

ANDREA TUPAC MOLLICA

THE HALLS OF THE DAMNED



Gold
& Glory



NEW DUNGEON!



to walk alone

y, cursed dome.

s down the tree,

hope should be.

be light banned

The Damned!



The Halls of the Damned

by
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SPACE



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The Halls of the Damned

The Story So Far

The Halls Of The Damned is the name folk of the Northern Reaches have given to the ruins of an ancient castle nestled atop a lone, windy peak. It is said to be a dismal, labyrinthine place, haunted by ghastly monsters, restless souls and topographical weirdness. No one remembers what fate befell the castle's lords, only a name has lingered through the centuries: Ravenwood. But if Shylock the Sage is right, somewhere inside the Halls lies the fabled Ring Of Yore, along with many other ancient treasures! Seven days ago, a Strider of the honored Grey Fellowship entered the Halls, but has never come back.

**DON'T YOU DARE TO WALK ALONE
IN THAT GHASTLY, CURSED DOME.
FAMILY BLOOD DROPS DOWN THE TREE,
TEARS ARE THERE WHERE HOPE SHOULD BE.
BE LIFE SPURNED, BE LIGHT BANNED
FROM WITHIN THE HALLS OF THE DAMNED!**

— OLD TRADITIONAL RHYME.

GM's Secret: The Strider is Alan Ravenwood: the last of the sane Ravenwoods (see Rumors and Books & Chronicles). He entered the Halls Of The Damned in search of answers about his ancestry. Once inside the Halls, the family curse awakened and the poor man fell to the darkness.

Rumors



In the nearby town of Casterly Reach, each character is allowed one **Networking** roll. Players succeeding in the roll acquire one of the following rumors. Roll a d6.

- 1 A street urchin named Snowdrop swears he once saw a dragon fly over the Halls Of The Damned!
- 2 Garrett, a drunken retired thief, swears he saw the Ring Of Yore when he was young. He describes it as a band of shiny gold encrusted with an emerald. He also blabbers about werewolves, vampires, living dead, witches, and all kinds of horrors supposedly stalking the Halls!
- 3 A merchant named Jorig heard the lost Strider's name: Alan Ravenwood.
- 4 You eavesdrop a tavern chat; the Town Watch will pay a reward of 50 gold pieces to anyone reporting evidence of the true fate of the Grey Fellowship's Strider who entered the Halls a week ago.
- 5 An aged laundress named Karelia tells you that, on some nights, a woman's desperate cries can be heard coming from the Halls. It's the ghost of Lady Iorah Ravenwood, who was mistakenly imprisoned within the Halls with her depraved cousins.
- 6 An adventurer called Viveka claims to have entered the Halls once. She tells you to beware of a giant two-headed snake! She saved herself by throwing her lantern at the monster.

Ravenwood



Books and Chronicles

Being one of the most ancient settlements in the North, Casterly has a decent amount of recorded history. Characters who research old libraries for information about the Halls Of The Damned can discover one of the following pieces of information on a successful **Research** roll. Roll a d6.

- 1 In a cabalistic parchment. The Ring Of Yore is said to grant its owner mastery over the dead and the luck of a devil!
- 2 In a strange miscellany. The Ravenwoods revered like a relic the family founder's sword, called Thunderbreaker, because they believed their ancestor still lived within the blade.
- 3 In an old chronicle. The Ravenwoods were cursed by the gods for their wickedness. The few sane family members transformed the castle in an eternal prison for their evil relatives. The curse is so cruel it falls upon any Ravenwood who enters the Halls!
- 4 In a wizard's diary. The Ring Of Yore is the cause of the curse afflicting the Halls Of The Damned.
- 5 In a teratologist's essay. The Halls Of The Damned could be populated by the offspring of a centuries-long inbreeding within their inhabitants.
- 6 In a recent dispatch from the Grey Fellowship. The Fellowship urges the local authorities not to allow a fellow Strider, called Alan Ravenwood, to enter the Halls Of The Damned.

General Appearance

Although the complex is mostly excavated from the sturdy mountain stone, the passages and rooms look nothing like a mine. Walls and ceilings are either smooth stone or bear decorative elements like gothic archways, mullioned windows and niches, faux pillars, ledges, flayed frescoes and bizarre mournful scenes carved in bas-relief.

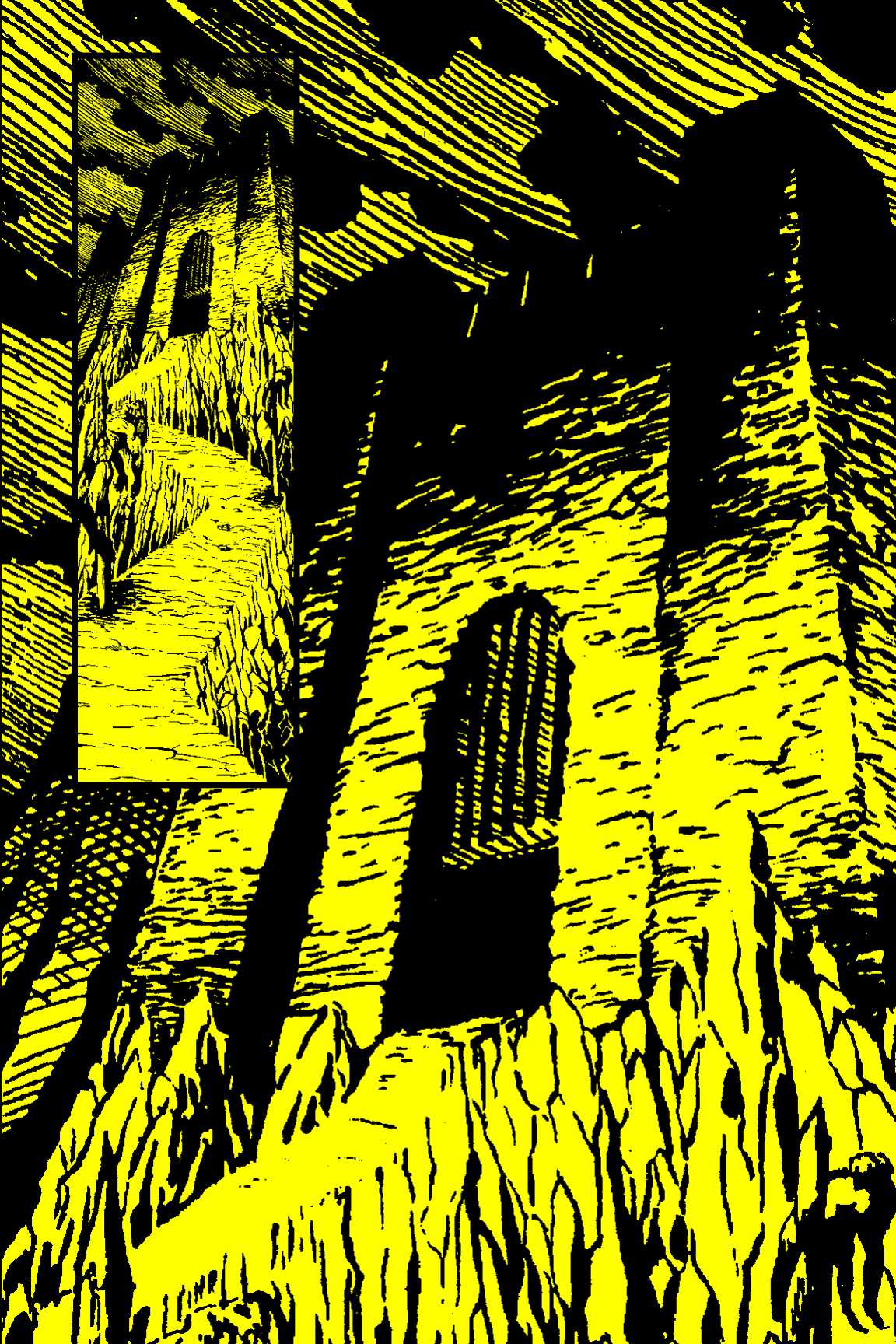
Unless otherwise specified, the ceilings are roughly 10 feet high. The complex is dark except where noted.

Doors: The Halls Of The Damned have copper-banded wooden doors.

Wandering Monsters

Every time the party lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.







Floornan Kvernwood



Asa Kvernwood

The Halls of the Damned



Hazards

- 2 The air here is morbidly stale and is considered as a mild poison, Strength 1 (see Savage Worlds).
- 3 The stone masonry here looks run-down (Notice -2). Part of it collapses when the center of the room is reached (Athletics -1 to avoid Bumps and Bruises).
A rusty full plate armor, displayed against the wall, with a halberd. If anyone comes within Reach 1, it animates and attacks with Surprise. If the PC is not Surprised, it can be struck (Parry 5, Toughness 7) otherwise it attacks once (Fighting d8, 2d8 damage, Reach 1), then crumbles to dust and rust.
- 4 1d6+2 Giant Spiders (see Savage Worlds).
- 6 1d6+2 Ghastly Shamblers (see Bestiary) and a Swarm of Rats (see Savage Worlds).
- 7 1d4 Ghastly Shamblers and 1d6 Skeletons (see Savage Worlds).
- 8 1d4+2 Krampus (see Bestiary).
- 9 1 Tiavek (see Bestiary).

Unique, roll 1d6 or choose.

- 1 Evaneline Ravenwood (WC Vampire, see Savage Worlds) with 4 Krampus (see Bestiary).
- 2 Joorman Ravenwood (WC Werewolf, see Savage Worlds), with 4 Dire Wolves (see Savage Worlds).
- 3 Asa Ravenwood (WC Ghost, see Savage Worlds) with 2 Vampires (see Savage Worlds, ignore Invulnerability).
- 4 The Ancestor (see Bestiary). The room where it's encountered has always one new exit.
- 5 Alan Ravenwood (see Bestiary).
- 6 Giant Bat (see Bestiary). The room's ceiling where it appears is 40 feet high, with impossibly slender gothic arches spiralling up.

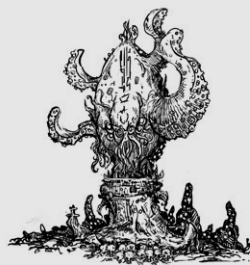


Treasures

- 2 Ancient Gold Coin (1 LT). The owner of the coin is the preferred target of the Ghastly Shamblers.
- 3 A velvet pouch with 1d4 gems (1 LT each).
- 4 A beautiful silver icon (1 LT).
- 5 Alchemist's bag, contains one measure of potion diluent that allows you to make 2 out of 1 bottle of Fireberry Ale or Potion Of Blood (see #7 and #8) actually duplicating it.
- 6 A silver dagger (Str+d4) (1 LT).
- 7 A Potion Of Blood (see Magic Items).
- 8 A bottle of Fireberry Ale (see Magic Items).

9

A strange gold idol resembling a Kraken with amethyst eyes (5 LT).



Unique, roll 1d6 or choose.

10

- 1 Alan Ravenwood's diary, where the GM's Secret is revealed (4 LT).
- 2 Forbidden Grimoire, contains *sound/silence* and *drain Powers*.
- 3 A marble cinerary urn. The plaque reads 'Iorah Ravenwood' (2 LT).
- 4 Thunderbreaker (see Magic Items).
- 5 Crystal Carillon, if activated, Alan Ravenwood arrives (4 LT).
- 6 There are seven golden rings, each resting on a dais made of human bones! Each ring has a different stone: blue, red, black, white, green, yellow and pinkish. The one with the green stone is the Ring Of Yore (see Magic Items), the others are fake. As soon as a fake ring is picked from a dais, all other rings (even if already picked up by the group, including the Ring of Yore) disappear for 24 hours and a Ghost (see Savage Worlds) attacks with Surprise.

**d12 or
d20**

Special Features

Roll a **d12** for narrow passages

Roll a **d12** and a **d20** for larger areas

- 1 A ravaged guesthall, the scattered furniture counts as medium cover.
- 2 A niche in the wall with a small shrine. Its holy symbols have been horribly desecrated!
- 3 Murky water drips in puddles from the ceiling, making the floor wet and slippery (Difficult Ground).
- 4 Roll 1d4; on a 1 a sudden gust of chill wind kills all non-magic sources of light.
- 5 Several human skeletons are dangling from the ceiling, dressed in a gloomy carnival style.
- 6 Summoning room. The walls are daubed with blood, both clotted and fresh. -1 to Faith rolls.



- 7 Stuffed animals of various size.
- 8 Old bones of several people scattered on the floor.
- 9 Cruel and morbid paintings stacked on one wall.
- 10 A row of headless marble statues.
- 11 This room is lit by 3 torches with colored flames: red, yellow, green.
- 12 Odd holes on the floor in front of one of the exits (Notice -1); if crossed, spikes protrude from the holes (Athletics -2 or suffer 2d8 damage).

- 13 There's a secret passage! Roll 1d4 for the mechanism; 1: shield at the wall; 2: loose brick; 3: candelabrum; 4: shifting bookcase. Notice -2 (or inspection) to detect. It leads to a new room which automatically contains the Ring Of Yore (see Treasures, #10). If the Ring's room has already been found, the passage leads to a 5x5 room with a random Treasure (roll a d10).
- 14 Broken coffins, crashed copper censers and gnawed rope. Several blue candles with indigo flames eerily light the room.
- 15 A giant red candle lights this room. Its scent is annoyingly sweetish.
- 16 One exit opens on a long outdoor bridge that connects to another wing of the Halls. The bridge's gothic architecture is breathtaking, but it's also very precarious! When crossed, roll 1d4; on a 1 it starts collapsing *behind* the heroes, who have to run for their lives: it is an individual Athletics Dramatic Task (3 Successes required in 3 rounds). Failure means 4d6 Falling damage! If the Ancestor (see Bestiary) hasn't already been encountered, the next room contains it.
- 17 Ex-voto hanging on the walls. Miracles cast here cost half the Power Points and gain +1 to Faith rolls. -1 to Spellcasting rolls.
- 18 **Unique.** A marble cenotaph on the wall, with the inscription "Iorah Ravenwood". If Iorah's ashes are put into the cenotaph, her ghost appears and blesses the party, healing all their Wounds and Fatigue and restoring all clerics' Power Points.
- 19 **Unique.** An outdoor terrace juts out into a foggy void. This room has no exits. In its center there's an old white oak tree dripping a sanguine sap. Someone chopped wooden stakes off the tree branches, but left them here along with a sharp carving knife. A stake made with the oak's wood deals Str+d12 to the Ancestor (see Bestiary).
- 20 **Unique.** The Frozen End. Iced stairs spire up to an outdoor space at the top of the highest tower of the Halls. Tymoré, Undead Dragon (see Bestiary) is here, with her treasure (gold coins and jewelry 7 LT).

Bestiary

ALAN RAVENWOOD, FALLEN STRIDER

WILD CARD

He entered the Halls to uncover the truth about his family. He learnt it all to well...

Attributes	Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d10
Skills	Athletics d8, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d8, Persuasion d4, Shooting d8, Stealth d6, Survival d8, Taunt d6
	Pace: 7; Parry: 7; Toughness: 10 (3), or 11 (3) with Thunderbreaker
Edges	Elan, Improved Frenzy, Improved Counterattack
Gear	Chain Mail Shirt (+3), Long Sword (Str+d8, min Str d8); if the party hasn't found it yet, he also has Thunderbreaker (magic item).
Special Abilities	<ul style="list-style-type: none"> ▪ Balefire: Magic fire bolts (10/20/40; damage 2d6; AP 1; ROF 1). ▪ Chosen By Evil Stars: Anytime he suffers a Wound, he gets 1 Benny (1 maximum per combat round). ▪ Family Madness: Every round he attacks a different random target, calling them by the names of his Ravenwood ancestors.



GHASTLY SHAMBLER

Wretched, dangerous creatures, the result of centuries of foul inbreeding. Although human in physiology, their mind is that of a ravenous beast.

Attributes Agility d6, Smarts d4(A), Spirit d4, Strength d6, Vigor d8

Skills Athletics d6, Fighting d6, Intimidation d6, Notice d4

Pace: 6; Parry: 5; Toughness: 6

Edges

Special Abilities ▪ **Claws:** Str+d6.

▪ **Fearless:** Immune to Fear and Intimidation.

▪ **Low Light Vision:** Ignores penalties for Dim and Light Illumination.

GIANT BAT**WILD CARD**

A monstrous giant bloodsucker who craves the heroes' blood!

Attributes Agility d10, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills Athletics d6, Fighting d10, Notice d12+4, Stealth d8

Pace: 1 (8 flying); Parry: 7; Toughness: 7

Edges

Special Abilities ▪ **Bite/Claws:** Str+d8+1.

▪ **Special Abilities:**

▪ **Bloodsucker:** When it hits with a raise, it deals no extra damage, but heals a number of Wounds equal to the Wounds it inflicts.

▪ **Flight:** Pace 8.

▪ **Low Light Vision:** Ignores penalties for Dim and Light Illumination.

▪ **Size 1:** It is as big as a fat pig, with 12' wingspan!

KRAMPUS

A furry ape-like humanoid, with long horns and stinky claws that inflict crippling wounds.

Attributes Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills Athletics d6, Fighting d8, Intimidation d6, Notice d6, Stealth d4

Pace: 6; Parry: 6; Toughness: 7

Edges

- Special Abilities**
- **Bite/Claws:** Str+d6.
 - **Low Light Vision:** Ignores penalties for Dim and Light Illumination.
 - **Paralysis:** Targets Shaken or wounded by its claws must roll Vigor or become Stunned, paralyzed and incapable of any action for 2d6 rounds.
 - **Size 1:** As big as a gorilla.



THE ANCESTOR

WILD CARD

This revolting, tentacled, bloated monstrosity is all that remains of the body and mind of the Ravenwood's founder after centuries of demonic enthrallment and worship.

Attributes Agility d4, Smarts d12, Spirit d10, Strength d12+2, Vigor d12+2

Skills Fighting d8, Intimidation d10, Spellcasting d10, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 10; **Power Points:** 25

Edges Arcane Background (Magic, with burst, confusion, drain power points, puppet), Tough As Nails.

Special Abilities

- **Tentacles:** The Ancestor attacks with four tentacles.
- **Fear -1:** It is a revolting creature.
- **Low Light Vision:** Ignores penalties for Dim and Light Illumination.
- **Size 1:** Bloated and brawny.



TIAVEK**WILD CARD**

A giant two-headed snake, covered in icy scales. The Tiavek's bite is lethally poisonous.

Attributes Agility d8, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills Athletics d6, Fighting d8, Notice d12, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (3)

Edges First Strike, Improved Frenzy, Quick

Special **Armor +3:** Icy scales.

Abilities

- **Bite:** Str+d8+1, poison (see below).
- **Infravision:** Halves Lighting penalties against warm targets.
- **Poison:** Its bite may inject a Lethal poison (see Savage Worlds).
- **Size 2:** About 15' long.
- **Weakness (Fire):** It takes +1d6 damage from fire and must also make a Fear check.



TYMORÉ, UNDEAD DRAGON**WILD CARD**

Tymoré once was a fierce Ice Dragon allied to the Ravenwoods. But the family curse struck her too! Now she's a barely sentient undead dragon.

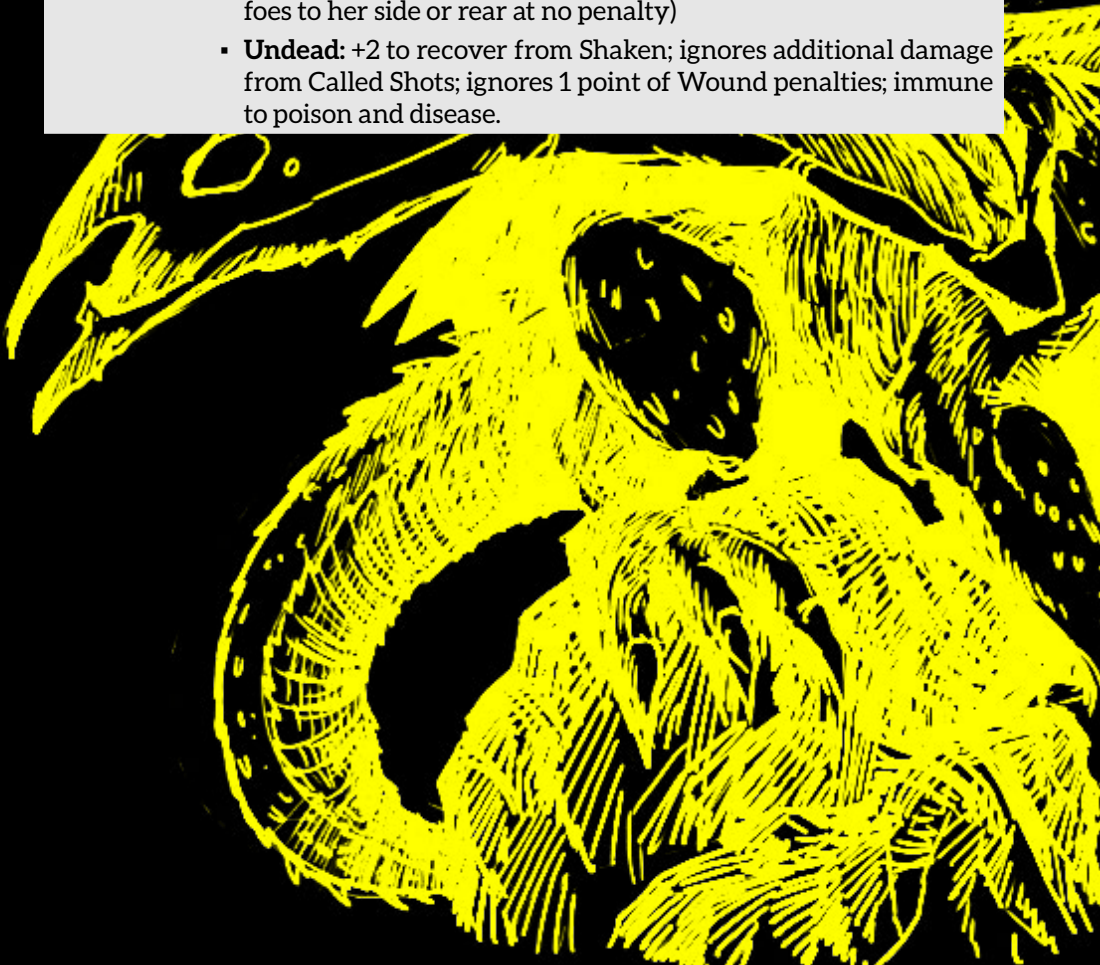
Attributes **Agility** d8, **Smarts** d4 (A), **Spirit** d10, **Strength** d12, **Vigor** d10

Skills **Athletics** d8, **Fighting** d10, **Intimidation** d10, **Notice** d8, **Stealth** d8

Pace: 8 (18 flying); **Parry:** 7; **Toughness:** 18 (2)

Edges**Special Abilities**

- **Armor +2:** Bony scales
- **Bite/Claws:** Str+d8.
- **Fear (-1):** It is a revolting creature.
- **Flight:** Pace 18.
- **Icy Breath:** Breathes ice for 3d6 damage (see *Savage Worlds* for Breath Weapons)
- **Size 8 (Huge):** It's about 35' long and weighs 30 tons.
- **Tail Lash:** Str; Tymoré may make a free attack against up to two foes to her side or rear at no penalty)
- **Undead:** +2 to recover from Shaken; ignores additional damage from Called Shots; ignores 1 point of Wound penalties; immune to poison and disease.



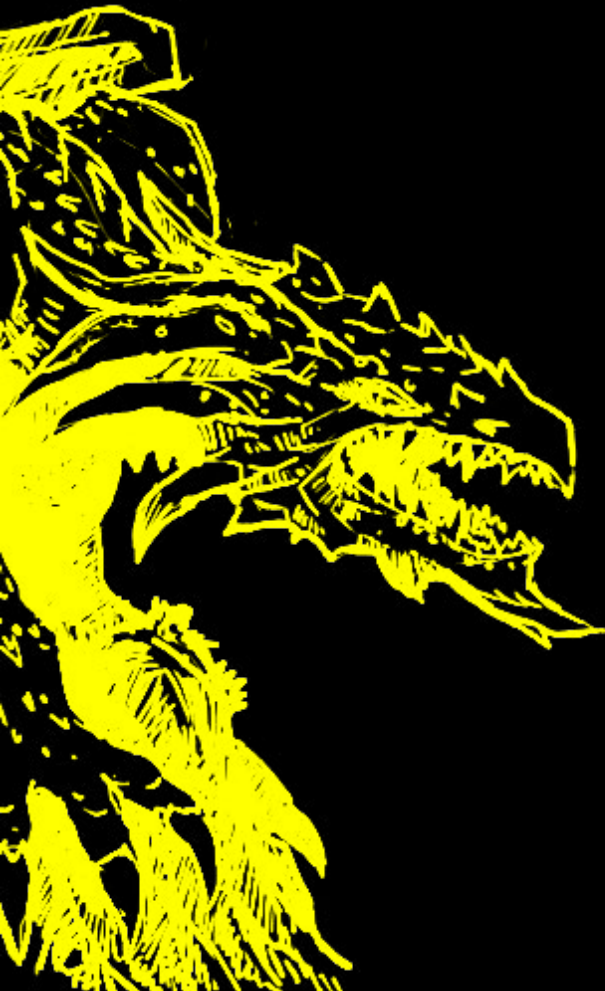
Magic Items

Fireberry Ale: Drinking this potion grants +1 to Fighting attacks for about 1 minute.

Potion Of Blood: Drinking this potion magically cures 1 Wound or 1 level of Fatigue.

Ring Of Yore: If it's worn by a PC with an Arcane Background, it grants +8 Power Points and the zombie Power even if the wearer doesn't meet the power's requisites. If the wearer has no Arcane Background, they get the Great Luck Edge, even if they don't meet its Requisites.

Thunderbreaker: A magic sword (Str+d8), granting +1 Toughness. If the wielder suffers Wounds from electricity, they are turned into Fatigue levels. This effect cannot cause Incapacitation. This means that if they have already suffered two levels of Fatigue, they are virtually immune to electricity.



Your Deadly Dungeon Host

Andrea Tupac Mollica was born in 1974. He is an Italian instructional designer and RPG/Gamebook writer, living in Rome.

A veteran gamer and storyteller, he's been embroiled in the hobby since 1984.

On his blog, [The Gates Of Hellwinter](#), you can find lots of free RPG, Gamebook and Interactive Fiction resources.





