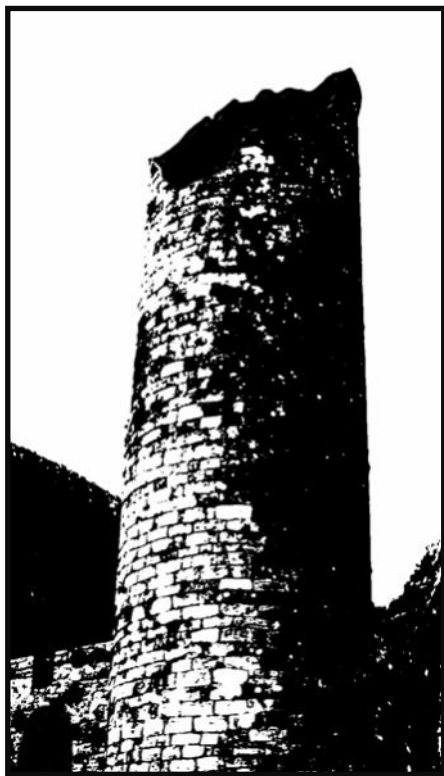


PRISONS OF THE DEMIGODS  
ADVENTURE I  
**THE CURSE OF CRAGBRIDGE**



AN ADVENTURE FOR OSR FANTASY GAMES  
LEVELS 1 - 3



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# THE CURSE OF CRAGBRIDGE

## AN ADVENTURE FOR OSR FANTASY GAMES

### LEVELS 1 - 3



**Developed and Written by:** Paul Wolfe



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## **CRAGBRIDGE: THE CURSED RUIN**

When the Four Kings ruled, Lord Etheril's support could tip the balance for any that he threw his weight behind. Etheril, however, felt no need to join one petty king or the other. He remained in his sheltered valley controlling one of the most important passes through the Sharaz Mountains and the only bridge crossing the Roaring River Canyon. Cragbridge was completed by the dwarfs of the Deep Hold when Etheril's great-grandfather was a boy and had stood all that time as a fortified sentinel and a lucrative source of income for the Etheril family.

In his last days it is said that Lord Etheril was charmed by an ambassador, a sorceress sent by one of the kings to convince the errant lord to join with the side of "right." In the wake of that betrayal, Etheril is said to have slain his wife and young son before taking the sorceress as his concubine. A vile curse laid by the ghost of Lady Etheril soon brought down her husband, the woman that stole him, and all that inhabited Cragbridge. Many speak of spirits and stranger things that lurk in the ruined western tower of the now collapsed stone bridge; a curse said to follow any who would steal from Etheril's sizable treasury buried somewhere under that tower.

### **TRUE HISTORY**

Though the basic legend is true, Lord Etheril did not slay his wife and child. The sorceress, Ubela Lenore, charmed his chief knight, Sir Pedr, and Lord Etheril's wife. Lady Etheril, in the thrall of the sorceress, convinced Sir Pedr to kill her son, and it was Lady Etheril that poisoned her husband at the behest of the self-same sorceress. The lord, distraught and dying, flung himself off of the bridge and into the Roaring River Canyon, but not before the mad Lady Etheril, having broken the enchantment, cursed him, the sorceress, and the knights, and armsmen that swore to protect them all. Ubela Lenore remained at Cragbridge, trying to lift the curse that kept her trapped there, forever. All the while, the spirits of Etheril's banner men wander the ruins trapped in hideous insectile forms.

### **THE SITE**

The ruin of Cragbridge lies on the eastern slope of Cloudtop Mountain. All that remains of the stone span that once spanned Roaring River Canyon are a few shattered supports and an unstable portion of the bridge that still juts from the western side of the canyon. Here also stands the mostly intact bridge

tower – though the top is sheared off as if from a great sword. The eastern tower is razed to the ground, though some structure still remains beneath the ruin.

## **THE AREA**

The region around Cragbridge is a wasteland of rocky summits, scrub trees and precipitous game trails. A generation ago, a group of dwarves surveyed the hills for precious ore and gemstones but found no reason to stay. Other than the lone predator, a few mountain sheep and small flocks of tassel, a large flightless bird, the hills are generally devoid of life. The one exception is the lybic (see Area 20) which hunts once a fortnight. Its appetite has driven away the sparse fauna native to the hills and its range has since increased, leading to rumors of a flying devil beast in the highland grazing fields and farms. Within 10 miles of Cragbridge, PCs have a cumulative 10% chance per day of encountering the lybic, either on the hunt or returning to the broken tower with the corpse of a goat.

## **RECENT HISTORY**

Rumors of the vile curse on Cragbridge keep away most local residents. In the last ten years, however, the ruin has drawn a number of adventurers. Most recently, Sir Dougal Skavok, beloved knight of Lord Gonstock, and his party disappeared after their second foray. A second party sent to find the knight has recently returned to the villages with less half their original group. They refused to speak of the horrors found there, though they sold a few small treasures and an original survey map made by dwarven surveyors a generation ago. The group, a northern priest of Urzil and his clansmen, attempted to recruit amongst the locals for a second expedition, but gave up after a month and left for parts unknown. Two local tow rags and several armsmen accompanied the group on its first foray, but their fates are unknown.

## **WESTERN TOWER KEY**

The western tower is remarkably intact, though the upper floors have partially collapsed. The tower straddles the remains of the bridge, which extends over the gorge about 100'. The heavy wooden gates that once controlled access to the bridge have long since rotted away. Once inside the breezeway, a single door in excellent repair sits at the bottom of a short flight of stairs, leading to Area 1.

## WANDERING MONSTERS (UPPER LEVELS)

Grillans and glypterans, the cursed forms of Lord Etheril's soldiers and knights, move through the tower and its sub-levels at will, though none will be found in the ruined areas of the lowest level and the tombs (Areas 34-48). After slaying some of these creatures, there's a 10% chance that any others encountered are larva returning to their bodies (Areas 8 or 33). The larva immediately attempt to squeeze into various cracks and fissures, impassible by PCs without magical means.

2d6	1 in 6 chance every 4 turns
2	Haunt
3	Grillans (1d6)
4	Agon (2d4)
5-8	Carnivorous roaches (2d6)
9-10	Drudge (1d4)
11	Grillans (1d6) with Glypterans (1d4)
12	Spirit

**GRILLAN:** AC: 6; HD: 1; ATT: SPIT (SPECIAL) OR 2 CLAWS (1D2/1D2); MV: 90', CLIMB 60'; ML 10; XP 13

Grillans are 4' long insect creatures with the lower bodies of black and yellow striped crickets and the upper bodies of vaguely humanoid insects. In the center of the grillan's chest is the distressed face of a human man, an ancient warrior of Lord Etheril cursed into this hideous body by Lady Etheril.

Grillans initially spit a foul yellowish fluid in a 30' line. Those struck are nauseated by the sickening stench of the fluid, losing 1 Strength point per round for 1d3 rounds (save versus poison to avoid the effect). The lost Strength returns after 1 turn. Otherwise the creatures fight with their claws to defend the forgotten honor of Lord Etheril.

1d3 hours after being killed, the carapace of the grillan splits open, revealing a squirming, 3' long white larva with the face of the cursed warrior. The creature crawls back to the molting nest (Area 8) to be reformed in 1d6 days. If a larva is slain before molting, the corpse remains for 1d3 hours before melting away, releasing the spirit of the cursed warrior (see Haunts and

Spirits) and leaving a coin, gemstone, or other small item (see Tokens of the Damned).

**GLYPTERAN:** AC: 5; HD 1+1; ATT: BITE (1D6) AND CLAWS (1D3/1D3); MV 120, CLIMB 60'; ML 10; XP 15

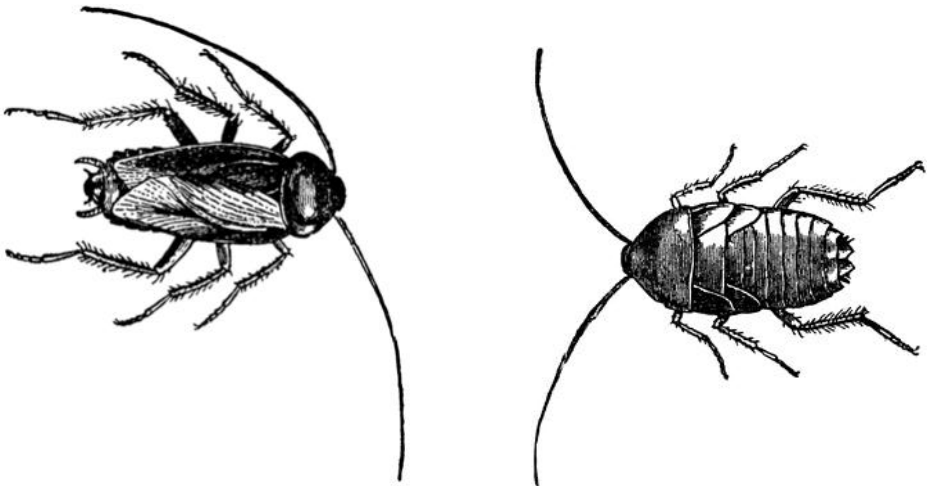
Glypterans are 6' long insect creatures with the lower bodies of cockroaches covered in black and white stripes that seem to run and shift over the carapace. Their upper bodies are that of vaguely humanoid insects. In the center of the glypteran's chest is the distressed face of a human man, one of Lord Etheril's knights cursed into this hideous form.

Glypterans fight fiercely with their razor sharp mandibles and claws.

1d3 hours after being killed, the carapace of the grillan splits open, revealing a squirming, 3' long white larva with the face of the cursed warrior. The creature crawls back to the molting nest (Area 8) to be reformed in 1d6 days. If a larva is slain before molting, the corpse remains for 1d3 hours before melting away, releasing the spirit of the cursed warrior (see Haunts and Spirits) and leaving a coin, gemstone, or other small item (see Tokens of the Damned).

**CARNIVOROUS ROACHES:** AC: 7; HD 1D4; ATT: BITE (1D3); MV: 120', CLIMB 60'; ML 8; XP 6

Carnivorous roaches are 1' long horrors that attack en masse. The creatures carry diseases and any time a character is bitten, there is a 5% chance of contracting a disease (save versus poison — see the Roach Disease Table). The roaches continually reform in the breeding nest (Area 8) until the curse is lifted.



## Roach Disease Table

Disease	Presentation	Immediate Effect	Lingering Effect
Parasitic Infestation	Itching, diarrhea, low fever	1d3 CON damage (1d6 days)	1 CON per day; second save +2 (1d6 days)
Ague	Intense fever, pain in joints	1d3 DEX (1d3 days)	1 DEX per day for 1d12 days; save at +1 per day
Bloody Flux	Intense diarrhea and abdominal pain	1d3 STR (1d6 days)	1 STR per day; Second save +2 (1d6 days)
Devil's Fire	Intense psychosis	1 INT (1d3 days)	1 INT per day 1d12 days; save at +1 per day
Red Plague	Lesions and hemorrhaging	1d4 hp (1d6 days)	1d4 hp per day; save at -1 per day; Note: Natural healing has no effect.

**DRUDGE:** AC: 8; HD 1-1; ATT BITE (1D3); MV 120'; ML 6; XP 5

Drudge are 3' tall emaciated humanoid creatures with large, blocky heads and one eye. The creatures are slaves of the cursed grillan and glypteran occupants, tending to the traps that dot the tower and various fungal gardens used to feed both creatures in their larval forms. Drudge are most likely to flee when encountered, squeezing their bodies through very small cracks and passages to evade pursuit.

**AGON:** AC: 9; HD 2; ATT BITE (1D6); MV 90'; ML 12; ATTACK AS 3 HD CREATURES; XP 29

Agon are the transformed servants and relatives of the cursed warriors and knights of Cragbridge. They are naked human figures with insectile heads, arms and hands. Agon shun bright light and will not attack anyone carrying an open flame.

The creatures mindlessly attack, swarming individual combatants with their powerful bites. Agons can be turned by clerics of Lawful and Neutral

alignment, though they are not considered undead for other purposes. Hirelings and henchmen must immediately roll a morale check when encountering these creatures.

When killed, the physical form of the Agon melts away after 1d3 hours, leaving behind a spirit (see Haunts and Spirits).

## HAUNTS AND SPIRITS

Wandering the halls of Cragbridge are the invisible spirits of the dead bound to the ruin until the curse of Cragbridge is lifted. Neither haunts nor spirits have combat statistics, and they cannot be harmed by weapons or spells of any kind. Spells such as *protection from evil*, *bless*, and *holy chant* drive the creatures away and keep them away for 1d3 hours after the spell's duration expires. The entities may also be turned; Spirits are turned as 2 HD creatures, while haunts are turned as 4 HD creatures. Neither is destroyed with a turning attempt, though if "Destroyed" is indicated on the chart, the party will not be plagued by any spirits or haunts for 1d6+2 days.

An entity encountered manifests for one person until driven away. Only the victim can perceive the manifestation of the entity and suffers the effects. With a successful save versus spells, the victim is plagued by the entity for 1 round before it moves on to someone else.

**NOTE:** Spells such as *speak with dead* and the Tongues manifestation (see the Haunt and Spirit Manifestation chart) allow PCs to converse with the entity. The speaker must successfully move the entity's reaction to neutral before it describes, in wails and moans, the curse affecting Cragbridge. All reaction checks are made with a +2 penalty. None know the cure for the curse, and only haunts know that the ghost of a sorceress inhabits the tombs on the lower levels.





## Haunt and Spirit Manifestation

1d6	Manifestation	Effect
1	Bone-cold chill	Extreme unease; -2 to attacks
2	Blind spot	A favorite item cannot be perceived (seen, felt, etc).
3	Bloody Vision	Sight turns blood red; -2 to ranged attacks; -1 penalty to finding secret doors; -10% to finding traps or other fine thief work
4	Paranoia	Situational penalty related to awareness of surroundings (such as traps, initiative/surprise, etc.)
5	Tongues	Cannot speak any known language; Cannot cast spells; Victim can converse with the entity.
6	Evisceration	Visions of horrible wounds and excruciating pain; victim screams and collapses until the entity is driven away. Weakened for 1d6 hours (-2 Strength) after effect ends.



## TOKENS OF THE DAMNED

The larval forms of glypterans and grillans leave behind a token that represents the soul of the victim. For grillans, roll 2d3 on the table below. For glypterans, roll 2d4. When carried by PCs, these tokens collectively have a 10% cumulative chance per day of passing a curse to the bearer (roll 2d3 or 2d4 on the Effect column of the table below). After a year (or if the curse on Cragbridge is lifted), the tokens no longer carry the curse of Lady Etheril.

### Souls of the Damned Manifestation Table

2d3 / 2d4	Token	Value	Effect (Roll 2d3 or 2d4)
2-3	None	N/A	N/A
4	Copper coin marked with a two-headed raven	1 sp	Visions: The bearer is plagued by hallucinations of bugs crawling under the skin when stressed. Save versus spells each encounter or -4 to attack.
5	Bronze coin marked with a two-headed raven eating a spider	1 gp	Infestation: Roaches continually drop from the bearer's hair and clothes. Reaction rolls generally suffer a +4 penalty.
6	Red gemstone with a spider trapped inside	5 gp	Haunted: The bearer attracts a haunt (20%) or spirit (80%) (Haunts and Spirits table). This can occur anywhere.
7	Glass coin etched with a spider	10 gp	Diseased: See the Roach Disease Table. Disease is resistant to magical aid, requiring 2 <i>Cure Disease</i> spells, and cannot be naturally healed.
8	Platinum coin marked with a spider	15 gp	Transformation: The bearer is transformed into a grillan (1-4) or a glypteran (5-6) each night at dusk and back to normal form at dawn. The bearer's mind is lost during the time of transformation.

## **1. ENTRANCE**

The wooden door appears untouched by time, is bound in iron and locked. This small antechamber is empty.

The door to the south is unlocked, but trapped with a spray of flaming oil that affects the entire room (2d4 damage; save vs. petrification or catch on fire for 1d4+1 damage per round). Those in the southeast and southwestern corners of the room receive a +4 to their saving throws. If the three glass flasks comprising the trap are recovered, each one may be thrown as a weapon, dealing 1d4+1 damage in a 5' radius.

The door to the stairs is likewise in good condition, iron-bound and locked.

## **2. EMPTY**

Other than dampness and mold, the room is empty.

## **3. TRASH**

This room is piled with rotting furs and leather. Hidden in a stone cubby beneath the pile is a sack of 350 unstamped green glass coins (worth 1 gp each, but fragile). The rotting corpse of a man clad in chain armor lies in the corner of this room, one of the companions of Sir Dougal Skavok who met a fell end.

## **4. LAIR**

Grillans cluster on the ceiling and walls here above gnawed animal bones and refuse.

**GRILLANS (5):** HP: 4, 5, 6, 8, 2

## **5. THE LORD**

A large stone statue of a soldier on horseback with a broken base leans against the western wall. A golden badge is attached to the statue's chest and a golden rank cord encircles the left shoulder. Both can be easily removed (125 gp each). The badge depicts a raven eating a spider. This is a statue of Lord Etheril, broken from its plinth in Area 47.

## **6. TRASH HEAP**

This locked door is composed of flimsy, rotted wood. A pile of refuse sits in the southeastern corner and the walls are covered in thick leather pads to about 8'. The refuse pile appears to be rotting skin and hair (no bones or viscera) from an indeterminate, but rather large creature.

## **7. FORGOTTEN STOREROOM**

This room is packed with barrels, bags and casks stacked to the ceiling in places. The barrels are rotted and several of them are swollen, barely containing the organic slurry within. Moving a barrel inevitably causes it and all the barrels around it to burst, sending a wave of rotten sludge crawling with vermin flooding out of the room. In addition to extreme disgust, any character that is covered in the sludge is targeted by carnivorous roaches, when encountered. The secret door cannot be found until contents of the room are removed.

## **8. THE BROKEN PIPE**

This is a 4' diameter drainage pipe slung under the bridge. The far end is plugged with rotting food, wood, corpses and the like. Twenty feet from the secret door, a faulty drain trap opens under the slightest pressure, dropping the first rank of the party out of the pipe and into the cistern (Area 28).

Carnivorous roaches, the common soldiers of Lord Etheril malformed by the curse, rush out and attack when the trap is sprung. When killed, the roaches reform after 1d6+2 hours.

The roaches guard the desiccated bodies of 30 elite warriors, once in the service of Lord Etheril. When found, a number of larva (equaling the number of grillans killed) rest in the chest cavities of these bodies. The bodies are clad in rotten clothing and have no other possessions.

**CARNIVOROUS ROACHES (13): HP: 3 EACH**

## **9. FUNGAL GARDEN**

This room is crowded with lichen-like growth and a variety of fungi. A 10' deep pit, concealed by a carpet of fungus, opens just inside the door. Drudge lounge around the room, fleeing into cracks and crevices if the party passes the pit.

**DRUDGE (8): HP: 3 EACH**

## **10. LAIR**

Grillans guard the stairs to the west and the fungal garden to the east. This room also contains two kegs of putrescent fungus, a fermented slurry that the grillans and glypterans consume.

**GRILLANS (5): HP: 7X2, 4, 3, 5**

## 11. STAIRS DOWN

Glypterans guard this stairway. The walls are hung with three tapestries depicting a mounted armored figure, Lord Etheril by the symbol of a raven on his shield and banner, leading his armies. Studying the tapestries reveals Sir Pedr, Lord Etheril's right-hand man, clad in silver armor adorned with the knight's chrysanthemum icon. Twenty odd additional knights are identifiable in the tapestries, as well. The tapestries are each worth 200 gp and weigh 100 lbs a piece.

**GLYPTERANS (4):** HP: 5X2, 4, 8

## 12. THE HORDE

Agon, the bug-headed cursed servants of the Etherils, crouch in this dark and damp room. Piles of rotted wood (once benches and tables) have been arranged into crude, stinking nests.

**AGON (6):** HP: 6, 8X2, 10, 9, 5

## 13. STORAGE

This storeroom holds rotting wooden shelves and little else. A large hole in the ceiling reveals a mat of thorny vines and bushes that stink of animal musk. If the party is noisy or remains in this room for more than a turn, determine if the lybic is present (Area 20) and if it detects the intruders below.

## 14. BARRACKS

Grillans lurk on the walls and ceiling. The floor is strewn with the remains of shattered wooden beds and old bedding. A chest sits under a pile of flotsam. It is locked and empty.

The walls are decorated with frescos depicting the armies of Lord Etheril defeating its enemies. The lord's troops are all marked with a raven device, while the enemies are marked with a spider device. Studying the fresco reveals Sir Pedr by his chrysanthemum device. He holds a long spear, the head of which burns with blue fire.

**GRILLANS (8):** HP: 8, 7, 6X2, 5, 2X2, 1

## 15. ANTECHAMBER

This room is damp and several large holes in the ceiling along the north wall reveal the sky. If the party is noisy or remains in this room for more than a turn, determine if the lybic is present (Area 20), and if it detects the intruders

below. Wall sconces are evenly spaced on the walls. One of these contains an opal (200 gp).

## **16. GUARD CHAMBER**

The north wall is breached in a number of places, and the northwestern corner of the wall (to the north of the door) is partially collapsed. The door is tightly fitted to its frame, however (-1 to break attempts).

## **17. THRONE ROOM**

Grillans lurk on the ceiling of this chamber. Two simple stone thrones sit side-by-side in front of what was once a great bay window, now gone. A rotting and faded tapestry hangs on the west wall.

**GRILLANS (4):** HP: 6, 1, 3, 4

## **18. STOREROOM**

This room contains the rotting remains of once fine women's clothing.

## **19. ANTECHAMBER**

This room appears to be empty. The secret door is locked and trapped with a spring-fired needle in the lock (1 hp damage). The needle was once poisoned, but this has since evaporated away.

## **20. NEST OF THE LYBIC**

Roofless, this chamber contains the rotting remains of the lybic's last meal, a half digested man in leather armor lying upon his shield, and a great nest built from thorny vines and bushes. There is a 3 in 12 chance that the lybic is out hunting, and returns in 1 d6 hours.

**LYBIC:** AC: 5; HD 5+2; HP: 28; ATT: 2 CLAWS (1D6), BITE (2D6); MV: 60'; FLY 120'; ML 9; XP 460

The lybic is 20' long and appears to be a serpentine otter with giant bat wings. It is voracious and territorial, protecting the three eggs currently in its nest.

If the lybic successfully strikes with any two attacks, it encircles and constricts the victim for 2d8 damage per round. The lybic's preferred tactic is to constrict for 1 round, fly out of the tower and then drop the victim to the ground below (about 70').

Other than three viable eggs, the lybic's nest contains: A star rose quartz gem

(50 gp), a golden nose ring and chain (250 gp), a golden earring (150 gp), and a platinum pendant depicting a raven eating a spider (350 gp). A rotting leather map case contains a scroll (*magic missile*) and a *potion of invisibility*.

A perfectly preserved wooden casket, sized for an infant, sits in the southeastern corner of the room. The casket contains the bones of Lord and Lady Etheril's son, Edril (See Area 44). The character that opens the casket is the immediate target of a spirit (70%) or a haunt (30%).

## **21. STAIRWELL**

This enclosed stairwell ascends to Area 11 and is empty other than a few pottery shards and the faint odor of alcohol. The door is locked.

## **22. GREAT ROOM**

Frescos of ancient engineers building an underground aqueduct are depicted on the western wall of this otherwise unremarkable room. The northern door to the stairway is unlocked but stuck fast. The stairs descend to sub-level 2.

## **23. BARRACKS**

This chamber is piled with the remains of several wooden beds and rotting bedding.

## **24. CONTROL ROOM**

Glypterans crawl on the ceiling and walls. The southern wall of this room is crowded with several iron machines and innumerable levers in various positions. The entire structure is rusted and inoperable.

**GLYPTERANS (6):** HP: 4, 2, 7, 9X3

## **25. DISFIGURED STATUE**

A stone statue of a mounted woman in armor leans against the wall of this room, clearly broken from a plinth (see Area 47). The statue's face has been disfigured by hammer and chisel. The figure is depicted wearing a pendant carved to match the platinum pendant found in the lybic's nest (Area 20).

## **26. TREASURY**

The floor of this room snaps open when stepped on, dropping victims into a 20' deep pit lined with spikes (3d6 damage). Attached to the eastern wall are three large clay jars each containing 500 small golden coins. Each coin is worth ½ gp. The jars will not fall into the pit.

## 27. PURLID LAIR

This room stinks of animal musk. A purlid lairs here, though there is a 1 in 12 chance that it is out hunting. If present and surprised, it sleeps in its burrow in the northwest corner of the ceiling which can be detected as a secret door.

**PURLID:** AC: 4; HD 4+2; HP: 28; ATT: 4 CLAWS (1D4 EACH) OR BITE (1D6); MV 240'; ML 6; XP 290

About the size of a spider monkey, the purlid has eight hairy arms set radially around a bulging central body where a large fanged mouth gnashes and shrieks. Four eye stalks sprout from the top of the body, retracting to bulging eyes when the purlid is threatened.

Before the purlid attacks, it launches a spray of noxious liquid that blinds anyone in a 5' radius up to 20' away (save versus poison avoids the effect). It then attempts to latch on with its clawed hands and bite a blinded victim. The purlid can only spray poison once per hour.

The purlid hides in shadows 75% of the time, climbs at its regular move speed, and squeezes into spaces seemingly too small for it. If undetected, the purlid surprises on a 1-5 on a d6 and is rarely surprised (10%). The bloodcurdling screech of an attacking purlid causes hirelings and henchmen to make an immediate morale check.

Its burrow contains: Gems (malachite, 10gp; turquoise, 50gp; carnelian, 50 gp; amethyst, 40 gp; garnet, 100 gp), Jewelry (4 silver rings, 25 gp each; a diamond stickpin, 500 gp; golden circlet, 300 gp; leather belt studded with turquoise, 150 gp; and a golden necklace, 100 gp), *scroll of protection* (devils), and a *hand axe* +2.

## 28. THE TANK

The dry cistern is 50' deep with a 3' wide walkway around the upper rim. The lower half is part of sub-level 2. A steel hatch is set in the center of the domed ceiling leading to Area 8.

An altar depicting a bloated human woman with the flame-eyed head of a wasp is carved into the eastern wall (28A). An offering left on the stone shelf below the carving has a 1 in 6 chance of granting a blessing from Nesiri (the goddess prefers insect larva, gold, or other precious items). Those that defile the altar have a 1 in 6 chance of receiving a curse. Individual characters can only receive 1 blessing and 1 curse. Curses are permanent, but can be lifted by a *remove curse* spell. Blessings are likewise permanent, however, should



the PC defile a shrine to Nesiri or slay any of her servants (including normal or giant wasps), the blessing is recanted.

2d3	Blessing	Curse
2	Defender: When the PC is reduced to exactly 1 hp, a demon wasp appears and defends the PC until all enemies are defeated.	Plagued: A swarm of wasps attacks the character (1 in 6 chance per day). AC: 7 HD: 4 hp: 32, Attack 1d3 (poison 1d4); 1/2 damage from non-area effect attacks. Double damage from fire and cold. A sacrifice of 100 gp to Nesiri averts the attack for the day.
3	Familiar: PC gains a wasp familiar. AC 9, hp 1, Attack 1 (poison 1d2). Telepathic communication (Int 5).	Hunger: The PC cannot digest normal food and must subsist on spiders, insects, worms and other vermin.
4	Chosen: PC gains a random 1st level cleric spell. Spell can be cast 1/day if 100 gp value is sacrificed to Nesiri.	Deafened: PC is deafened by the buzzing of wasps. The condition cannot be healed by magical or mundane means.
5	Builder: Gains the masonry skills of a dwarf. Dwarfs can detect stonework traps 3 in 6.	Obsession: PC obsessed with the culture of Nesiri. Must complete a quest to find another Nesiri shrine (or an appropriate site for a new one) and either restore the shrine or build a new one. For each week that the quest is unfinished, the PC suffers a cumulative -1 to all d20 rolls.
6	Avatar: PC can transform into a demon wasp by concentrating for 1 turn, 1/day. The effect lasts for 1d10 rounds, and the PC has 1 round notice before transforming back.	Hunted: Each week, there's a 1 in 6 chance that a demon wasp appears and attempts to paralyze the PC and take him or her back to the depths of hell to face judgment.

### **29. TRAP**

A pressure plate trap sprays acid 20' into the hallways to the east and south (immediate 2d4 damage and 1d4 damage per round until washed off; save versus petrification or roll for damage to all non-metal items). There is a cumulative 1 in 6 chance of stepping on the pressure plate, which may find part of the party down the southern hallway and part still in the eastern. The person that steps on the trap is unaffected.

### **30. LAIR**

This room contains the statue of a human male figure in a robe. Where his arms should be are two spider legs on each side.

Five grillans lurk on the ceiling and walls.

**GRILLANS (5)** HP: 5X2, 7, 6, 4

### **31. LAIR**

This chamber is crowded with large rusted metal devices left over from the building of the pump system. Lurking amongst them are six glypterans.

**GLYPTERANS (6)** HP: 3, 7X2, 8X2, 4

The secret door to Area 33 is locked.

### **32. TOMBS**

Four stone columns support the ceiling. Within each column is a spider ghoul which disgorge when someone steps into the center of the room, surprising on a 1-3.

**SPIDER GHOULS (4):** AC: 6; HD 3; HP: 18, 16, 13, 15; ATT: 4 CLAWS (1D3 EACH) AND BITE (1D3); MV 90'; ML 9; XP 47

Spider ghouls are undead constructs created by the sorceress, Ubela Lenore. The creatures are humanoid from the waist up, with four black metal legs and four black metal arms ending in vicious claws. Like ghouls, spider ghouls paralyze victims struck by their claws or bite for 2d4 turns. Spider ghouls are turned as 4 HD creatures and can climb at their normal speed.

Within each secret chamber is 75 pp.

### **33. SECRET ROOM**

A 10' diameter, 8' tall glass vat half-full of foul liquid sits in the center of this room. A flame spider lurks on the ceiling (surprise 1-4).

**FLAME SPIDER:** AC: 0; HD 1; HP: 8; ATT: BITE (1D3); MV 120'; ML 12; XP 40

A flame spider is a magical construct made of black iron, about the size of a large dog. Within its maw glow the fires of hell. Its bite injects a flaming fluid into the wound causing an additional 1d4 damage per round until extinguished. Touching the flame spider with unprotected flesh deals 1d4 damage from the intense heat. Flame spiders are immune to mind affecting spells, fire and magical restraints (such as *web*, *entangle*, etc). Non-magical weapons deal half damage. They hide in shadows (57%) and surprise on a 1-4.

Hidden in a small chamber below the glass vat are three crates each containing 1,000 gp worth of silver bars stamped with a raven. Each crate weighs 50 lbs. The vat must be moved before the concealed trap door can be located (weighs 600 lbs).

### **34. MUSTARD GAS**

**NOTE:** Anyone listening at either the northern or eastern door has a 3 in 6 chance of detecting the faint odor of garlic.

Anyone stepping into this room is immediately subject to the mustard gas from the slime on the ceiling (2d4 damage per round and save versus poison or die in 1d3 rounds as blisters form in the eyes, mouth and lungs of the victim).

**MUSTARD SLIME:** AC: 4; HD 5+2; HP: 26; ATT: PSUEDOPOD (1D4); MV 10'; ML 12

The mustard slime lingers on the ceiling exuding its killing vapors. It is well camouflaged (surprise on 1-3).

The floor of the room is littered with bones and remains of the slime's victims. Amidst the carnage is a plain golden rod (300 gp).

### **35. CORPSES**

Twenty open stone coffins containing the mummified remains of Lord Etheril's knights rest here. Each is clad in rotted tabard, a rusted chain shirt with coif, and a steel helmet. A rusted spear lies along the left side of each body, while a shield partially covers the torso. Within the chest cavity of a number of corpses (number of glypterans slain) are large white worm-like larva.

On the chest of each knight, under the chain shirt, is a saucer-sized golden coin marked with the image of a raven (100 gp each).

In addition, giant flies guard the bodies of Etheril's fallen knights. They attack anyone that enters the room.

**TABAD (6):** AC: 6; HD 2; HP: 9X2, 15, 8, 3, 6; ATT: BITE (1D8); MV 90', FLY 180'; ML 11; XP 29

Tabad are 4' long flies each with the face of a tortured man in the center of its chest. Tabad surprise on a 1-4 and jump up to 30' to attack. When killed, the tabad's body melts away after 1d3 hours, and the tortured spirit of the horseman that once inhabited the body becomes a haunt, forever trapped in Cragbridge.

If any glyptheran larva are found in the bodies of the knights, they are easily slain (see Souls of the Damned). The larval body melts away after 1d3 hours, and the spirit of the knight becomes a haunt.

### **36. EMPTY**

This room reeks of mold, though little is evident. A rusted, reinforced metal door is set into the south wall. The door is locked, but still requires appropriate tools (crowbars, sledgehammers, etc) and a roll of 6 on a 1d6 to bash open.

### **37. SHATTERED CHAMBER**

The walls of several rooms lie collapsed in this chamber. The eastern wall, once composed of iron, has rusted and fallen in places. The floor and walls are covered in a thick fur of greyish mold.

**NOTE:** Roll a 1d12. On a 1, the ooze worm (Area 38) is in this chamber. On a 2-8, the worm is in Area 38. On a 9-11, the worm is in Area 39. On a 12, the worm is in the deep caves (beyond Area 39).

The western wall, composed of stone, appears wet, though no source of water is evident. This is due to the glisten ooze that occupies that wall.

**GLISTEN OOZE (1):** AC: 4; HD 4+4; HP: 25; ATT: TOUCH (2D4); MV 0'; ML 12; XP 215

The glisten ooze is the larval form of the ooze worm (see Area 38). The ooze has no direct attack, though if touched, the digestive juices that coat the outside of its transparent body cause immediate acid damage and paralysis (save versus paralysis). Paralyzed victims are dealt automatic damage each round until killed and absorbed into the ooze.

### **38. THE WORM**

The room is crowded with rusted hulks of iron machinery covered in a thick grey fur of mold. An 8' wide walkway circumnavigates the room. The stone walls of this chamber are lined with rusted iron plates also covered in mold. A nest of bones, jagged iron, and other flotsam is piled in front of the entrance

to Area 39. The mold is harmless.

This is the lair of the ooze worm (see Area 37 to determine where the ooze worm is at any given time).

**OOZE WORM (1):** AC: 4; HD 6; HP: 32; ATT: 6 FEELERS (1D4); MV 90'; ML 9; XP 1,320

The ooze worm is a semi-amorphous creature with three insect-like feelers emerging from a sensory organ at both ends. Those struck take the indicated damage and must make a save versus paralysis or be paralyzed for 1d6 rounds. Paralyzed victims are engulfed on the next round, dealing 2d4 damage per round. The slimy acid that coats the ooze worm deals 2d4 damage to exposed organic material, but does not cause paralysis. The ooze worm is immune to normal fire and cold, takes half damage from magical fire and cold and takes double damage from electricity.

In addition to the bones of many creatures, the beast's nest contains 2,000 gp in various coins (250 lbs), an opal (pale blue with green and gold flecks; 1,000 gp), an uncut ruby (deep red; 1,000 gp), and a polished chalcedony gemstone (pale blue; 150 gp).

### **39. PUMP SHAFT**

This smooth stone shaft is about 500' feet long and angles down at 60° toward what once was the Roaring River. The floor of the shaft is littered with the rusted remains of a pipe that once ran through it. The broken end of the shaft extends about 20' through solid stone before emerging in a natural cave. The cave is detailed in *Martyr of the Waveform God*, the second adventure in the Prisons of the Demigods megadungeon series. NOTE: See Area 37 to determine the location of the ooze worm.

### **40. ANTECHAMBER**

The secret door on the eastern wall is locked and trapped. The western side of the door is carved with corrupted runes by the sorceress Ubela Lenore. Anyone passing through the secret door must make a save versus spells or sink into an obsessive insanity. This manifests as an overwhelming desire to guard this room from all intruders. Thoughts of food, drink, sleep or other necessities are forgotten, though the victim can make additional saves every 12 hours to break the spell.

**NOTE:** Those affected fight all attempts to remove them from the room. Exiting the secret door (west-to-east) does not change the obsessed victim and does not necessitate a save in those that were not originally affected.

A stone door, carved with more blasphemous runes and the spider symbol of the sorceress, blocks the exit to the west and is almost immovable (it weighs 3,000 lbs) and must be lifted. If the bones of Prince Edril are carried into this room, the door raises into the ceiling and the trap (see below) is disabled for 1 turn.

Touching the door transmits a nasty curse: On a failed save versus spells, the victim is transformed into hideous humanoid spider over the next 3 hours. Within the first hour four spider legs painfully grow from the victim's flesh, two from the upper back and two from the lower back. Within the second hour, the victim sprouts long black hairs, and six eyes burst open across his or her forehead. By the last hour, the victim's torso transforms into that of a huge spider and humanoid limbs painfully mutate into spider legs. The victim must make a second save versus spells or lose his or her mind, becoming a slave to the spider sorceress. The curse can only be lifted by a *remove curse* cast by a cleric of 8<sup>th</sup> level or higher. If a transformed character retains his or her mind, abilities are also retained (class, spells, etc.), however, when in the presence of the spider sorceress (see Area 46), the victim is affected as if by a *charm person* spell (save versus spells to negate the charm effect).

The secret trap door in the floor is unlocked, but cannot be detected until the stone door is raised.

**SPIDER SLAVE (1):** AC: 3; HD 5; HP: 27; ATT: 2 JAGGED CLAWS (1D4) 1 BITE (1D6+POISON); MV 120', CLIMB 120'; ML 10; XP 500

The spider slave is a mindless giant spider that attacks to defend the spider sorceress' lair. It can project a web as the *Web* spell (cast at 5<sup>th</sup> level). Its poisonous bite is lethal in 1d6 rounds, manifesting as a rotting, pus-filled wound that expands until the victim is dead.

#### **41. SECRET ROOM**

This room reeks of death. The corpses of a young man and woman in leather armor lie rotting on the floor. Both have burns on their arms and faces. The floor is covered in dust, but has been disturbed as recently as a month ago. The outline of the trap door in the floor, once hidden, is evident. The stone walls retain faint carvings of a strange and alien script surrounding a humanoid figure in bulky armor and a strange transparent globe for a helmet. A *comprehend languages* spell decodes the script, but very little can be gleaned, other than these appear to be prayers to an entity called Mur describing strange and ethereal worlds.

The trap door is unlocked, however pulling the iron ring delivers a jolt of

electricity (1d8+3 damage). Below the trap door is a winding stairway down to Area 1 of the Temple of Mur (See the *Martyry of the Waveform God*).

#### **42. HALL OF THE DEFILED LOVERS**

The north wall of this dusty stone hall is decorated with brightly painted frescoes depicting the seduction and defilement of Sir Pedr, trusted captain of Lord Etheril's lieges by a hauntingly beautiful sorceress.

The south wall is similarly decorated, however, these paintings chronicle the seduction and defilement of Lady Etheril by a willowy and handsome sorcerer. Lord Etheril is seen in the background of these paintings wearing a set of horns that grow with each iteration. The two seducers could be twins, but are in fact the same person, the sorceress Ubela Lenore.

The two figures, Lady Etheril and Sir Pedr, are depicted as desiccated corpses looming over the archway through the west wall. The keystone of the archway is carved to depict a desiccated child's corpse (the infant Edril)

### 43. ANTECHAMBER

This is a bare stone chamber with short passages to the north and south, leading to dark archways. The eastern arch (presumably used to enter the room) is also shrouded in darkness. Over the northern, southern, and eastern archways are red stone tiles each graven with an image: A two-headed raven over the southern arch, a chrysanthemum over the northern arch and a blank circle over the eastern arch. These tiles are easily removed.

All three archways are portals to a boundless void (including the archway they just passed through). There is no dimension to the space beyond – it appears as utter blackness. Any character that steps through the archway is lost forever, drifting into a dimensionless space for all eternity. Touching the “space” inside an archway requires a save versus spells. On a failure, the character loses 1d3 Con.

The western wall holds the key to the room. Concealed under a loose stone is a sunken space where a tile can be inserted. Tiles open the corresponding arches:

- **Two-headed Raven** – opens the southern archway
- **Chrysanthemum** – opens the northern archway
- **Blank Circle** – opens the eastern archway
- **Spider (see Area 44)** – Must be in place to disarm the trap on the secret door in the east wall.

The secret door on the western wall, when found, opens with a slight push. Those passing through the portal into Area 46 are cursed by the spider sorceress. On a failed save versus spells, the affected character has one ability point raised by 1 (determined randomly) and, when in the presence of the spider sorceress, must make a save versus spells or be under the effect of a *charm person* spell. If the sorceress is killed, the charm appears to dissipate, but after 1d3 months, the character becomes obsessed with Ubela Lenore, taking drastic measures to raise her from the dead and assist in any designs she once had. It is up to the DM whether these are pointless ravings or a series of adventures related to the sorceress.

Characters blessed by Lady Etheril (Area 44) or bearing Sir Dougal Skavok’s spear (Area 45) are not affected by the curse.



#### 44. TOMB OF LADY ETHERIL

Otherwise bare stone, this tomb is occupied by the figure of a shapely woman in a fine dress hunched over something held tightly to her breast. The woman's face is pure void, and she holds nothing. If the woman is touched, attacked or the target of a spell, she disgorges four Emaciated Servants that immediately attack anyone not carrying the bones of Edril (see Area 20). If the casket is placed at the feet of Lady Etheril, the creatures dissipate into smoke and sucked into the void of her face. She takes up the remains of her child and offers to bless each party member. She remains for 1d4 rounds before the ghost, the casket and bones of her child collapse into a pile dust, leaving only the lady's skull. Those blessed by Lady Etheril are permanently marked with the sign of her house (a double-headed raven) imparting a +1 to hit undead creatures. The sign of Lady Etheril is considered anathema to Lawful gods for the murder of her child and betrayal of her family (clerics of Lawful gods understand this implicitly).

Amongst the detritus of her passing are two golden bracelets, two silver rings with ruby settings, a golden necklace decorated with teardrop emeralds (total value 5,000 gp), and a red stone tile carved with the symbol of a spider (see Area 43). Lady Etheril's skull, when carried, acts as *bracers of defense* (AC 3).

**EMACIATED SERVANTS (4):** AC: 4; HD 3; HP: 16, 17, 14; ATT: 2 CLAWS (1D6); MV 120'; ML 12; XP 80

Emaciated servants are skeletal humanoid creatures with dark blue skin stretched over their bones with faces of pure void. They attack with their tearing claws. If two claws strike one opponent in the same round, the victim receives a bite attack. Those struck by the void of a servant's face lose 1d3 CON (save versus spells to avoid the damage). Creatures reduced to 0 CON become emaciated servants. Emaciated servants are undead (turned as 5 HD) and are only damaged from magical sources (spells, magical weapons, etc.)

#### 45. TOMB OF SIR PEDR

This otherwise bare stone room holds a skeletal horse and rider. The rider is clad in rusted chain mail with coif. A 10' long *spear +1* lies on the floor. When Sir Skavok entered this room, the spirit of Sir Pedr drew him body and soul into the same hellish purgatory where the doomed knight waits. The spirit of Sir Skavok moved into Ubela's tomb (Area 46) to protect his new mistress. Taking the spear causes the horse and rider to collapse into dust.

#### 46. TOMB OF THE SPIDER SORCERESS

An intricate woven throne of golden spider webs is attached to the western wall. The spider sorceress, Ubela Lenore, crouches here, a desiccated humanoid mummy with four large spider legs sprouting from her back. Appearing as a greyish displacement of air, the haunt of Sir Dougal Skavok hovers before her.

Ubela is a powerful undead creature limited by a number of charms, curses, and wards, though she takes great pains to convince intruders of her power:

- At the touch of Skavok's spear, Ubela is disintegrated. Should the haunt of Skavok successfully possess the spear bearer and subsume his or her mind, this threat is neutralized (see Sir Dougal Skavok on the opposite page).
- She cannot touch anyone marked with the symbol of Lady Etheril – in fact, she cannot be within 10' of those so marked. A *dispel magic* spell neutralizes this ward for 1d6 rounds, though the spell effects on a marked individual has a 25% chance of failing.
- She cannot exit the tomb unless someone specifically invites her to leave. Once out of the tomb, she exits Cragbridge at the DM's whim.

By the time the party enters, she has thrown up a *wall of force* (duration 10+1d6 rounds). She entreats those under her charm to destroy those marked with the sign of Lady Etheril and directs Sir Dougal Skavok toward the character holding his magical spear. Anyone killed is raised via an *animate dead* spell. If Skavok, her charmed minions, and servants from the *staff of the spider* are defeated, she promises untold power, riches and immortality to those that free her, though she cannot directly ask to be freed from the tomb. It is up to the DM to determine if she is capable of such feats of largess or if she will even make good on her promises.

Sir Dougal Skavok concentrates his attacks on the character that wields his spear. As a haunt, Skavok cannot be struck by weapons or magic originating on the material plane (though he can be struck by those that can reach the ethereal). Striking as a 5HD creature, the haunt attempts to envelop the spear bearer, who receives a save versus petrification. On a failed save, the spear bearer is pulled into a pocket dimension where he or she must face Sir Dougal Skavok one-on-one (see next page).

**UBELA LENORE, SPIDER SORCERESS:** AC: 0; HD 10; HP: 58; ATT: 4 CLAWS (1D6) AND BITE (1D4+POISON) OR STAFF OF THE SPIDER (SEE BELOW); MV 120', CLIMB 120'; ML 12; XP 4,500

The spider sorceress is an undead creature, similar to a mummy, with powerful spellcasting abilities. Those not charmed by her must make a save versus paralysis or flee in fear for 1d6 rounds. Those that cannot flee are paralyzed with dread until attacked by her or one of her minions.

If in melee, she can attack up to four different opponents with her claws and bite. Her poisonous bite results in death in 1d6 rounds (save versus poison at -2). Those struck by her claws must make a save versus death or contract a transformation disease. Over the course of 1d3 weeks, the victim is magically transformed into an undead spider humanoid that immediately seeks the service of the spider sorceress. During this time, the victim cannot receive magical healing. The disease can be cured with a *remove curse*, *wish* or similar magic.

**Spells:** Charm Person (x2), Allure, Ray of Enfeeblement, Amnesia, ESP, Blink, Dispel Magic, Protection from Good 10' radius, Confusion, Charm Monster, Flame Charm, Animate Dead, Wall of Force (already cast)

**SIR DOUGAL SKAVOK:** AC: 2; HD 5; HP: 22; ATT: TWO-HANDED SWORD (1D10+1); MV 120'; ML 12; XP 500

In the pocket dimension, Skavok appears as a 7' tall humanoid figure clad in black iron plate armor and helmet, and bearing an obsidian bladed *two-handed sword +1*. Both the armor, helmet and sword are marked with the red-on-black symbol of Ubela Lenore. Skavok fights straightforwardly. If he defeats the spear bearer, the pocket dimension dissolves, and the erstwhile knight takes over the personality of the character bearing his spear, forever (and fights with the subsumed character's abilities). If Skavok is defeated, the dimension dissolves and the knight's soul, purged of its evil influences, inhabits the spear, becoming devoted to the bearer and his or her cause.

Ubela carries the *staff of the spider* (see **Magic Items**). The remainder of her treasure is encased in a bundle of golden webs: 2,534 sp, 6,233 gp, *hammer +2*, *potion of extra healing*, *potion of fire resistance*. The fine golden webs can be retrieved, as well, equaling 1,500 gp worth of gold.

If the spider sorceress is destroyed and Sir Dougal Skavok redeemed, those marked with Lady Etheril's blessing find that her mark fades after 1d3 weeks, though the blessing remains.

#### **47. MEMORIAL**

This bare, dusty hallway contains two plinths that once held the statues of Lord and Lady Etheril (found in Areas 5 and 25, respectively).

#### **48. TOMB OF THE LOVERS**

Two closed sarcophagi carved in the forms of Lord and Lady Etheril stand here. Both are empty. If the skull and the dust of Lady Etheril's passing are returned to her sarcophagus, the ghostly form of the lady appears to hover over the sarcophagus, crying. A *Speak with Dead* allows a spellcaster to converse with her spirit for 1d6+3 rounds before she dissipates.

If the spider sorceress has not been destroyed, she tells of the ward created by those that are marked with her symbol (see Area 46). She knows nothing of the powers of the spear or the fate of Sir Dougal Skavok. If Ubela has been destroyed and Skavok redeemed, she explains that she and the servants, warriors and knights of Cragbridge will remain in a hellish purgatory until the bones of her husband are returned to his sarcophagus.

Those that agree to return the lord's bones receive a blessing from Lady Etheril, as described in Area 44, and though the mark of Lady Etheril's house fades after 1d3 weeks, the blessing remains.

If the DM plans to run other modules in this series, the bones of Lord Etheril are found deeper in the dungeon.

# MAGIC ITEMS

## SIR SKAVOK'S SPEAR

When the spirit of Sir Skavok is defeated and thus redeemed, it inhabits the *spear +1* that the knight once carried into battle. The bearer of Sir Skavok's spear must be of Lawful alignment and, if a Chaotic act is ever committed while holding the spear, the spirit of the knight retreats for a year and a day (thus the spear reverts to a simple *spear +1*).

This possession manifests in the following additional benefits:

- **Sage Advice** – Once per day, the bearer may ask Sir Skavok a question of individual combat tactics. This question is related to one opponent and must be asked as the first “action” in combat (the bearer can move, but cannot attack the first round of combat). The second and subsequent rounds of combat, the bearer receives a +2 to hit this single opponent.
- **Rallying Cry** – Once per day, the bearer of Sir Skavok's spear may give a mighty war cry. This immediately strengthens the morale of NPCs fighting for the bearer, removing the need to check for morale, and lasts for the entire combat.
- **Horse Lord** – The bearer is proficient in mounted combat and receives +2 to damage with the spear when fighting from the back of a mount.

## STAFF OF THE SPIDER

The *staff of the spider* is a *staff +2* constructed from the chitin leg of the demon lord Agsoth, killed by Ubela Lenore during her many adventures. The staff has the following additional powers:

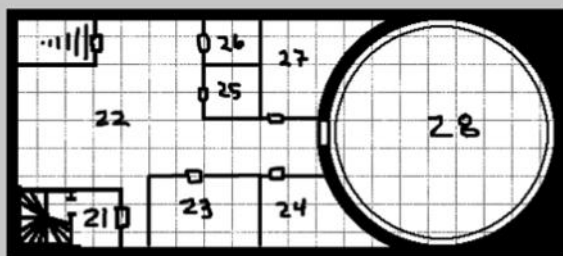
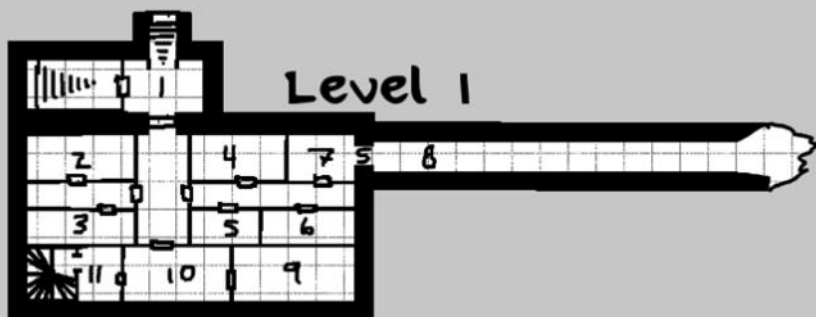
- **Spray of Spiders** – The bearer sprays 2d6 large spiders out of the end of the staff. These creatures fight for the bearer until recalled to the staff or killed. If all of the spiders are killed before returning to the staff, this power is lost, otherwise it functions once per day.
- **Eightfold Sight** – When the bearer invokes this power, he or she can see into all spectrums of light (infrared and ultraviolet), has the ability of truesight (as per the spell) and can see into the

ethereal plane. This power functions once per day.

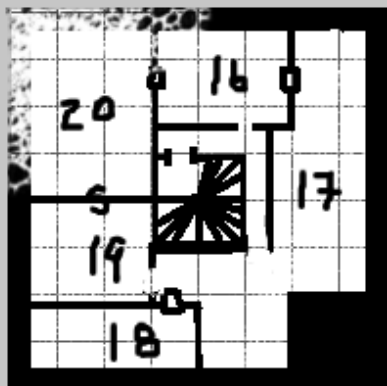
- **Venomous Bite** – The end of the staff transforms into the head of a huge spider. When wielded as a weapon, the staff delivers its normal damage (1d6+2) and an additional bite (hits automatically if the bearer hits with the staff) dealing 1d3 damage. The victim is poisoned by the bite and succumbs to the wound in 1d6 hours (save versus poison). The head of the staff has an AC 3 and 42 hit points. If the spider's head is killed, this power no longer functions.

# Cursed Cragbridge

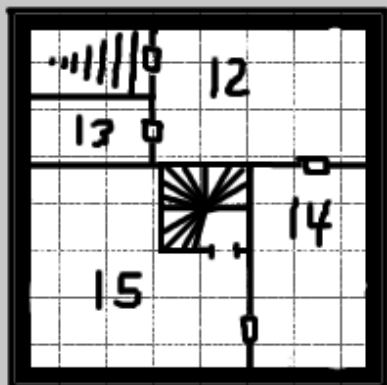
Prison of spirits Betrayed



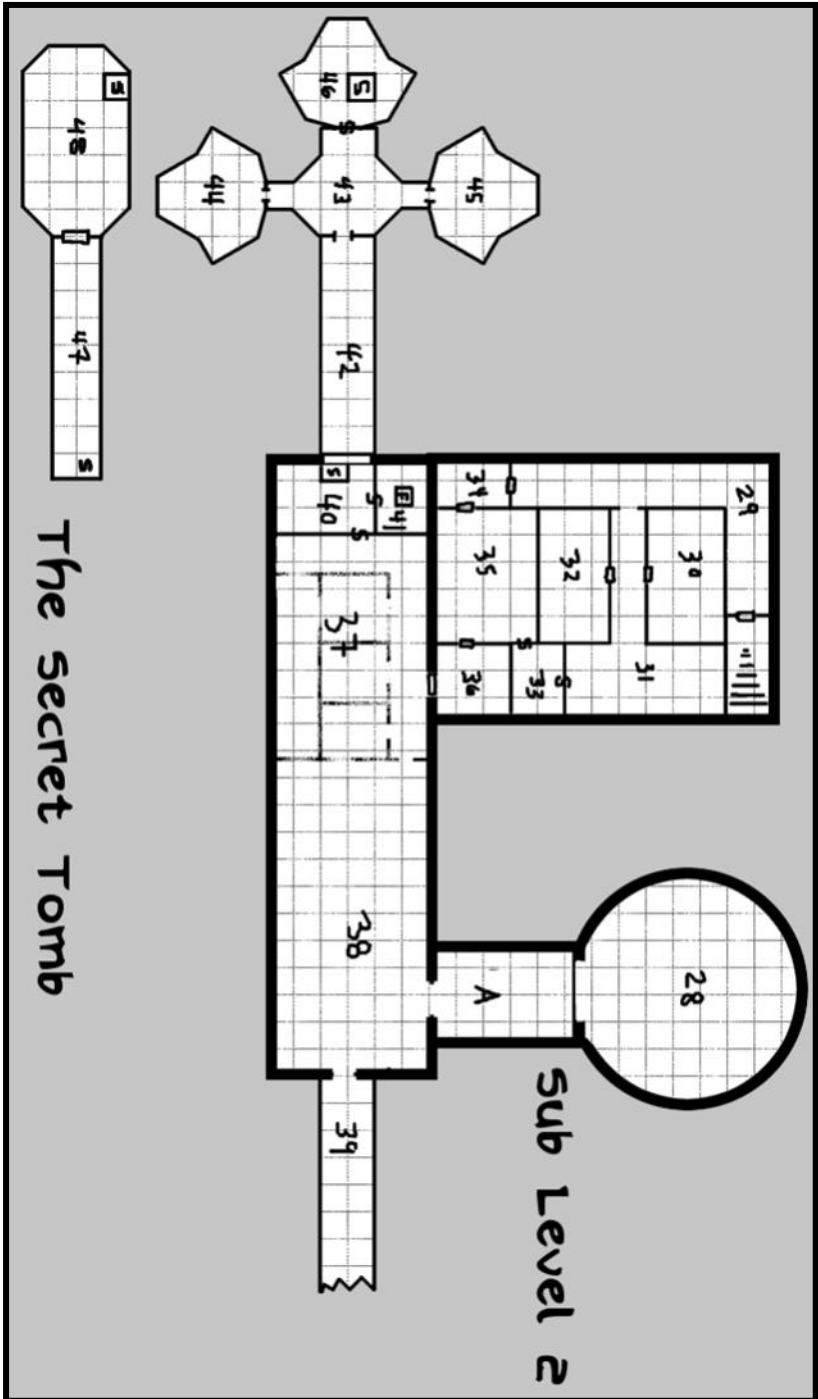
Level 3



Level 2







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# CURSED CRAGBRIDGE!

## PRISON OF SPIRITS BETRAYED!

For five hundred years, Cragbridge has stood abandoned and cursed. Within lurk the haunts and spirits of those that served Lord and Lady Etheril. Some of these ghosts inhabit the forms of strange insect creatures, while others guard tombs deep beneath the shattered bridge tower.

Recently, the good knight Sir Dougal Skavok disappeared in the ruins, and when the search party returned, they too were missing a few members. But, they carried strange treasures found there: coins marked with a double-headed raven, gemstones of great value, and other ornate and gilded items. They also spoke of the curses and haunts that lurk there.

***The Curse of Cragbridge*** is an adventure for characters of any OSR fantasy game, levels 1-3.

Featuring all original monsters and unique magic items.



**MYSTIC BULL GAMES**  
WE ARE OLD. WE ARE SCHOOL. WE ARE GAMING.