; #AT 3/2; Dmg 6-13; AL CE), the svart alfar chieftain who resides here. He wears platemail and carries a **shield +1**. In addition, he has a **battleaxe +2**, a **poison of healing**, and a **brooch of shielding**. If attacked he will yell loudly for the svart alfar in AREA 31 who will respond in 4 rounds. Huldra wears a mithril armband (1,000 gp), 2 gold armbands (100 gp each), 2 silver armbands (25 gp each), and wears a necklace worth 500 gp. There is a chest under his bed that contains 1,322 gp, 251 pp, 5 gems (3x100 gp, 2x500 gp), 3 gold armbands (50 gp each), and 2 silver armbands (25 gp each).

33. ENTRANCE TO THE LESSER MAZE: **3 svart alfar warriors** reside here (SZ M; AC 4; MV 90 ft.; HD 4; HP 20, 22, 23; #AT 1; Dmg 2-9; AL CE). Each is armed with an excellent suit of chainmail, shield, throwing axe, and heavy battleaxe. Each wears 2-5 copper armbands (5 gp each) and carries 2-12 gp on his person. In addition, the following is scattered amongst their effects: 20 cp, 15 sp, 28 gp, 6 pp, and 3 gems (10 gp, 50 gp, 100 gp).

34. CENTER OF THE LESSER MAZE: A **minotaur zombie** (SZ L; AC g; MV 90 ft.; HD 6; HP 31; #AT 1; Dmg 4-16; SD turn as ghost; AL N) occupies the center of the maze. The zombie is huge but in poor condition. It wields a great, rusty battleaxe too large for use by a normal human. It will pursue enemies, but not into AREA 33.

KEY TO DUNGEON LEVEL TWO

Wandering Monsters

Encounters occur 1 in 8. Check each turn.

d6 Encounter

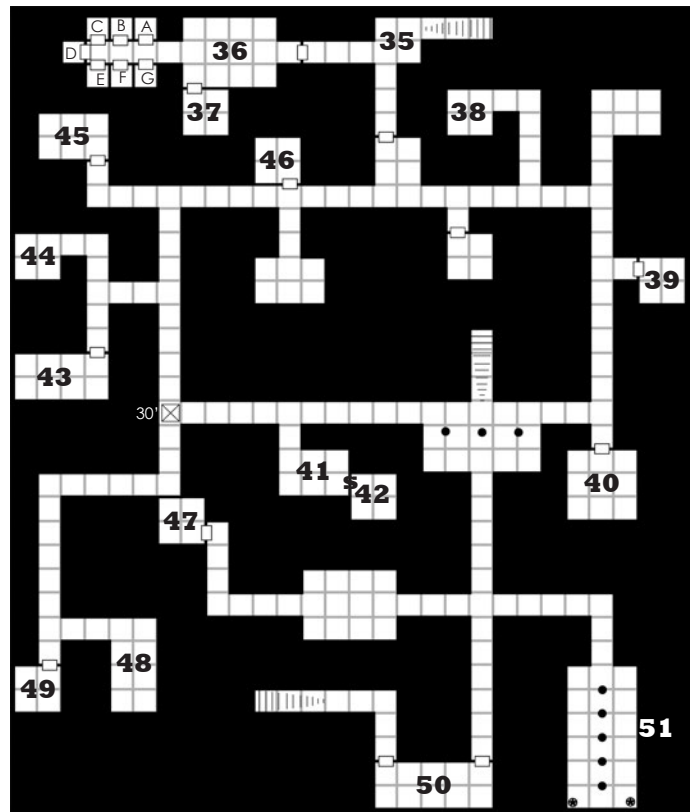
- Haug-eldr (grave fire) briefly flickers around the party.
 - The ghostly image of a horned helmet appears, the eyes glowing an evil red. This vision of Sorana's symbol will be accompanied by an intense chill and feeling of evil. One random character will suffer a loss of 1-4 hp from this evil vision sent by Sorana.
 - 1-3 **Northern Trolls** (SZ L; AC 2; MV 120 ft.; HD 5+2; #AT 1; Dmg 7-14; Weakness sunlight turns to stone; AL CE) from AREA 38 or AREA 39.
 - Haugbui** (SZ M; AC 4; MV 90 ft.; HD 4; #AT 1; Dmg 2-9; SA berserk; SD see description; AL CE). The haugbui wears 1-4 silver armbands worth d4x10 gp.
 - 1-3 **Svart Alfar** (SZ M; AC 4; MV 90 ft.; HD 4; #AT 1; Dmg 2-9; AL CE). Each is armed with excellent suits of chainmail, shield, and heavy battleaxe. As they appear like normal dwarves, they may be able to throw the party off for a short time. Each wears 2-5 copper armbands (5 gp each) and carries 2-12 gp on his person.
 - 3-30 **Giant Rats** (SZ: S; AC 7; MV 120 ft., swimming 60 ft.; HD ½; #AT 1; Dmg 1-3; SA Disease; AL NE)
35. EMPTY ROOM: Scrawled crudely on the west wall is graffiti that says, in the Frost Tongue, "Welcome to Nifheim." Nifheim is the Land of the Dead (or damned).
36. TORTURE CHAMBER: This is a torture chamber, well stocked with all the usual implements. It appears to get much use, which in fact it does. There is a 10% chance when entered that the resident torturer will be busily working on one of his subjects, assisted by the 3 svart alfar from AREA 46. If not, then some of the prisoners in the cell bay to the west will call out to be released. If the party makes too much noise, the torturer will come out of AREA 37 to investigate.

The cells each have a small window and pass-through for food. The keys are held by the torturer.

- A: **Sif** (SZ M; AC 6; MV 90 ft.; HD 3+1; HP 16; #AT 1; Dmg 1-8; SA surprise 1-4, change of lycanthropy; SD injured only by silver or magic; AL LE), a wererat captured prowling the barrows above. He claims to be a local peasant taken prisoner and begs to accompany the party. He does seek to escape, but might try robbing the party along the way.
- B: **Giant Rats** (7) (SZ: S; AC 7; MV 120 ft., swimming 60 ft.; HD ½; #AT 1; Dmg 1-3; SA Disease; AL NE)
- C: **Goblin** (SZ: S; AC 6; MV 60 ft.; HD 1-7; HP 4; #AT 1; Dmg by weapon; AL LE), a scout from the eastern mountains; will gladly go with the party if he can and might prove relatively loyal, at least while in the dungeon.
- D: **Northern Troll** (SZ L; AC 2; MV 120 ft.; HD 5+2; HP 12 (of 30); #AT 1; Dmg 7-14; Weakness sunlight turns to stone; AL CE). It was caught stealing food from the haugbui and the other trolls have wisely left it to its fate. It will not be cooperative.
- E: **Ghoul** (SZ: M; AC 6; MV 90 ft.; HD 2; HP 9 (of 14); #AT 3; Dmg 1-3, 1-3, 1-6; SA Paralyzation; AL CE). It was caught rooting through the dungeon.
- F: Empty.
- G: **Brokk** (SZ M; AC 4; MV 90 ft.; HD 4; HP 24 (of 30); #AT 1; Dmg 2-9; AL CE), a svart alfar. He was locked up for some minor infraction and will act as if he hates the haugbui and other svart alfar. In truth, he will do whatever he can to get back on their good side, especially by betraying the presence of intruders at an opportune moment.

MAP OF DUNGEON LEVEL TWO

EACH SQUARE EQUALS 10 FEET



37. TORTURER'S QUARTERS: The chief torturer is a burly svart alfar of great strength named **Fjalar the Bloody-handed** (SZ M; AC 3; MV 90 ft.; HD 7; HP 55; #AT 3/2; Dmg 5-12; AL CE). He carries a **battleaxe +2**, a **ring of fire resistance**, a **potion of poison**, and a **potion of extra healing**. Fjalar has 3 gold armbands worth 50 gp each.

Fjalar's epithet is well-earned as he is one of the most vile specimens of his race imaginable. Hidden under a loose stone under his pallet is a sack with 440 sp, 375 gp, 17 pp, and 2 gems (100 gp).

38. RUNECASTER'S LAIR: The svart alfar runecaster **Skirvir Mind-bender** (SZ M; AC 2; MV 90 ft.; HD 8; #AT 1; Dmg 3-6; SA spells; AL CE), dwells here. Skirvir possess the following: **dagger +2** (poisoned), **ring of protection +2**, **potion of extra healing**, **potion of poison**, **potion of invisibility** (4 doses), **wand of magic missiles** (20 charges), and a **scroll of spider climb**, **detect invisibility**, **phantasmal force**, **wall of ice**.

Skirvir has memorized the following spells (4/3/3/2):

- 1st – **charm person**, **magic missile** (x2), **sleep**
- 2nd – **darkness 15-foot radius**, **ESP**, **web**
- 3rd – **dispel magic**, **fireball**, **lightning bolt**
- 4th – **dimension door**, **minor globe of invulnerability**

Skirvir will not immediately see the party as an enemy to be attacked but will instead seek to talk to them. He is old and rather addled in his way, and will ramble a good deal, but will periodically intersperse questions about the party's purposes, their capabilities, etc. He will try to come off as a simple old dwarf and offer to read the party the runes (he has a sack of runestones). The readings will be at GM discretion as to veracity and usefulness.

The old svart alfar's treasure consists of a sack with 333 sp, 111 gp, 7 gems (100 gp each), and a silver locket (25 sp).

39. BLACK PUDDING: A small **black pudding** (SZ S; AC 6; MV 60 ft.; HD 10; #AT 1; Dmg 3-24; SA see description; SD see description; AL N) lurks on the ceiling of this room. The room is otherwise devoid of interest.

40. TROLL LAIR: **5 northern trolls** (SZ L; AC 2; MV 120 ft.; HD 5+2; HP 24, 27, 30, 33, 37; #AT 1; Dmg 7-14; Weakness sunlight turns to stone; AL CE) dwell in this room. Scattered amidst the filth of their lair are 22 cp, 11 sp, 7 gp, 3 ep, 4 gems (15 gp, 20 gp, 100 gp, and a black opal worth 1000 gp), a silver crown worth 600 gp, a very elaborate tapestry depicting a dragonship (filthy but worth 100 gp if cleaned up), and a half-life-sized bronze statue of a Maerling warrior (worth 3,000 gp but weighs 300 pounds).

41. ROOM OF BONES: This room is littered with many large troll bones. An observant person might notice that there is a slightly discernible path that leads to the secret door.

42. TREASURY: This room is an old treasury, possibly forgotten even by the haugbui. The treasure is unguarded and unprotected, and simply lying on the floor haphazardly. It includes 2,431 cp, 1,852 sp, 2,195 gp, 6 gems (100 gp each), a silver comb (250 sp), 6 silver armbands (25 sp each), a bronze cup (100 sp), a **potion of flying**, a **scroll of magic missile**, **wizard lock**, **lightning bolt**, and **skis of speed** (see *new magic items*).

43. GROLGAST'S LAIR: **Grolgast the specter** (SZ m; AC 2; MV 150 ft., 300 ft. flying; HD 7+3; HP 41; #AT 1; Dmg 1-8 plus energy drain; SA energy drain; SD +1 or better to hit; AL CE) has claimed this room as its own. It will attempt to focus its attacks on a single individual to drain that person's levels to make them a half-power specter. Grolgast controls the Zombies in AREA 44 and will summon them if he is attacked and will investigate if they are attacked.

Grolgast has a necklace worth 1,000 gp. Also in the room is a small pouch containing 7 gems (3x100gp, 2x250Gsp, 500gp, 1000 gp), a **potion of levitation** and a **potion of extra healing**.

44. ZOMBIE ROOM: There are **13 zombies** (SZ: M or S; AC 8; MV 60 ft.; HD 2; HP 3(x2), 4, 5 (x2), 6 (x2), 8, 9, 11 (x2), 12, 14; #AT 1; Dmg 1-8; SA Always strikes last; AL N) here. They are under the control of Grolgast the specter (AREA 43). The room is otherwise empty.

45. DEBRIS ROOM: A small amount of debris is the lair for **16 giant rats** (SZ: S; AC 7; MV 120 ft., swimming 60 ft.; HD½; HP 1(x2), 2(x5), 3(x4), 4(x5); #AT 1; Dmg 1-3; SA Disease; AL NE). There is no treasure in this room.

46. SVART ALFAR LAIR: **3 svart alfar warriors** (SZ M; AC 4; MV 90 ft.; HD 4; HP 14, 25, 28; #AT 1; Dmg 2-9; AL CE) reside here. Each is armed with an excellent suit of chainmail, shield, throwing axe, and heavy battleaxe. These dwarves are nominally in charge of the lower dungeon level, but spend most of their time gambling and drinking (there is a good barrel of mead here and a fair amount of decent food). Each wears 2-5 copper armbands (5 gp each) and carries 2-12 gp on his person. In addition, the following is scattered amongst their effects: 62 cp, 81 sp, 165 gp, 11 pp, and 3 gems (50 gp, 2x100 gp).

47. EMPTY ROOM: Empty. The door opening to the north has graffiti carved into the wood that says:

*So many have fallen, so many more to die
—like wheat before a scythe.
Our limbs are weary of cleaving blows
—we face endless hordes of foes.*

There are chips in the wall and ancient dried blood on the floors and walls indicating a great battle took place here long ago.

48. TROLL LAIR: **5 northern trolls** dwell here (SZ L; AC 2; MV 120 ft.;

HD 5+2; HP 24, 29, 36, 40; #AT 1; Dmg 7-14; Weakness sunlight turns to stone; AL CE). They will call to AREA 49 if attacked and respond to a call or noise from there. They have no treasure.

49. TROLL CHIEF: The **northern troll chief** (SZ L; AC 2; MV 120 ft.; HD 7+2; HP 43; #AT 1; Dmg 8-15; Weakness sunlight turns to stone; AL CE), a huge specimen of the species, dwells here with his **two female northern troll consorts** (SZ L; AC 2; MV 120 ft.; HD 5+2; HP 24, 26; #AT 1; Dmg 7-14; Weakness sunlight turns to stone; AL CE). If attacked, they will call for aid from AREA 48.

The chieftain has a sack of treasure that includes 2,543 cp, 521 sp, 217 gp, a battered silver cup (20 gp), a gold ring (50 gp), and a dirty and dingy **cloak of elvenkind**.

50. RELIEF ROOM: The north and south walls of this room are covered by a series of bas reliefs that show a series of scenes depicting rather bloody battles. Each highlights the cruelty of a Maerling warrior in hacking and burning innocent victims. While terrible to behold, the room is otherwise unremarkable.

51. ORNATE HALL: This hall is higher than the rest of the place (almost 15 feet) and peaks in a series of ornate gothic arches. A row of pillars carved in intricate knotwork runs up the center, and a pair of statues depicting Maerling warriors are the southern end, their heads invisible behind full helmets. The room is dusty and obviously seldom visited.

Centered on the southern wall is a marble plaque inset into the wall with the follow written on it: "*Loki welcomes you to the Shrine of Fate. Take a stone to learn your wyrd.*" Below this is a 3-foot-high pillar on which is a small sack that contains a number of rune stones. If anyone draws one, roll on the table below for the stone chosen and results. The stone will glow purple for a moment and then vanish as the effect occurs. Attempting to draw a second stone will result in an electrical shock (2-12 damage, ½ if save). Attempting to pick up the bag will cause the walls to shake and will almost certainly bring a wandering monster to investigate and will also result in a shock (if the defiler continues to take it, successively greater things happen to discourage such behavior). More than one of the same rune may be drawn.

d20 Result

- 1 Permanently change alignment to chaotic neutral
- 2 Gain d4+2 thousand experience points
- 3 Lose d4+2 thousand experience points
- 4 Turned to stone
- 5 Age 10 years (40 for dwarf, 100 for elf)
- 6 PC's weapon animates and attacks him for 2-8 rounds
- 7 Random stat increases by 1-3 (18 max)
- 8 Random stat lowers by 1-3 (3 min)
- 9 Gain 1-6 hp permanently
- 10 Lose 1-6 hp permanently
- 11 Gain 1 level permanently (min XP for level)
- 12 Normal animals now love the PC and will follow around to the point of nuisance
- 13 Develop debilitating phobia to something (spiders, birds, monster type, heights, etc.)
- 14 Infected with lycanthropy (wolf, rat, etc.)
- 15 Bad luck -2 to attack/saves for 1-4 days
- 16 Good luck +2 to attack/saves for 1-4 days
- 17 PC gains service of a CN quasit-like creature named Azimos. The PC may not harm the thing and find that hits on it hurt the owning PC as well. The thing will be a particular nuisance and cause far more trouble than it is worth, but is not easily disposed of.
- 18 PC gains ability to go berserker (+2 to hit/damage for a single battle each day, but then must rest for 1-4 turns)
- 19 Change sex (permanent)
- 20 Random effect as from **deck of many things**

APPENDIX A: NEW MAGIC ITEMS

Barrel of Endless Mead: When mead is taken from this barrel it will immediately begin refilling itself at the rate of 1 gallon/minute, producing up to 100 gallons per day. The mead is of the finest quality, so much so that drinking it a PC has a 25% of not being able to stop until he becomes completely drunk. The barrel holds about 20 gallons and weighs 160 pounds. **Experience Point Value:** 750 **G. P. Value:** 4,000.

Dagger of the Berserkers: This evil magic item is treated as a dagger +3 for evil creatures. Any good or neutral-aligned character that grasps it will become berserk for 2-5 rounds. **Experience Point Value:** 150 **G. P. Value:** 2,000.

Forever Candles: These useful candles never consume their wax. They can easily be blown out and relit as normal candles. **Experience Point Value:** 100 **G. P. Value:** 500.

Sack of Feasting: This bag produces enough food to feed twenty men for a day, each and every day. The food is simply pulled from the bag and consists of good, hearty food. The type of food taken out is random but is mostly composed of fish, some basic meats, cheese, bread and the like. **Experience Point Value:** 1,000 **G. P. Value:** 6,000

Skis of Speed: These are large skis (7 feet long) that enable rapid movement. A human-sized person employing them can move on snow over even terrain at a speed of 180 ft., uphill at 90 ft. and downhill at 270 ft. The total weight allowed is 300 pounds (skier and gear). For every 5 pounds above that, reduce speed by 10 ft. The skier need expend no energy to move, merely think about the direction and speed he wishes to travel. **Experience Point Value:** 300 **G. P. Value:** 2,000

APPENDIX B: NEW MONSTERS

HAUGBUI

SIZE: Medium
MOVE: 120 ft.
ARMOR CLASS: 4
HIT DICE: 4 or more
ATTACKS: 1 or more
DAMAGE: by weapon +1
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Silver/magic to hit
MAGIC RESISTANCE: See below
RARITY: Very Rare
NO. ENCOUNTERED: 1-12
LAIR PROBABILITY: 80%
TREASURE: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 540 + 5/HP (4HD)

General information: These are undead Maerling warriors, servants of Sorana who were so evil in life that they attracted the interest of the goddess. The name means walking dead or barrow/grave dweller. They are exceptionally rare and usually found in locations associated with worship of the goddess Sorana. They are intelligent but single-minded in their desire to fight and make merry in the best traditions of Valhalla. However, their evil natures and worship of the Maerling Goddess of Death has meant they are denied such an afterlife among other Maerling heroes and warriors. Still, they enjoy eating and drinking, and do so to excess, though the truth is that they can exist indefinitely without either. The greatest of haugbui are taken bodily to the dismal halls of Sorana herself, there to serve her for eternity.

Each may go Berserk for 2-7 rounds per day, resulting in +2 to hit and damage rolls (but AC is reduced to 5 during that time). They may change their weight at will, from as light as air to heavier than metal. In many ways they are similar to Wights, though they always appear as powerful warriors, and they lack the ability to drain levels. Their attacks are by weapon type but always score +1 on damage due to their strength and skill. Some may have higher hit dice and additional abilities (i.e. spell use), depending upon how powerful they were in life (i.e. corresponding to their level as fighters when they died, though all Haugbui have a minimum of 4 HD).

As undead, they are immune to sleep, charm, hold, cold, paralysis spells or attacks using poison. They are treated as Wights for the purpose of turning/influencing undead by clerics. They can only be struck with silver or magic weapons.

Languages: Haugbui speak the Frost Tongue, but many know a little of Common.

Physical description: All Haugbui glow with a dim aura of greenish haug-eldr. They appear much as they did in life, including the scars of wounds, often including the ones that killed them. They smell of the grave, however, and have a corpse-like pallor and incipient rot that makes it clear what they truly are. Most wear metal armbands, gifts of lords and signs of their prowess (these may be of any metal and vary widely in value).

NORTHERN TROLLS

SIZE: Large (8 feet tall)
MOVE: 120 ft.
ARMOR CLASS: 2
HIT DICE: 5+2
ATTACKS: 1
DAMAGE: by weapon +6
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-20
LAIR PROBABILITY: 70%
TREASURE: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 2-8 gems (40%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%), 2-8 potions (40%)
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 225 + 6/HP

General information: These are not traditional Trolls, but rather a race akin to ogres and/or hill giants. They are typically more intelligent than common trolls or ogres, though this can vary widely, as well. Most have little use for humans, at best seeking to avoid them but more often exhibiting hostility.

Though physically powerful, northern trolls have an intense fear of sunlight, as direct exposure will cause them to turn to stone. They are also extremely frightened of lightning, and magical lightning attacks will almost certainly cause them to break and run (the fear stems from some sort of cultural memory regarding the god Thor). Northern trolls may be bargained with, and they will occasionally take delight in confounding good-aligned humans.

Languages: Northern trolls speak The Frost Tongue, Common, and either Troll or Ogrish.

Physical description: Northern trolls vary widely in appearance and temperament. While most are misshapen and ugly, others can be nearly human in appearance (albeit large in size). All are quite strong, regardless of size or appearance (similar to an ogre).

SVART ALFAR

SIZE: Small (4 feet tall)
MOVE: 90 ft.
ARMOR CLASS: 3
HIT DICE: 4 or more
ATTACKS: 1 or more
DAMAGE: by weapon +1
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Save at 4 levels higher
MAGIC RESISTANCE: As above
RARITY: Very Rare
NO. ENCOUNTERED: 2-40
LAIR PROBABILITY: 80%
TREASURE: 10-40k gp (50%), 100-2,000 pp (50%), 5-20 gems (30%),
1-10 jewelry (25%), any 4 magic items + 1 scroll (15%)
INTELLIGENCE: Above average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 60 + 4/HP

General information: The svart alfar are a rare race of evil dwarves, similar in some respects to duergar or derro. They are sometimes servants and worshippers of Sorana, hence their presence in this place. They are extremely rare and much hated by their common kindred, many of whom do not even believe in their existence.

Most svart alfar are powerful warriors (level 4 or better), though some are spell-casters, as well. Magic-users are more common than clerics. Like normal dwarves, they are resistant to magic and poison and save at 4 levels higher for each. They have standard infravision, as well.

Languages: Svart alfar speak The Frost Tongue, Common, and Dwarven.

Physical description: Svart alfar resemble normal dwarves, with hair most commonly being black. They do have an evil look about them, largely in their expressions. This can be hidden for a time, and they enjoy deceiving others into thinking they are normal dwarves in this manner.

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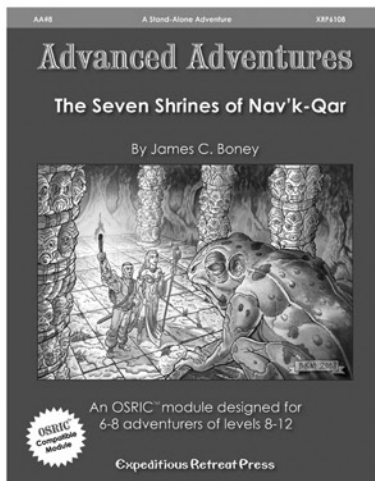
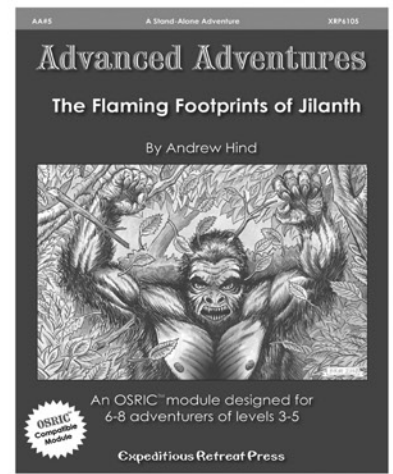
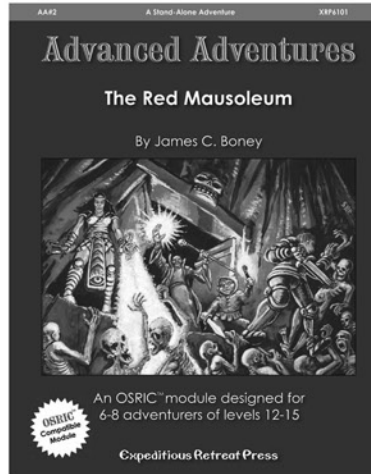
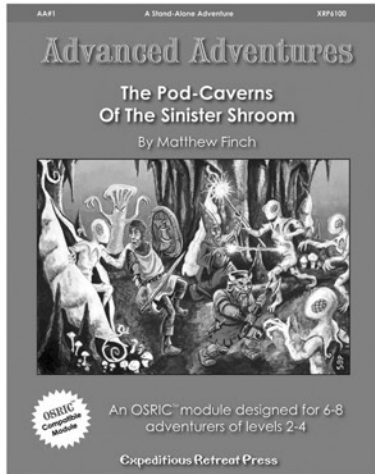
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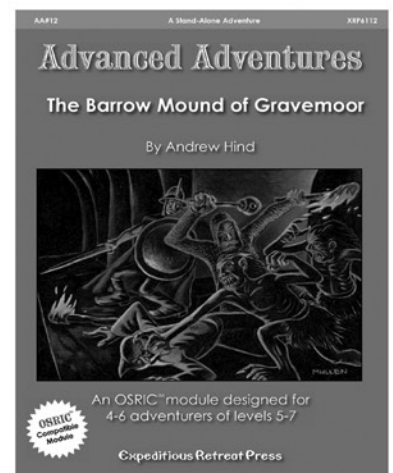
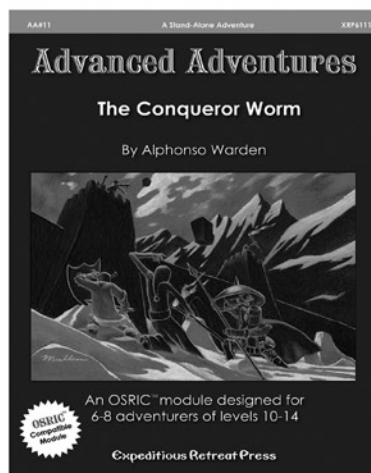
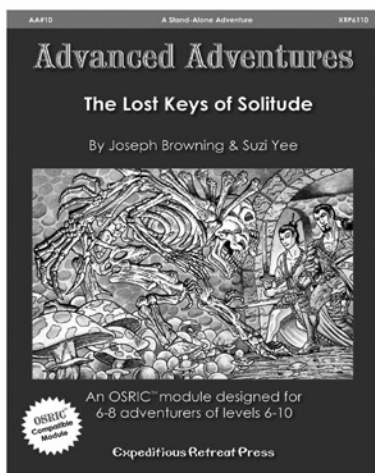
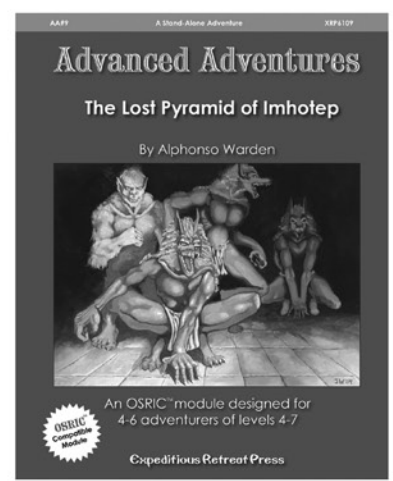
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Advanced Adventures

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