

AdvMod-2 An alien crystal, a fallen knight, a cult and a bitch lich...

STAIRS OF THE

IMMORTAL

New Location, New Monsters, New Characters Level 3+

Gwain's Keep

By J.Parker



A Dilly Green Bean Games Product/Swords & Wizardry Compatible

STAIRS OF THE

IMMORTAL

Gwain's Keep

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Usable with Swords & Wizardry
Suggested: Stairs of the Immortal: Swords & Wizardry Edition
(For setting and advanced rule use)

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GWAIN'S KEEP

Nestled between the great Dwarf Kingdom and the damned lands of Darlourne, there is a keep unlike any other. A place of sadness, yet hope. A beacon of light, tucked away against the northern forest leading to the Great Stone Circle. This place has a name: Gwain's Keep.

Built during the time of King Pendragon himself, the Gwain Keep was a staging ground for the Pendragon Knights. The keep was named after Sir Gwain, a renowned knight of the order, who made a name for himself as a crusader and idealist. During the Age of Romance, Sir Gwain married a beautiful maiden, who was later murdered by Mortuary. Sir Gwain's squires and servants grieved deeply for the loss of the lady. Sir Gwain eventually came out of his grief with new purpose and went away for many moons. While away, Sir Gwain found peace in a new Goddess. Simply called: The Lightess, this goddess fell in love with Sir Gwain and created an avatar of herself to help the knight. Sir Gwain returned to the keep with this avatar, a beautiful winged angel who resembled his former wife. When King Pendragon went insane, the first knight he took it out on was Sir Gwain, whom had been accused of heresy against the God Pendragon. King Pendragon laid siege to Gwain's Keep, but The Lightess's magic was too powerful for the King. King Pendragon resorted to dark magic and found a way to break the Lightess's spells. The King stormed the keep and used a powerful talisman of darkness to imprison the Lightess's avatar in a large crystal. He then killed Sir Gwain. When the battle ended, King Pendragon ordered the keep sealed. The avatar's crystal was lifted

to the cathedral ceiling in the keep's temple and the gates were shut.

Followers of Sir Gwain returned to the keep upon hearing of the death of the King. They began restoring Gwain's Keep and clearing the grounds. And as the followers got braver, they snuck into the keep via Sir Gwain's burial chamber that housed a secret passage into the keep itself. Inside, there was sign of aging, dust darkened floors and walls. But what they found in the temple was divine, yet sad. The Lightess's avatar still hung from the temple ceiling, but the wood and horse hair rope that once held it had long since rotted. In their place, ripe green vines, lush foliage and an uncanny glow from a mural that wasn't there before. And in the scene, two naked lovers, Sir Gwain and the Lightess, embracing one another, intertwined with clouds gripping them like fingers. The good knight had found peace in the afterlife.

Tales of the mural spread across the Pendragon Kingdom. Many pilgrims came to pay honor to the fallen knight and a cult slowly formed around the Lightess and her avatar. But to pray for a god not recognized by the Church of Pendragon was considered heresy, something the church took seriously after King Pendragon blasphemed against the dragon god in the prior age. The Pendragon archbishops ordered the cult to disband or face judgment from the druids. The Cult of Lightess went underground, but continued to worship this new goddess. They set up a small tent community just south of the keep on the parade grounds, masking it as a village for squires and continued their devotion to the Lightess.

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CULT OF LIGHTNESS

Hierarchy: High Priestess (leader), Knight of Lightness (second in line), Devotionals (priests)

Number of Followers: 250 (speculated)

Reach: Across the Pendragon Kingdom

Wealth: Equal to a renown noble

The Commandments

I Thou shall keep thy heart open to all, even those who might do us harm.

II Thou shall not kill another unless there is no other option, for life is light.

III Thou shall not boast deeds, but be humble in the knowledge of them

IV Thou shall respect ALL Gods, for their love is just as divine as hers.

V Thou shall not wage war in her name, for war is not peace.

VI Thou shall treat all life, be it animal or person with equal value, knowing that animals offer their life to us so that we may live.

VII Thou shall not live a life of crime, unless that crime is for the greater good of all and not the self.

VIII Thou shall not need above others, for all should be equals.

IX Thou should be willing to keep safe the Avatar of Lightness and surrender one's life if need be.

X Thou shall keep vigilant for the Darkness, which haunts all souls and seeks to destroy all that is light.

The Cult

The Cult of Lightness formed around the tales of Sir Gwain and the avatar of the Lightness. The Lightness is believed to be a goddess of healing and love. Her followers focus their dedication to spreading love across the Kingdom of Pendragon. And for every soul they save or spare, their numbers grow. The core of the religion is based around Gwain's Keep and the followers take great care in protecting it. Because they have many powerful members, including knights and wizards, along with nobles, there is never a shortage of protectors or supporters. Once a day Lady Magley travels into the keep and offers prayer to the Lightness. She is always escorted by Sir Godlund, a former squire of the Gwain estate.

The tent community is under the leadership of Father Sullberry, who makes sure that things run smoothly. There is regular trade with merchants, who are unaware of the tent community's true purpose. To the outside world, the followers of Lightness are just loyalists of Sir Gwain who refuse to let his legacy die. In the winter months, the outer tent walls are packed with snow and the community looks more like a town of snow houses. But don't let the tents deceive you. Most have heavy duty wooden frames that can withstand gale force winds. The coverings are made from animal hides and special heavy cloths that have been soaked in wax to provide waterproofing.

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LADY MAGLEY

Class: Sister, Druid (10)

Alignment: Law

Race: Human

Deity: Lightess

Age: 22

Hit Points: 40

Saving Throw: 6

Armor Class: 3[16]

Stair Level: 10

Ability Scores

Strength: 11

Dexterity: 15

Constitution: 15

Intelligence: 17

Wisdom: 18

Charisma: 18

Racial Abilities:

None

Class Abilities:

Apothecary of the Church: Heals 1d4 HP

Not a Victim: +2 save vs. paralyze and poison. -2[+2] AC

Unbound

I am the Law

Know thy God

Rituals of the Church: Cure poison, Healing 1d6, Lift Curse, Resurrection

Languages: Common, Human, Dwarf, Elf

Spells:

Blessed the Lightess -2[+2] AC

Cleansing Light: Cure disease/poison

Light of Healing: 1d4

Sting of the Lightess: 10 damage

Ghost Light

Language of Light

Brighter Light of Healing: 10 HP

Lightess Escape

Light of Life

Equipment:

Lightess Staff: 1d8 damage

-**Glow:** 10ft radius (used to light the way and does damage to creatures vulnerable to light at 1d10)

Lightess Cloak: -2[+2]

-Invisibility (Only usable by Lady Magley)

Padded Armor: -2[+2]

Deeds

Lady Natalya Magley was born and raised in the town of Milander. Her family was well known in social circles and frequently traveled to the Lord Hawthorn's estate. When Natalya was a teenager, her parents were killed while on a trip to Pendragon City. The family's fortune was left to the young lady. Now, Lady Magley, Natalya took to learning about magic and religion. She joined the Church of Pendragon and became a nun. It wasn't long before she heard the legend of Sir Gwain and found herself more and more curious to what the Lightess was all about. Natalya left the church and traveled to Gwain's Keep with her escort Sir Godlund. It was here where she was exposed to the light of the Lightess and help found the Cult of Lightess.

Lady Magley is still young (early twenties), but she has gained much wisdom from talking with Sir Gwain and the Lightess through the reflective pool. She is aware of what could happen to her and the followers of Lightess if the Church of Pendragon were to ever discover the truth of the Lightess. While many call her the High Priestess, Lady Magley is more of a Druid and holds that ranking in the Cult of Lightess. The actual leadership of the cult is located in a far off land. As the head of the sect at Gwain's Keep, Lady Magley is responsible for keeping her people safe from outside forces. She is fortunate to have a full knight convert at her side to help keep the peace. Lady Magley is a loving woman who has fully been en-

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thrilled by the Lightess and visits the reflective pool daily. No one has ever tested Lady Magley's resolve, but there are rumors that she commands powerful magic given to her by the Lightess.



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SIR ELRAND GODLUND

Class: Squire, Knight (8)

Alignment: Law

Race: Human

Deity: Lightness

Age: 31

Hit Points: 56

Saving Throw: 8

Armor Class: 0[19]

Stair Level: 8

Ability Scores

Strength: 18

Dexterity: 16

Constitution: 17

Intelligence: 14

Wisdom: 15

Charisma: 13

Racial Abilities:

None

Class Abilities:

Fight of the Knight: 2 attacks per action

Fear the Knight: 2HD creatures must make a save or run in fear

Status of the Knight

Treat Wounds: 1d4 HP

Languages: Common, Human, Dwarf

Equipment:

Chain Mail -4[+4]

Leather Overlay -2[+2]

Lightness Shield: -3[+3]

-Regeneration: when in direct sunlight the shield will repair any damage it has taken, even completely forming if destroyed)

-Mirror: May deflect magic spells thrown at the person wielding the shield (they must roll an attack roll higher than the attacker's)

Savage Broad Sword: 1d8 damage

-Defending armor is reduced to half

Deeds

Sir Elrand Godlund grew up in the southern region of the Pendragon Kingdom. Always wanting to be a knight like his hero, Duke Crestfaul, Elrand worked hard to gain the attention of local knights until Sir Fodden, an older Pendragon knight took notice. He trained Elrand in the ways of the knight and the two became good friends. While on a quest into the dark lands, Sir Fodden was killed. Elrand finished the quest alone and returned with the artifact that Sir Fodden was questing for, along with several slaves whom Elrand had freed. Elrand was knighted. But with no king, Sir Godlund felt no loyalty to the Pendragon Order and he became a ronin, a knight with no master. He traveled north until he encountered Lady Magley. The two bonded and Sir Godlund became fascinated by the young lady's tale about Sir Gwain. When they arrived at Gwain's Keep they found a small town has sprouted up. Soon it became clear that these were descendents of Sir Gwain's squires. After Lady Magley conversed with Sir Gwain and the Lightness, she took Sir Godlund to do the same. The knight now found purpose: to serve the Lightness and protect her worshippers.

Sir Godlund is not a traditional knight and it shows in his training of the squires. Maybe it was his time surviving in the dark lands that changed him. But he knows what it takes to make it through a battle successfully. He spends most of his time teaching the villagers how to protect themselves and escorting Lady Magley into the keep for her communion with Sir Gwain and the Lightness.

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FATHER SREN SULLBERRY

Translation of the Spirits (Speak to dead)

Class: Brother, Priest (10)

Alignment: Law

Race: Human

Deity: Lightess

Age: 22

Equipment:

Robes -1[+1]

Staff 1d6 damage

Hit Points: 30

Saving Throw: 6

Armor Class: 8[11]

Stair Level: 10

Ability Scores

Strength: 15

Dexterity: 12

Constitution: 15

Intelligence: 18

Wisdom: 18

Charisma: 15

Racial Abilities:

None

Class Abilities:

Apothecary of the Church: Heals 1d8 HP

Keeper of the Faith

Not a Victim: +2 save vs. paralyze and poison.

Know thy God

Magical Defender: +2 on all saves vs.

Magic

Rituals of the Church: Cure poison, Healing 1d6, Lift Curse, Resurrection

Languages: Common, Human, Dwarf, Elf

Spells:

Blessed of the Lightess -2[+2] AC

Cleansing Light: Cure disease/poison

Grow Light

Light of Healing 1d4HP



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Deeds

Sren Sullberry grew up in the forest just north of Gwain's Keep. His family would move around and farm lands that had long since been abandoned by dwarf and man. He learned early on that he had to be tough in order to survive outside city and town walls. Sren's family eventually settled in the tent community just south of Gwain's Keep. Here he started to learn more about the Pendragon Kingdom and found solace in the words of the Pendragon preacher who lived amongst the followers of Sir Gwain. Sren joined the Church of Pendragon and earned the title of 'priest' before returning home to his family. But both his mother and father had died from old age. Sren didn't let it change his course and he became the preacher for those at the keep. He helped gain access to the inner sanctum and began restoring Gwain's Keep. It was here that he also was exposed to the Lightess. Sren didn't know if the goddess was friend or foe and encouraged Sir Gwain's loyalists to avoid

the lower and upper chapel. When Lady Magley arrived, he did not stop her from going into the lower chapel. And when she emerged, Sren knew that he had a new calling: the Lightess. Sren easily converted the villagers into devotees of the Lightess, after all, King Pendragon had forsaken their lord.

Sren's role in the Cult of Lightess is to tend to the flock and make sure that no one goes astray. He is a loving preacher who can usually be found in the fields helping with the farming duties. In times of danger it's hard to pull Sren away. His skill with a staff makes him formidable against lesser threats and even Sir Godlund has used Sren to help shore up the walls during raids. And while Sren is no meek preacher, his heart is filled with the light of the Lightess.



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LOTAN VELLY

Class: Apprentice, Mage, Wizard (10)

Alignment: Law

Race: Human

Deity: Lightness

Age: 39

Hit Points: 25

Saving Throw: 6

Armor Class: 7[12]/3[16]

Stair Level: 10

Ability Scores

Strength: 10

Dexterity: 12

Constitution: 12

Intelligence: 16

Wisdom: 16

Charisma: 9

Racial Abilities:

None

Class Abilities:

Know thy Moon (Minxil)

A WANDerous thing: -6[+6] AC vs. magic attacks

Magical Defender: +6 on all saves vs magic

Magic Maker 85%

Wand Wu-Fu Master 1d6: 2-4 Reflect, 5-6

Deflect

Languages: Common, Human, Dwarf, Elf

Spells:

Daylight Bizarre (Illumination up to 20 feet, may be used to blind, damages sun-vulnerable creatures at 1d6)

Ground Quake Break (works by slamming staff onto ground, sending shockwave at

intended targets within 100 yards, targets must make save or be knocked down)

Whirlwind of Blue (Targets must make save or be flung into the air by a blue colored tornado, does 1d6 damage)

Equipment:

Spell Book

Padded Armor-2[+2]

Staff of Elder Who: 1d6 damage

-Magic Booster +2 to all spell rolls, +1 to all magic results

Deeds

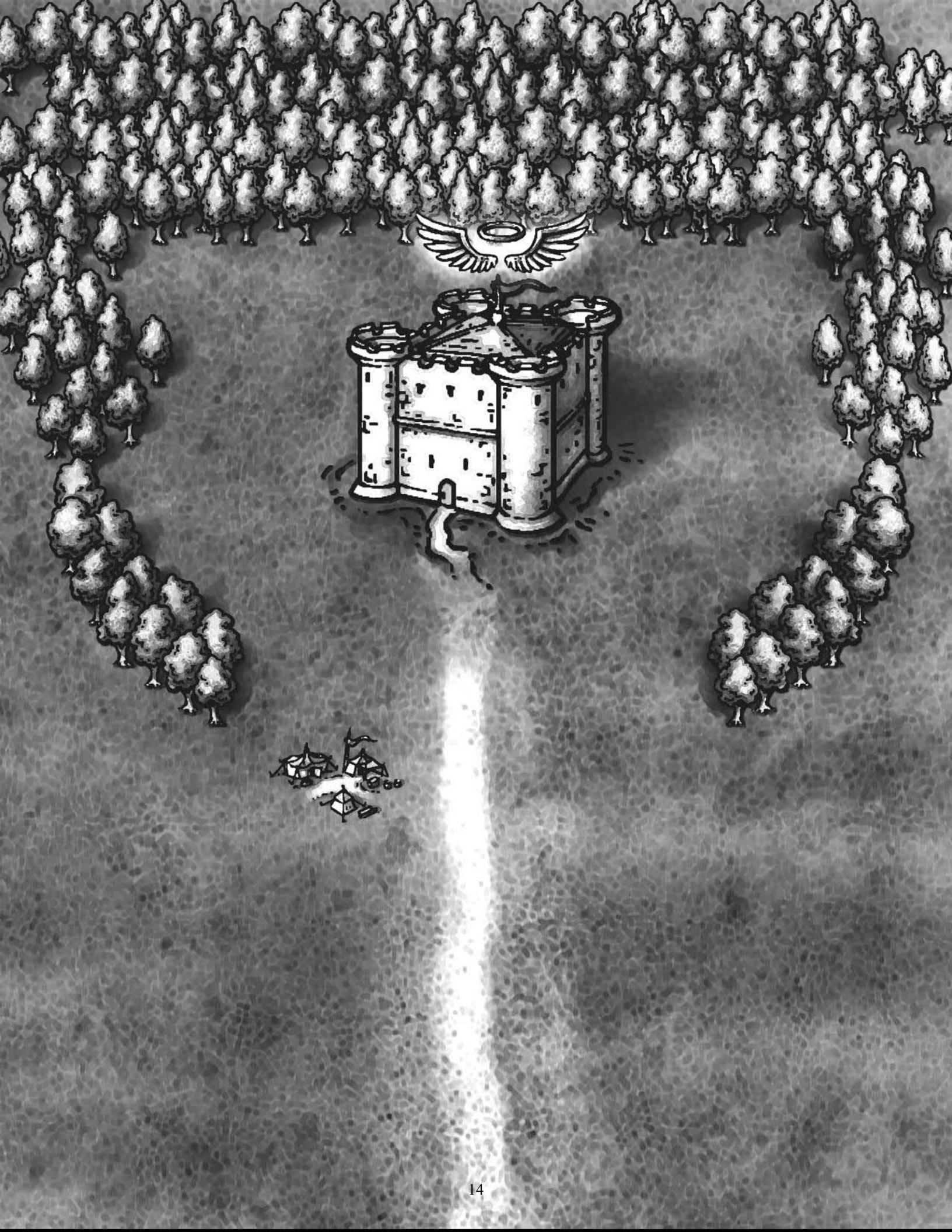
Lotan Velly was born and raised in the village of Sun Bay. Both his parents were merchants and he followed their path into his teen years until he became fascinated by magic. He trained under Whistle Hop the Magnificent, a brilliant, yet troubled wizard. Lotan went on many crazy adventures with his master and on many occasions crossed paths with those who would bring darkness into the world. Whistle made many enemies and eventually he was arrested and burned as a witch by the Church of Pendragon. Lotan finished his training at the Wizards Library and spent a decade trying to get out from under the horrid reputation of his master. A week after Lotan obtained the title of 'Wizard', he was presented with a gift from a fellow master of magic. What he didn't know was that the item was cursed and the presenter was an old enemy of Whistle. Lotan touched the gift and was instantly transformed into a pig-man. Angered that the wizards would allow such a prank, Lotan left to find a cure for his curse. This led him to Gwain's Keep where he met Lady Magley and also was exposed to the reflection pool. Finding comfort in seeing his real face again, Lotan decided to join the Cult of Lightness and serve as their magical advisor.

Lotan is a kind soul who got pushed around and now has to live with the end result of the bullying. He tends to spend his days in the keep studying ancient texts and learning about Pendragon and the Age of Disgrace. On several occasions Lotan has asked to speak with Sir Gwain and the Light-

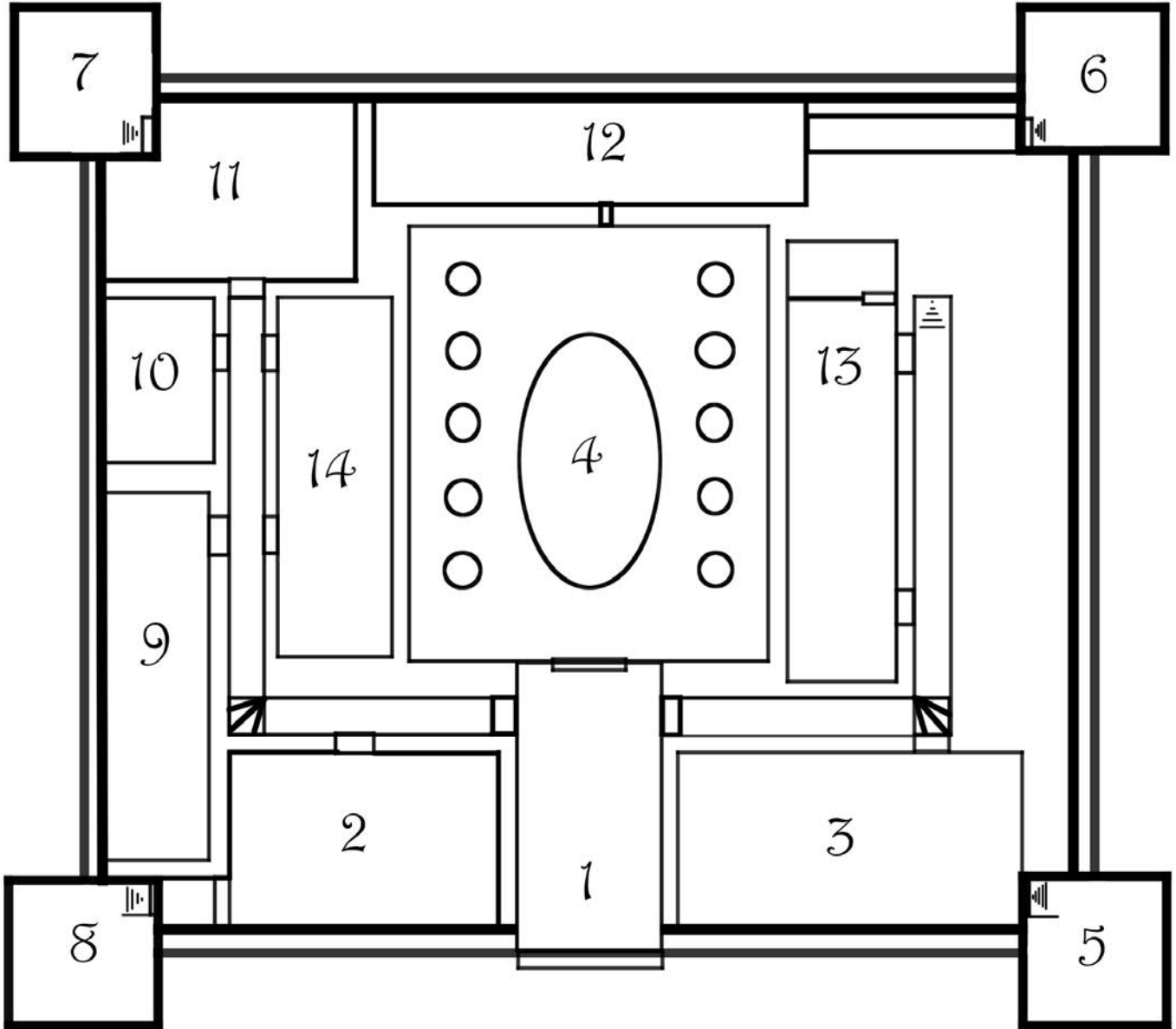
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ess, but his requests have been denied, something Lotan doesn't appreciate.





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GWAIN'S KEEP

1. Vestibule

The main gate to Gwain's Keep is constructed from solid oak, reinforced with iron. The door is connected to a pulley system that can only be manipulated from the inside of the keep (lifting the door open). Inside there is a long room that leads to the lower chapel (straight ahead). There are two oaken doors, one to the left and one to the right, located at the far end of the vestibule. The lower chapel door (facing the main door) is made of a molded white metal with the image of a naked woman with long wavy hair, holding a large sword in prayer. Wings reach out from both sides of her. To both sides of the door are white metal torches. The door itself opens by pulling a secret lever to the left (disguised as a torch). The vestibule ceiling is decorated with a mosaic of the dragon god Pen-dragon, piercing through a wall of fire and at his side many noble knights garbed in ancient armors. The walls and floors are constructed from limestone.

The vestibule is dust covered, with slight webbing from generations of spiders. Every now and then a rat will go scurrying by. There is a light breeze that whistles through spaces in the walls. The lower chapel door has a strange white glow to it that offers a soothing feeling to the soul.

***GM NOTE:** The main door into the keep has 30 Structural Points (SP). The door into the lower chapel has 40 SP with a magical ward that keeps out evil.

2. Armory

Gwain's Keep has a well stocked armory. The room is wall to wall shelves and cases with arrows (1000), bows (50), spears (50) and swords (50). The bows strings have long since rotted and the arrow shafts are not as sturdy as they used to be. The handles of the spears are brittle and the swords rusted. There is a plaque on the wall that reads "The Knight is always ready for war, but the man knows when to wage it". In the back of the armory to the right (if you were looking in) is a wooden door that leads to the Southwest tower. On the south wall there are slotted windows.

3. Armory B

This large room is home to chain mail (30) and plate mail (20). There are large wooden mannequins in the center of the room that display each piece of armor. The side walls have metal hooks for under leathers. Time has taken its toll on the armors (each has HALF the original AC value). They are all rusted and some are in piles on the floor, compliments of the wooden mannequins rotting. The under leathers have rotted and been chewed by rats. In the Southeast corner there is a wooden door that leads to the Southeast tower. On the south wall there are slotted windows.

4. Lower Chapel

This large room has two rows of marble columns to the right and left that run the length of the chapel. The floor and walls are made of the same marble, offering a white glow to the entire room. At the center there is an oval shaped reflective pool that was designed allow lunar illumination during certain cycles. Today it is overgrown with lily pads. There is no ceiling. Instead there is a large octagonal balcony above and the Lightness avatar crystal. The crystal projects a pale white light down into the lower chapel area by the pool.

***GM NOTE:** If the lily pads are moved and the view of the mural is clear, characters can speak to Sir Gwain and the Lightness through their reflection in the pool.

Light of Lightness: Magical aura that reveals a person as they truly are. (For example: Duke Crestfaul would appear as he did before he was cursed and Sir Chapin would appear as a normal human, flesh and all. This also would allow people like Sir Chapin to talk like a normal human.)

In the back of the lower chapel, on the north wall there is a secret passage (1-2 chance of spotting). This is used in case of emergencies.

5. Southeast Tower

This stone tower consists of spiral stone steps that go to the second level of the keep. There are slotted windows for defensive purposes here. In the upper rafters there are usually bird nests and avian conversation. The stairs are slick and covered in debris (save required or person slips).

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6. Northeast Tower

This stone tower consists of spiral stone steps that go to the second level of the keep. There are slotted windows for defensive purposes here. In the upper rafters there are usually bird nests and avian conversation. The tower is well kept and looks as if it has been frequently used.

7. Northwest Tower

This stone tower consists of spiral stone steps that go to the second level of the keep. There are slotted windows for defensive purposes here. In the upper rafters there are usually bird nests and avian conversation.

8. Southwest Tower

This stone tower consists of spiral stone steps that go to the second level of the keep. There are slotted windows for defensive purposes here. In the upper rafters there are usually bird nests and avian conversation.

9. Bunk Room

When people would come and visit Gwain's Keep, their servants and followers would need a place to sleep. This room housed 20 wooden bunks and a trough that had actual running water. Today the wooden bunks are rotted and most aren't capable of supporting human weight. The trough, carved from marble, has cracked and water slowly drips from the mouth of a marble dragon's head that protrudes from the wall. The West wall has slotted windows.

10. Sir Gwain's private chapel

When Sir Gwain wanted to pray in peace, he would retreat to this small chapel. Inside there was a wooden pew with intricate carvings of dragons. The shrine was that of a large gold dragon wrapped around a large crucifix. Behind it was a large tapestry that hid slotted windows. After Sir Gwain's wife died, her body was placed in the private chapel and sealed in a floor vault at the foot of the dragon.

*GM NOTE: The floor vault has a lock and has 20SP. Inside the floor vault is the body of Lady Gwain. But there is a reason why she is in the private chapel. When she was killed, her body was pumped full of necromantic energies that turned

her into something horrible. Before Lady Gwain could fully revive, Sir Gwain wrapped her in chains that had been blessed and then sealed her away in the vault for eternity or until he could find a way to free her soul.

11. Sir Gwain's Quarters

When it came to style, Sir Gwain could have almost been confused with a Cavalier. His quarters house a large bed with feather pillows and silk sheets. On the west wall there are large bookshelves packed full of tomes covering everything from alchemy to poetry. The north wall is the bed rests against the stone, surrounded by a privacy curtain with flowery designs embroidered across it. There is a single slotted window on the north wall that has a stained glass window with a crimson red heart in the middle. In the southeastern corner of the room there is a large marble case with Sir Gwain's plate armor inside. Unlike most things in the keep, it remains in pristine condition. It is covered in engravings representing his status among the Pendragon order. Resting next to it is Sir Gwain's sword, which is also in fine condition. In the Northwest corner is a wooden door that leads into the Northwest tower. The room today is maintained by a servant of the Cult of Lightness, whose sole job is to make sure the room is ready for the return of Sir Gwain.

*GM NOTE:

Sir Gwain's Plate Armor: -5[+5]

-Mirrored: (1-3 chance that armor can reflect attack magic back at caster)

Sir Gwain's Broadsword: 1d10 damage

-Mirrored: (1-3 chance that armor can reflect attack magic back at caster)

-Blinding: (the sword could be used to reflect sunlight at a target causing temporary blindness).

12. Inner Sanctum

Behind the lower chapel is the inner sanctum. Granted, the sanctum isn't actual 'inner', but the religious servants who occupy this space consider it safe. In the inner sanctum there are four wooden beds, accompanied by wooden desks and bookshelves with holy texts. There are two large marble statues of the dragon god Pendragon on the east and west walls. Engraved along the bottom of the

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west wall statue is “Honor Thy Way” and on the east wall statue is “Never lose heart”. Each statue stands about eight feet tall, with Pendragon standing in a modest pose. The eyes of the statues are made from glimmering red rubies that flicker like they are alive. The holy texts (described as: dust covered tomes of holiness) mostly offer insight into the history of the Pendragon Kingdom and the dragon god. Some have notes regarding incidents during the Age of Romance. But there is one book in particular that is valuable: The Pendragon Luminarus. This book has a red leather cover with a silk strap around it. There is the symbol of Pendragon burned into the cover. The book itself is not very heavy, but it can only be lifted by a knight of Pendragon

In the Northeast corner there is a door that leads to the Northeast tower.

*GM NOTE: Each ruby is magical. But there is a trick to removing the rubies: they must be pulled at the same time or else the statues come to life!

Eyes of Pendragon:

-Summon the Dragon's Fire: Fire spell that sends a massive wave of fire at a large number of targets doing 4d10 damage

-Summon the Dragon's Sunder: Smoke providing a smoke screen effect.

-Linked: The magic of the eyes will not work unless all four rubies are together (4 knights of Pendragon wielding them together for example).

Pendragon Luminarus: (magically protected from being destroyed)

-Bind the Dragon: (This spell prevents dragons from using magic or any abilities outside of their natural realm. Dragons must make a save at a [-5 to their roll] against the spell or fall victim to it.)

-Slumber the Dragon: (This spell specifically targets dragons and when cast causes them to fall asleep. A targeted dragon must make a save or instantly doze off.)

-Select: The book will only allow a knight of Pendragon to lift it. Otherwise it's impossible to move. Not even a preacher of Pendragon is worthy to lift such a book.

13. The Dining Hall

This sizable room has five large oak tables and benches. At the North end of the room is a small

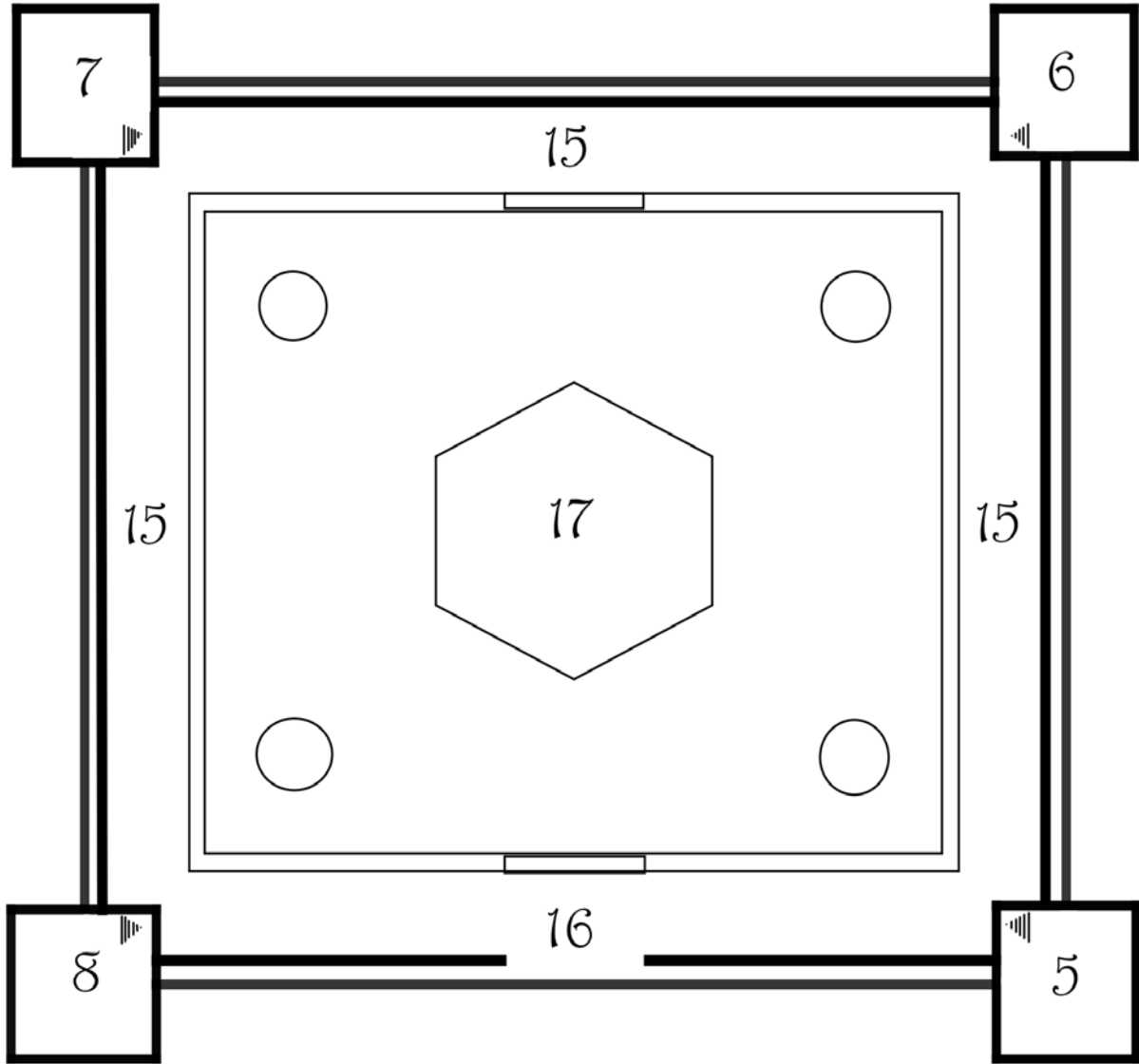
kitchen area and pantry filled with basic supplies including dried meats and wheat. There is even a trough that has running water. At one point the dining hall was beginning to show signs of neglect, but the followers of Sir Gwain and the Lightness have restored the hall and use it during Winter months and whenever they need a meeting hall.

14. The King's Chamber

When King Pendragon would travel to the Dwarf Kingdom or to the southern region, he'd always stay overnight at Gwain's Keep. Once a chamber of gold statues of the god Pendragon, beautiful wall tapestries and diligently worked paintings, the chamber is now a reminder of the horrors that befell the Pendragon Kingdom. For it is in this chamber where Sir Gwain met his death at the hands of King Pendragon. Blood still stains the walls and floors. The throne is slightly damaged from a stray sword strike and the several paintings remain on the floor where they fell during the fight. The followers of Sir Gwain refuse to repair the room out of spite for the long dead King. And the Lightness religious leaders see the room as an unholy site, best left sealed.

*GM NOTE: The King's Chamber is almost cursed. In the hours when Sir Gwain was killed, the sounds of swords clanging can be heard coming from within. It's one of the reasons why this part of the keep is almost abandoned. The door is secured with heavy chains and a lock. Anyone entering the chamber during the haunting hours will see flashes of the battle that unfolded (must make save or run away in fear). The scene is enough to scare even the most battle hardened knight away. The illusion only lasts for the duration of the battle and then it fades.

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15. Curtain (Upper)

On the second level of the outer keep there is a walkway which goes around the entire curtain. There are archer perches around the curtain along with sentry posts. In times of siege, the archer perches would have baskets of arrows so the archer would not be in short supply. Today those baskets have long since rotted and moss growth has created an almost slick surface atop the curtain (make save or slip).

16. Main Gate Controls

The main gate controls are located above the main gate, on the second floor. This is an open aired area. When the gate opens, it slides up. In order to open the main gate to Gwain's Keep, this large metal lever must be pulled DOWN. It is built into a large stone box that is connected to a chain that is in turn connected to cogs. Over the years the lever has suffered some build up of lime and moss, making it more difficult to pull.

*GM NOTE: It requires 18 Strength to pull the main gate lever.

17. Upper Chapel

The doors to the upper chapel are constructed from oak with carvings of the dragon god Pendragon depicted on them. The doors are split and open inward. The Upper chapel itself is a marvel of engineering. There are four large marble columns at each corner. The walls are made from pure silver, each with a scene explaining the history of the Pendragon Knights. The floors are made from marble tiles. At the heart of the room is a large opening with pews lined up on the East and West edge. There are guardrails carved from marble that prevent anyone from accidentally falling over the edge. The ceiling arches towards the center of the upper chapel where it rounds out. At the North edge of the balcony there is a marble podium from where King Pendragon would address his knights when he would stay at the keep. The upper chapel today is much different. The outer doors are covered with moss and plant life. The wood is slightly rotted, but reinforced by vines. Inside the upper chapel the silver walls are tarnished and both the floors and walls are vine covered. At the heart of the chamber, supported by vines, is a large crystal with a naked female

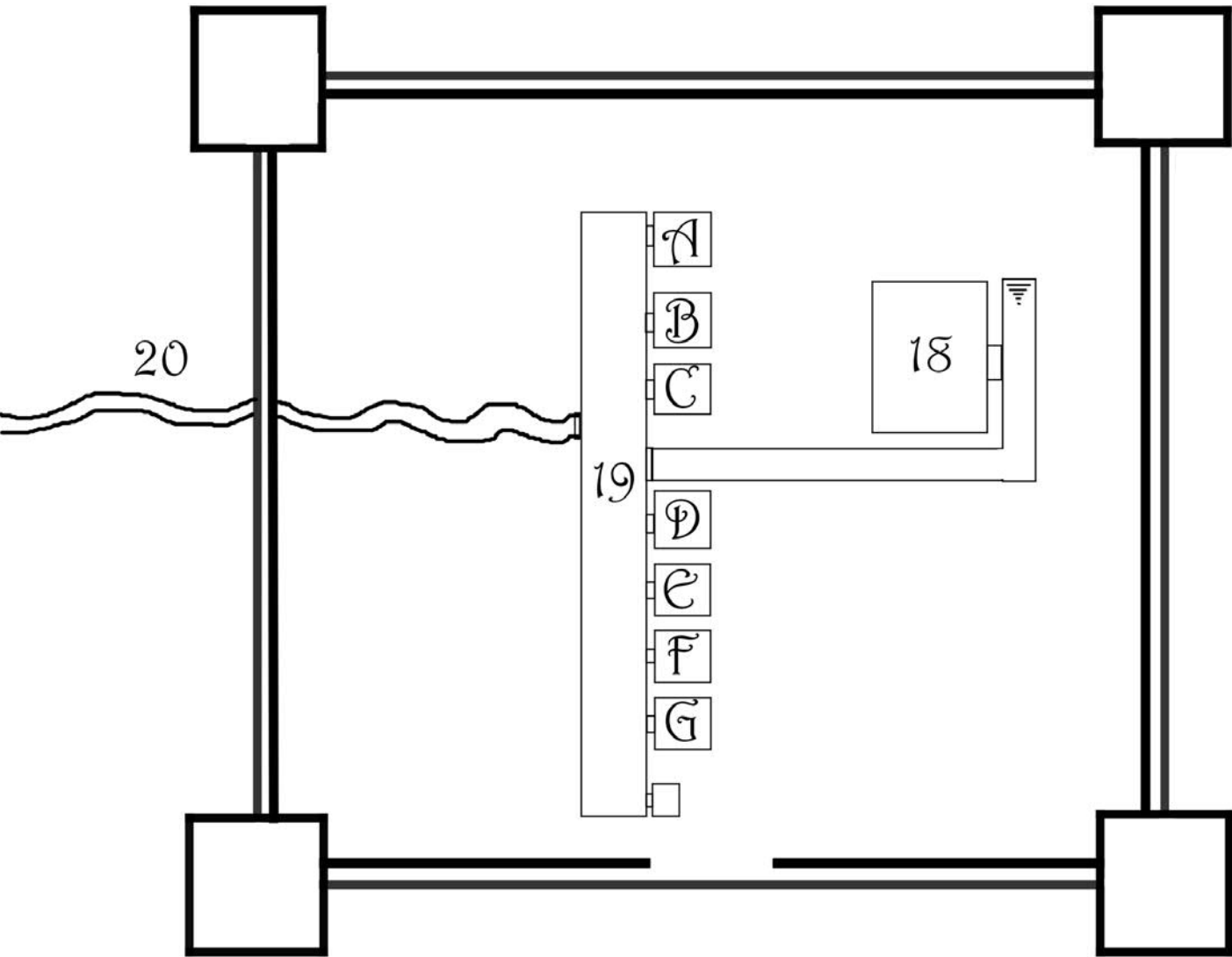
form inside, with wings wrapped around her. The figure's blonde hair is settled over her breasts. The Avatar of Lightness glows a holy white, which reflects everywhere through the crystal (except for behind the columns, where the only darkness can be found). The ceiling at the center of the upper chapel depicts naked lovers, embracing each other and embraced by puffy white clouds. Anyone who has seen paintings of Sir Gwain will recognize the man, but the woman is not his wife. Followers of the Lightness believe it is their goddess.

The overall atmosphere in the upper chapel is almost woodland. There are small animals that have made their homes in the upper chapel. There is even a strange brook that flows from a crack in the West wall, which provides nourishment to the plants and animals. Followers of the Lightness refer to this as "The blessed garden of Lightness".

*GM NOTE: See LIGHT OF LIGHTNESS concerning what the light does.

'The Blessed Garden of Lightness': Anyone who drinks from the waters in the garden will heal HALF of all lost Hit Points instantly. This works once per day. Anyone inflicted with disease or toxin will be instantly cured. This works once per week. Anyone recently killed may be resurrected in the garden. This ONLY works for ONE person per month (because of the massive magical drain to bring someone back from the dead).

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18. Captain of the Guard's Chamber

When Gwain's Keep was actually more of a keep, it had a captain of the guard. This soldier would be responsible for the dungeon guards. He would also be the man to torture those who needed motivation in confessions. This small room has simple wooden furniture, a large sharpening wheel and a rack for armor and equipment. There is even a small stone trough with running water. Today the room is decayed from years of neglect. The wood is rotted and the walls covered in lime.

***GM NOTE:** There is a secret compartment at the center of the North wall where the keys to the dungeon are kept (1 in 6 chance to find unless someone tells characters where it is). There is an iron ring inside with seven large keys. There is an eighth key that is made of brass.

19. Dungeon

This large and long chamber is made from stone. Along the walls there are large iron chains and collars for prisoners. On the East wall there are seven iron doors and an eighth bronze door at the Southern most end. The dungeon smells like feces and urine, with a slight tint of blood. The only light comes from torches on the walls. The cell doors have slide bars for food and conversation. On the West wall, across from the hallway leading into the dungeon is a stone carved statue of the dragon god Pendragon. His arms are reaching out and on each hand there are iron chains (where a prisoner can be shackled). There appears to be scuff marks on the stones to the right of the statue.

***GM NOTE:** There is a pressure plate between the statue's legs, which when pressed, causes a metal latch to unhook, allowing for the statue to be moved manually. From the secret passageway, the statue slides by pressing a circular button on its back.

Cells

Each cell is 8x8x8 feet in size. There is a small bed of hay for the prisoner to rest on along with chains on the walls for when they have been 'bad'. There is a missing stone in the Northeast floor corner of each cell that is used for going to the bathroom.

A: This cell is empty.

B: There are skeletal remains of what appears to be a human chained to the walls.

C: This cell is empty.

D: This cell is full of hungry and demented rats that are looking for a meal!

E: There are skeletal remains of a goblin curled up on a pile of hay.

F: This cell is empty.

G: Ornate metal treasure chest (20 SP lock/chest): Contains 1,000 Gold, a Magic Sword and a Magic Shield (This is gold that the Cult of Lightness has gathered for emergencies).

***GM NOTE:**

Barcelona's Blade (Broad Sword): 1d8+3 damage

-A finely crafted blade that looks gold with ornate designs weaving up the blade.

Barcelona's Shield: -4[+4] AC

-A finely crafted shield that looks gold with ornate circular designs.

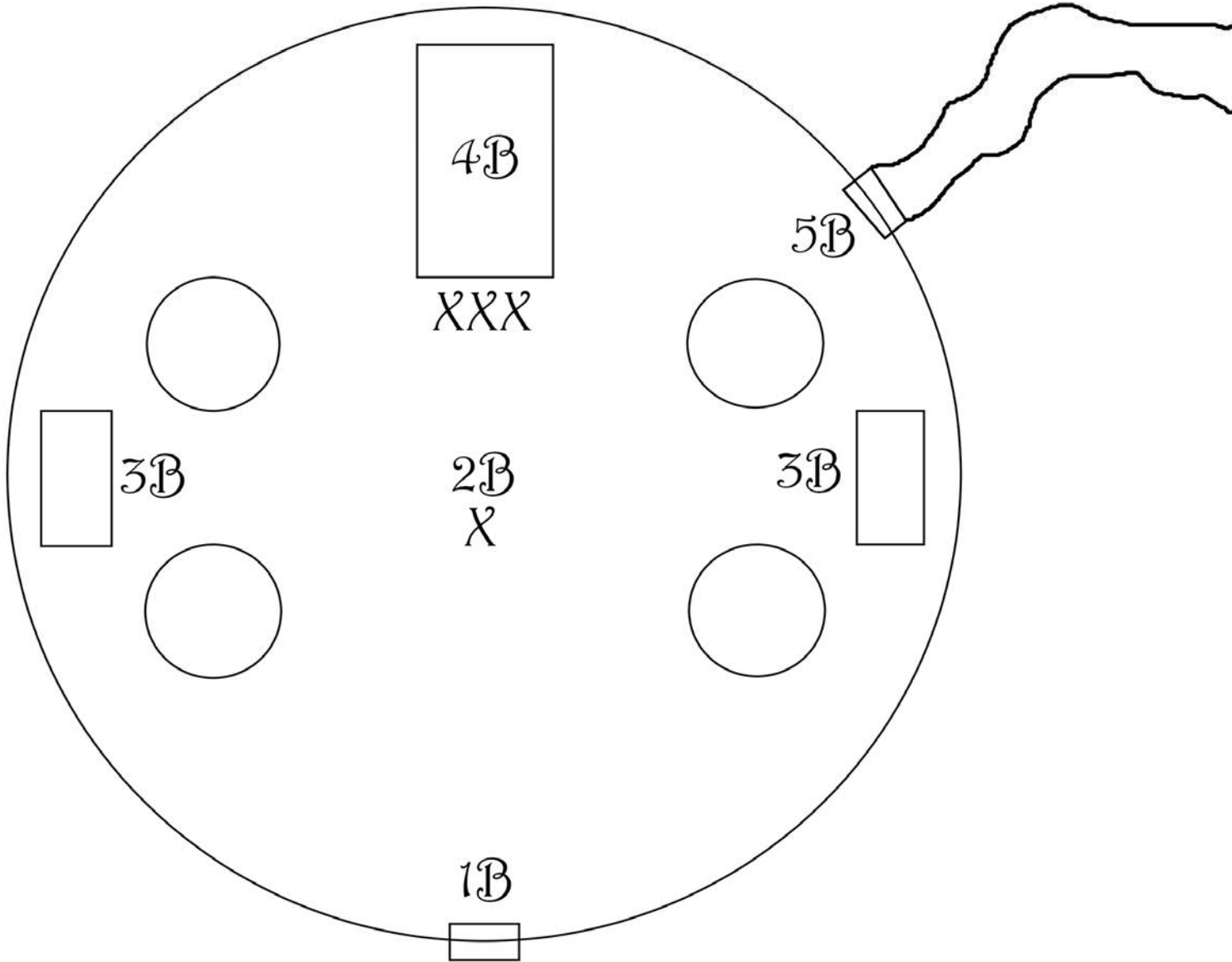
***GM NOTE:** Behind the statue of Pendragon there is a secret passage leading to the burial mound of Sir Gwain. The passageway has dirt walls with wooden framework to keep it from collapsing. The followers of Lightness use this passage to come and go from the keep.

20. Secret Passage

Behind the statue of Pendragon on the West wall of the dungeon is a secret passage that leads to Sir Gwain's burial mound. The passageway is lined with torches. The walls are dug out and the ceiling is held in place by large wooden beams. The floor is slightly damp.

***GM NOTE:** The floor has a slickness to it (save required). There is an old rope that runs along the side of the passageway. Parts of the floor near the actual burial mound have small pebbles spread out to prevent people from slipping in the mud. It looks like a work in progress. The wooden beams are 10 SP.

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SIR GWAIN'S BURIAL MOUND

Initially when Sir Gwain was killed, King Pendragon ordered the body hung from a nearby tree to be eaten by the birds. But later the King changed his mind and had burial mound constructed, where he then had Sir Gwain interred. But that wasn't enough. King Pendragon wanted to make sure that no one resurrected the knight through arcane means, so he booby trapped the tomb itself. When the followers of Sir Gwain accidentally discovered the traps, the ones that weren't killed marked off the areas that triggered the Sacrilege Knights to awaken.

The outside of the burial mound looks like a large grassy hump set next to the forest. There is a large stone resting against where the entrance should be.

1B. Entrance to the burial mound

King Pendragon ordered that a large stone be placed in front of the entrance in order to prevent people from getting inside. The stone has a large dragon engraved on it. Over the years the earth around the stone has washed away allowing for people to gain entrance inside. The stone itself has a magical ward that when the proper words are recited, caused the stone to move out of the way. Lady Magley seems to be the only person to know those words, which she whispers to the stone upon every visit.

*GM NOTE: The verse to make the stone move is "The worst traitor is the one you loved". The only people who know this verse are older Pendragon Knights and Lady Magley.

2B. Burial Chamber

This large circular chamber is lined with crude stonework. Everything is roughly cut. Even the columns, located in a square formation at the outer parameter are extremely rough. On the East and West side of the chamber are two large marble caskets and at the back of the chamber is a larger stone casket where Sir Gwain's body rests. There is no natural lighting and there are no torches inside or any place to put torches. It's completely unfriendly.

*GM NOTE: The trigger stones for the Sacrilege Knights are located at the center of the chamber and at the foot of Sir Gwain's casket.

3B. Sacrilege Caskets

Located along the East and West walls of the chamber, these large stone caskets are actually booby traps. Anyone who steps on the trigger stones will cause these caskets to open, unleashing the Sacrilege Knights. The caskets themselves are made from marble and have copper crucifixes attached to all four sides, along with one on the cover. Each crucifix is connected via a copper chain. When the casket opens the chains magically disintegrate and once the intruder has been dealt with the Sacrilege Knight returns to its resting place and the chains reform.

*GM NOTE: The copper contains the Sacrilege Knights. Without it, they would be free to cause havoc on the nearby tent village.

4B. Sir Gwain's Tomb

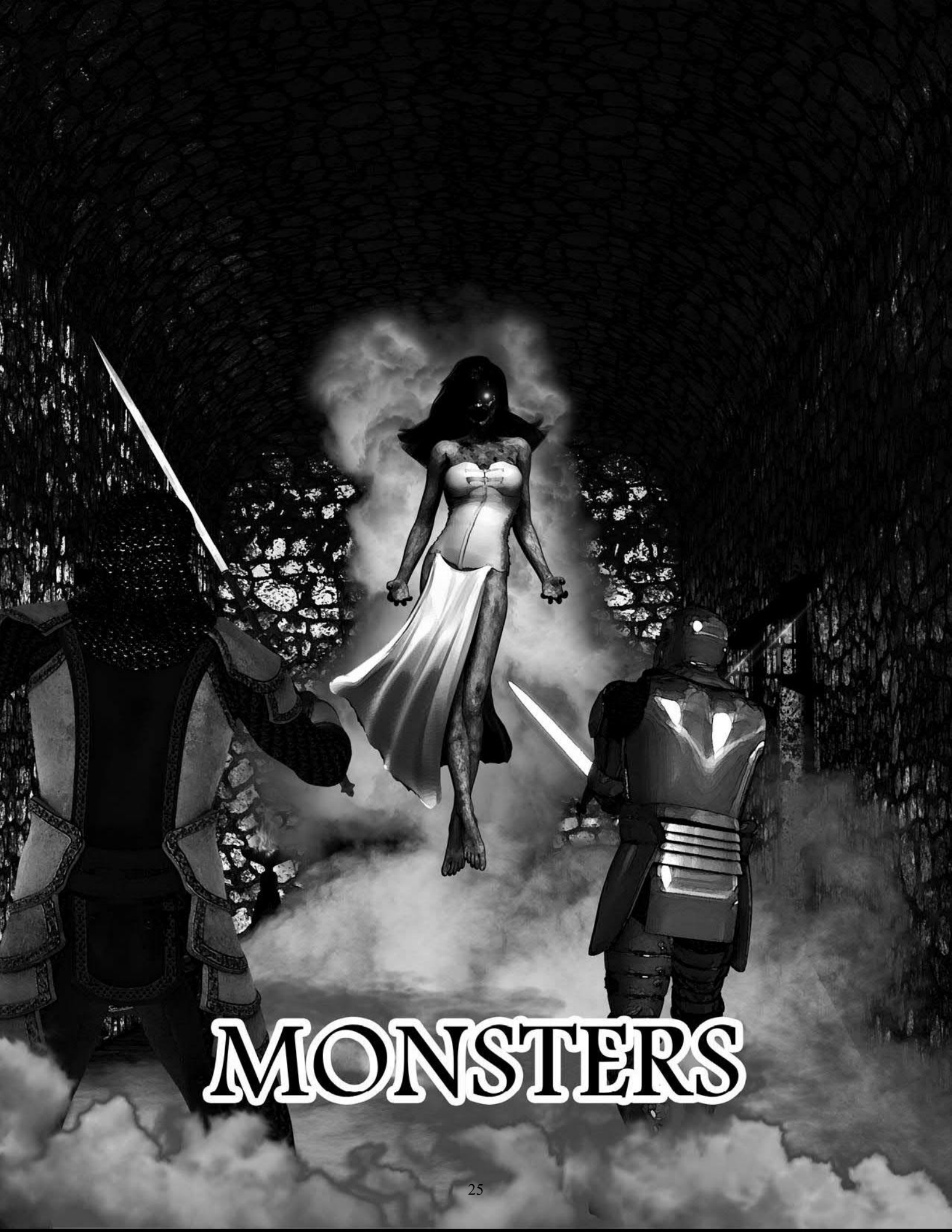
King Pendragon had Sir Gwain placed in a very shoddy stone casket. There aren't any ornamental engravings or any form of decorations. It's just a large stone box with a large stone lid. Over the decades the followers of Sir Gwain have placed flowers on the tomb and the area in front of the casket has been marked with charcoal as a warning about the triggers. No one has dared open the casket containing Sir Gwain.

*GM NOTE: The casket of Sir Gwain is magically sealed. Inside, the body of Sir Gwain rots. His carcass covered in mold.

5B. Secret Passage Entrance

This area of the burial mound has been opened up and leads to the secret passage. When not in use, the path is covered with a tapestry that appears to look like the rest of the stone walls. There is usually a draft that causes the tapestry to slightly ripple.

*GM NOTE: The tapestry offers concealment from the naked eye.



MONSTERS

STAIRS OF THE IMMORTAL

LADY GWAIN (Lich thing)

Frequency: Unique

#Appearing: 1

Lair Occupation: 1

Hit Dice: 12 HD (72)

Armor Class: 3 [16]

Attacks: Death Breath (save vs death)

Saving Throw: 3

Special: Dead Alive (raises anyone killed by Lady Gwain as a zombie with the same stats they had before with INT/WIS/CHA reduced to 2, with 10 Hit Points)

Levitation (Lady Gwain usually hovers when standing and moves horizontally, gliding over surfaces)

Physical damage reduced by HALF

Highly flammable (Fire does double damage)

Unholy Field (Magic effects reduced by 2)

Undead Sight (Sees in dark)

Move: 6

Alignment: Chaos

Challenge Level/XP: (15/2,900)

About:

Lady Gwain was transformed into a lich. Over the last century her mind has become more and more corrupted by the necromantic energies that keep her undead. And her interment hasn't helped. As a lich, Lady Gwain has the ability to raise anyone she has killed. When she first died, she managed to murder a handful of servants and raise them into a small zombie force. But they were quickly destroyed by Sir Gwain and his squires. Lady Gwain was defeated when she was cornered by Priests of Pendragon and then bound by a visiting wizard. Liches aren't a common occurrence and Lady Gwain is only the third one to have ever been recorded in the ancient tomes of the Wizard's Library.

Lady Gwain retains most of her memories. She was raised in Bokken City by her parents, who were both nobles and she well educated. Ishtar met Sir Gwain while on a pilgrimage to Castle Pendragon. They fell in love and married. Ishtar was well loved by the servants of Gwain's Keep and the locals who would come to meet with the King. One night while she was walking the outer grounds of the keep, Mortuary appeared and used

his dark magic to kill her. He then transformed her into a lich in hopes that she'd kill Sir Gwain. But her love was just enough to prevent her from butchering her husband. She was captured and locked away until a cure could be found. Sadly Sir Gwain was never able to complete his quest and Lady Gwain remained imprisoned.



STAIRS OF THE
IMMORTAL

PENDRAGON DRAGON GOLEM

Frequency: RARE

#Appearing: 2

Lair Occupation: 2

Hit Dice: 12 HD (60HP)

Armor Class: 5 [14]

Attacks: Claws (1d8)

Fire Breath (5d6 damage)

Saving Throw: 3

Special: Climbing (Cannot fly, but may climb)

Move: 8

Alignment: Neutrality

Challenge Level/XP: 16/3,200

About:

The Pendragon Dragon Golems are the bearers of the Eyes of Pendragon, four magical stones that were created by the dragon god Pendragon himself as a reward to his followers. The golems are constructs forged by the wizards that followed King Pendragon back in the Age of Romance. Each golem stands about eight feet tall and resembles the dragon god. Once the Eyes are removed (SEE Inner Sanctum) there is no limit to how far these golems will travel to retrieve what was stolen from them (including leaving the keep). In battle the golems use their claws and fire breath without mercy. Once they have the Eyes of Pendragon in their possession the golems return to Gwain's Keep where they go back into their slumber.



STAIRS OF THE IMMORTAL

PENDRAGON SACRILEGE KNIGHTS

Frequency: RARE

#Appearing: 2

Lair Occupation: 2

Hit Dice: 4 HD, 24 HP

Armor Class: 3 [16]

Attacks: Broadsword 1d8 damage

Saving Throw: 8

Special: Fear Aura (Victims must make save vbs. Fear or run away)

Physical damage is deduced by HALF

Undead Sight (Sees in dark)

Weakness: Copper (Sacrilege Knights have an uncanny fear of copper. Doesn't do additional damage to them, but generates a field that repels them much like Turn Undead)

Move: 12

Alignment: Chaos

Challenge Level/XP: 5/220

About:

At the height of the Age of Disgrace, King Pendragon was turning on his knights and unleashing unimaginable horrors and punishments on those whom he felt had betrayed him. One such fate for any traitor was the 'Sacrilege Curse' which transformed knights into undead nightmares. These Sacrilege Knights were bound to follow the orders

of the King without question. While many thought that Mortuary was behind the cursed knights, the truth was too frightful to contemplate. King Pendragon used the Sacrilege Knights to carry out his campaign of hell upon his enemies. Some of the cursed knights ended up as guard dogs for places that the King wanted secured while others were allowed to run freely. When King Pendragon was killed, the Sacrilege Knights made Darklourne their home. Two Sacrilege Knights did not gain their freedom; the two guarding Sir Gwain's tomb.

Sir Gallard and Sir Castivelt were turned into Sacrilege Knights when King Pendragon discovered that they had been giving quarter to followers of Mortuary, mostly women and children. Because the King had ordered that all followers of Mortuary and their families be killed, the two knights were seen as traitors and transformed into Sacrilege Knights. The King hated them so badly, that he had them interred with Sir Gwain so he would never have to see them again.

In combat Sacrilege Knights fight like they did when alive. While their intelligence has faded, they still have enough to be dangerous.



STAIRS OF THE
IMMORTAL

DEMENTED RATS

Frequency: Uncommon

#Appearing: 1d10+5

Lair Occupation: 100?

Hit Dice: 1HP

Armor Class: 9 [10]

Attacks: Bite/Claws (1 damage)

Saving Throw: 18

Special: Demented rats can't swim and drown easily

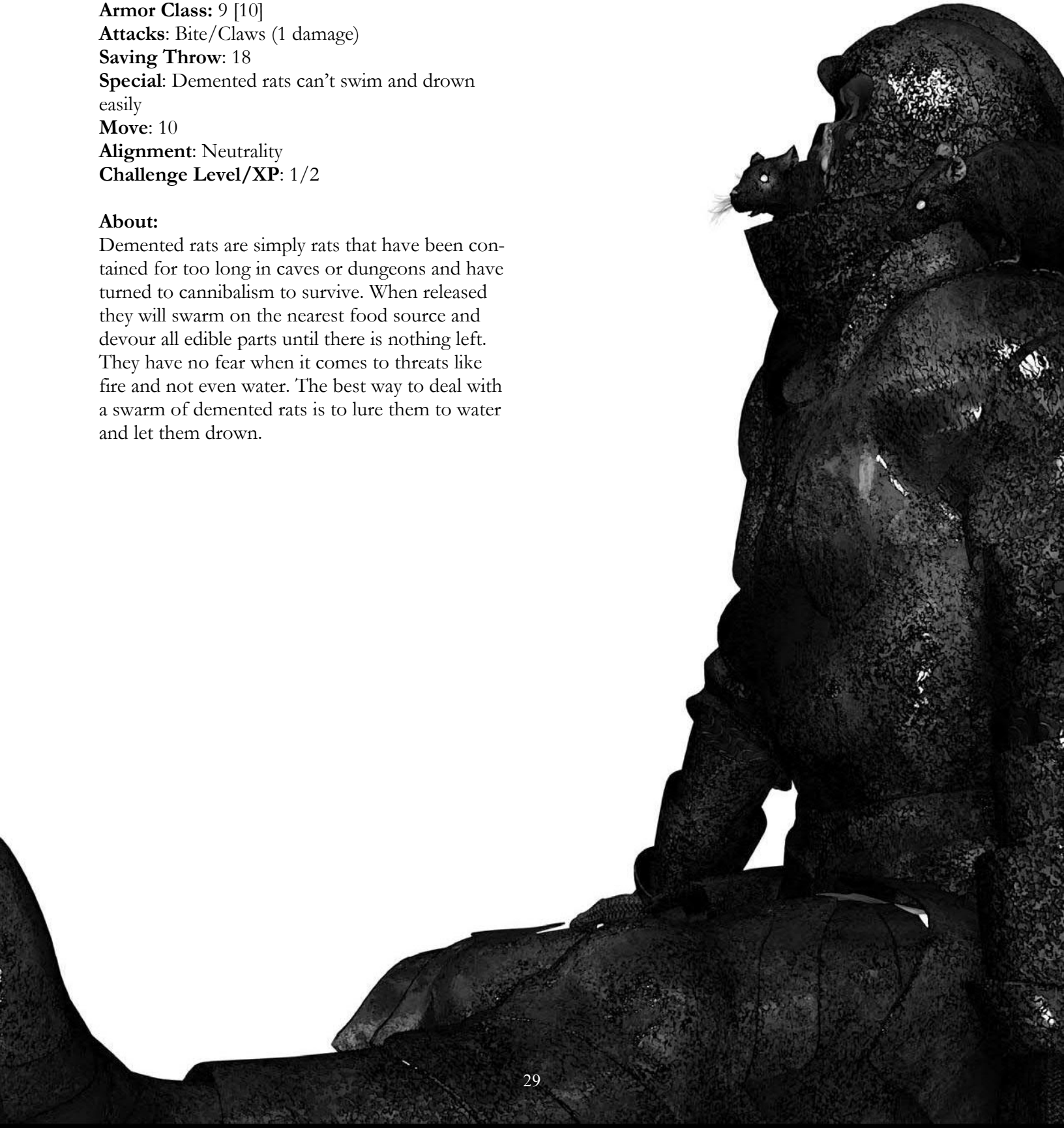
Move: 10

Alignment: Neutrality

Challenge Level/XP: 1/2

About:

Demented rats are simply rats that have been contained for too long in caves or dungeons and have turned to cannibalism to survive. When released they will swarm on the nearest food source and devour all edible parts until there is nothing left. They have no fear when it comes to threats like fire and not even water. The best way to deal with a swarm of demented rats is to lure them to water and let them drown.



STAIRS OF THE IMMORTAL

Siege at Gwain's Keep

Part 1: Duke Crestfaul's Demands

The characters are returning from a trip to Bokken City when they come across a wagon that looks like it has been attacked. The survivors talk about a black knight and a silent skeleton knight. No one with the wagon was killed. The knight cut their horse loose and smashed the wheels in order to keep the wagon from warning anyone. The characters hurry back to Gwain's Keep. When they reach the tent village it's clear that something is afoot. A child runs up to the characters and tells them that Duke Crestfaul has taken hostages and is demanding that the gate to the keep be open. If not, he will start killing the men.

*The hostages are being guarded by Sir Chapin (the skeleton knight) and the Duke's demon horse. Duke Crestfaul is standing at the actual gates of the keep yelling to Sir Godlund, who is refusing to open them.

Goals: Free the hostages and get them into the keep via the burial mound. But they need to do it so the Duke or Chapin sees where they go. It will require a distraction. The little boy will help guide the characters.

Part 2: Siege!

Once the hostages are inside the keep, Duke Chapin will demand one last time that the gates be opened or else he will resort to violence. No one is caving to his demands. Lady Magley mocks the Duke and dares him to try an assault.

*The Duke will leave and when he returns he will have an army of skeleton soldiers with him. He orders them to siege! The Duke will then seem to vanish while the attack commences. Sir Chapin will lead the attack.

Goals: Defend the keep, which won't be too hard. The skeletons will bring ladders in an attempt to scale the walls.

Part 3: The Trap!

Duke Crestfaul has entered the keep via the burial mound! He will lead about 20 skeleton soldiers

into the keep.

Goals: Lead Duke Crestfaul into the lower chapel and make sure that he doesn't free Lady Gwain along the way. Once he gets inside the lower chapel make sure he ends up in the reflective pool. Once he sees his true self he will stop fighting and demand to be let out of the keep. He swears on his word that he will not attack any further.

Part 4: Clean Up

Even though the Duke is defeated, he has left a little present for the denizens of the keep: demented rats. The rats are swarming up from the dungeon and need to be stopped.

STAIRS OF THE IMMORTAL

DUKE CRESTFAUL

Frequency: Unique

#Appearing: 1

Lair Occupation: 1

Hit Dice: 15HD, 90HP

Armor Class: 3 [16]

Attacks: Black Sword of Shallafax: 1d8 damage (Plague: anyone who takes damage from this sword must make a saving through of become ill from the plague. Victim will suffer -5 to all rolls the following week and at the end of the second week they will turn into a zombie)

Saving Throw: 3

Special: Enthral (victims must make save or be mesmerized by the Duke's gaze. For 1d10 turns they are subject to his will).

Path of the Undead: Heals 10HP for each cup of blood he drinks, sees in dark and has 1-5 chance of sensing magic)

Physical damage is deduced by HALF

Undead Sight (Sees in dark)

Necromantic Rhythm: The Duke may cast the following spells due to his curse

-Light of Dawn/Dark of Night: May either laminate or encase a 10 yard area in light or dark

-Disconnected Soul: Victim must make a save or have their soul torn from their body)

-Soul Eater: The Duke may eat wandering souls, which give him a temporary boost to HP by +10 per soul. This only lasts until sun-up.

-Speak the language of the dead: May talk with the dead if they are in line of sight and only within hearing distance.

-Raise an army: May raise up to 50 skeletons at a time. Only works on the remains of humanoids and they must be buried.

Black Armor: Magical damage HALVED

-Just looking at the armor causes fear (must make save)

Stairs: Duke Crestfaul still maintains his Stairs that he did as a knight (Stair level 16)

Weakness: Path of the Undead: The Duke must make a save when confronted with holy symbols of Law gods. If he fails he suffers -3 to all rolls until out of sight of the symbol.

Move: 12

Alignment: Chaos/Law leaning when he can

Challenge Level/XP: 15/2,900

Deeds

Duke Crestfaul comes from a long lineage of heroic knights. During the Age of Disgrace he was hailed as the greatest knight in the Southeastern part of Pendragon. People sang his praise and many more followed him blindly to their deaths when Mortuary marched on the lands. The Duke's closest aide and friend was Sir Chapin, a veteran knight who owed his own life to the Duke's late father. When it was clear that Mortuary might seize control of the south, Duke Crestfaul led his knights into the Black Keep on a daring raid. But ultimately the Duke failed and his knights were butchered. Duke Crestfaul was not powerful enough to fight Mortuary and as the necromancer cast a powerful curse upon the Duke, Sir Chapin leapt in front of his friend and took the brunt of the spell. Sir Chapin was instantly killed and Duke Crestfaul became poisoned with necromantic evil. The Duke managed to flee, carrying his dear friend from the Black Keep.

Duke Crestfaul never returned to his lands and eventually he became nothing more than a tale of a lost hero in the pages of Pendragon history book. But Duke Crestfaul was far from dead. Shortly after he fled the Black Keep, Sir Chapin returned to life as something unliving. The knight was still himself, but his body decayed until all that was left was his living skeleton. And as this happened, Duke Crestfaul began feeling the curse placed upon him. It started with a thirst for blood, but then led to him not aging. His body slowly began to change into something dark. Duke Crestfaul and Sir Chapin visited a trusted Priest of Pendragon to see what was happening. But they were unable to enter the holy temple. The Priest confronted the Duke and revealed that the curse that damned Sir Chapin, would eventually overtake the Duke, but over a few hundred years. During that time, Duke Crestfaul would be damned even worse. The Duke begged the Priest not to tell anyone what had happened, but the Priest refused and Duke Crestfaul murdered him.

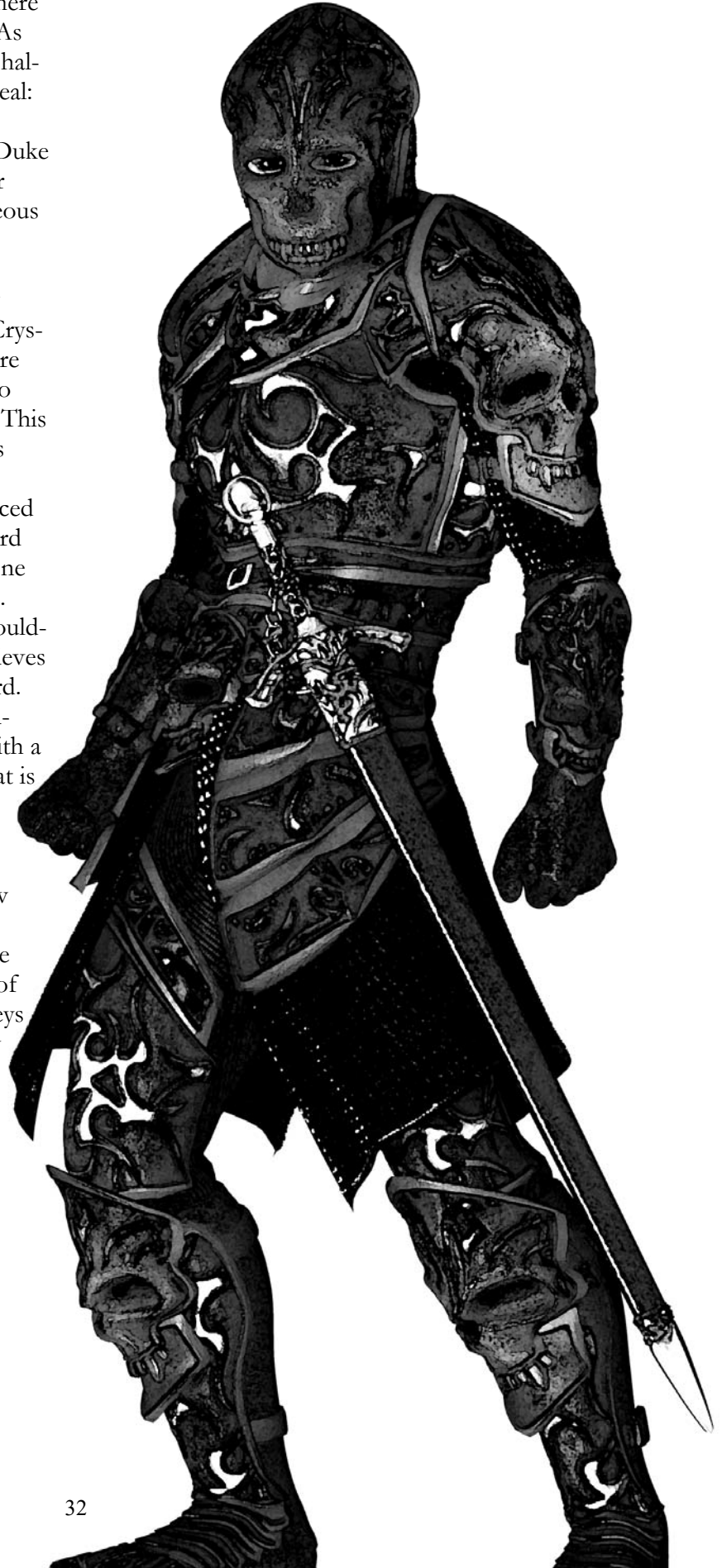
For the following half century, Duke Crestfaul resided in Darklourn as a lord until he heard rumors of a creature known as the Shallafax that had the ability to reverse the necromantic curse. The Duke and Sir Chapin headed from the dark lands and

STAIRS OF THE IMMORTAL

into the mountains towards Mount Vulcan, where this necromantic entity was rumored to exist. As they were about to climb Mount Vulcan, the Shal-lafax appeared and offered Duke Crestfaul a deal: retrieve the necromancy shards of the Crystal Unlife and return them to the Black Keep. If Duke Crestfaul did this, the curse would be lifted for both knights. Duke Crestfaul now had a righteous quest.

Gathering the necromancy shards was no easy task. The heroes of the last age shattered the Crystal Unlife and placed the pieces across the entire continent, even in the Shinto kingdom. And no one person knew where the shards were kept. This way no one could do what Duke Crestfaul was tasked to do. Yet this did not slow the Duke down. He sought out roaming goblins and forced them to help look for the shards. The first shard was easy to find, the Order of Shadows kept one in a vault in the southern region of Pendragon. Everyone knew about it because the thieves couldn't stop bragging. Duke Crestfaul killed the thieves who guarded the vault and easily took the shard. In the Dwarf Kingdom, the goblins located another shard which they quickly scooped up, with a horde of War Hog knights in pursuit...and that is where the tales stop.

***GM Notes:** Duke Crestfaul is a tragic villain who was forced into this dark life and now struggles to regain the life he once had. He is haunted by the sacrifice his closest friend made and would put the needs of Sir Chapin ahead of his own. When the Duke needs to feed, he preys on those who have nothing to offer, especially thugs and thieves.



STAIRS OF THE IMMORTAL

SIR CHAPIN

Frequency: Unique

#Appearing: 1

Lair Occupation: 1

Hit Dice: 5 HD, 30HP

Armor Class: 5 [14]

Attacks: Crusader's Broadsword: 1d8 damage,
Crusader's Spear: 1d8 damage

Saving Throw: 10

Special: Bone defense: Ignores all stabbing damage, not affected by poisons/toxins/disease
See the Spirit: Chapin only may see spirits, ignoring invisibility or magical veils. This also means he can't see things without spirits. His view of the land and objects is distorted, but not enough that he can't function.

Stairs: Chappin still maintains his Stairs at level 10

Silence of the Bones: Sir Chappin cannot speak because he is a skeleton.

Move: 12

Alignment: Chaos/Law leaning at times

Challenge Level/XP: 6/400

Deeds

Sir Chapin comes from a noble family from the Pendragon Kingdom right as the Age of Disgrace was beginning. Chappy (as his parents called them) was a great child, always looking out for others. When he was old enough, his father introduced him to the Pendragon Knights. Chappy was excited and told his father that one day, he too would want to serve the king and be a knight. It didn't take long before Chappy became a squire, and then eventually a knight. Sir Chapin was a well respected knight of Pendragon and served in the south with Duke Crestfaul. As the wars with Mortuary began to rise, Sir Chapin and the Duke become closer friends. They fought in bloody battles and lost many fellow knights along the way. When Duke Crestfaul discovered that Mortuary might take control of the south, he sat with Sir Chapin and discussed strategies. Both men agreed that the best option would be to take the Black Keep and deliver a crushing blow to the necromancer and his armies. And with the northern Pendragon Knights in total shambles, it was going to be the southern order that would have to go at it alone. The Battle of the Black Keep was the bloodiest

battle Sir Chapin had ever experienced. Knights and ogres lay bloodied across the entire road to the Black Keep. And when the knights breached the walls and slashed their way to Mortuary's chambers, they were met with deadlier resistance. Sir Chapin was the last to make it to the top of the stairs. When he did, he witnessed Mortuary getting ready to deal a death blow to the Duke. Sir Chapin threw himself in front of his friend and took a mighty magical blast of necromantic damnation. Sir Chapin's body burned and he fell lifeless to the cold, bloody stone floor.

A few days later, Sir Chapin awoke, but his body wasn't the same. As his organs failed, he found that he wasn't able to eat or talk. And as time went on his flesh rotted and fell off. Sir Chapin's soul was forever damned to its skeletal prison. The skeleton knight became known as the haunting figure that goes where Duke Crestfaul goes. And his loyalty has never wavered. And when the Duke is away, Sir Chapin sits and stares at the world around him, heartbroken and alone.

*GM Notes: Sir Chapin is still an honorable knight as is the Duke. When facing other knights and squires, the two tend to teach lessons instead of just butchering, for every knight that lives means a knight that can help save the lands.



STAIRS OF THE IMMORTAL

SKELETON, SOLDIER

Frequency: Uncommon

#Appearing: 1-50

Lair Occupation: 25

Hit Dice: 2 HD, 12HP

Armor Class: 7 [12]

Attacks: Broadsword: 1d8

Saving Throw: 17

Special: Bone defense: Ignores all stabbing damage, not affected by poisons/toxins/disease

Stairs: Chappin still maintains his Stairs at level 10

Silence of the Bones: Sir Chappin cannot speak because he is a skeleton.

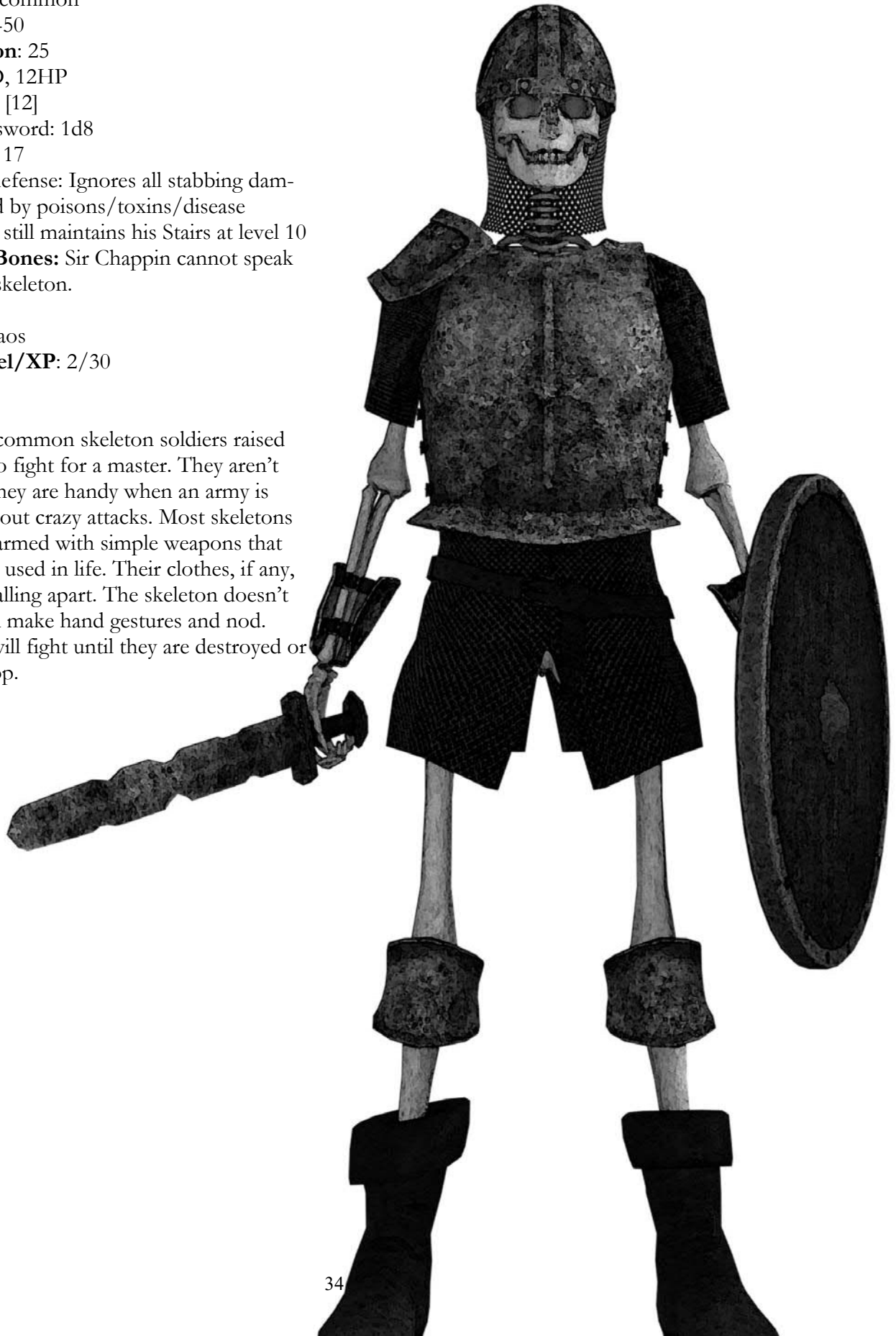
Move: 12

Alignment: Chaos

Challenge Level/XP: 2/30

About:

These are your common skeleton soldiers raised from the dead to fight for a master. They aren't too smart, but they are handy when an army is needed to carry out crazy attacks. Most skeletons are old and are armed with simple weapons that they might have used in life. Their clothes, if any, are rotted and falling apart. The skeleton doesn't speak, but it can make hand gestures and nod. These soldiers will fight until they are destroyed or instructed to stop.



STAIRS OF THE
IMMORTAL

SQUIRE RODD

Class: Squire 3
Alignment: Law
Race: Human
Deity: Lightness
Age: 23

Hit Points: 25
Saving Throw: 13
Armor Class: 7[12]

Stair Level: 3 (Aid: Restore 5 hp to any Knight character)

Ability Scores

Strength: 14
Dexterity: 11
Constitution: 13
Intelligence: 10
Wisdom: 12
Charisma: 16

Attribute Bonuses

Bonus to Hit (STR) +1
Open Doors (STR) 1-2
Damage Bonus (STR) +0
Carry Modifier (STR) +10
Bonus to Missiles (DEX) +0
Armor Bonus (DEX) None
Hit Point Bonus (CON) +1
Raise Dead Survival (CON) 100%

Racial Abilities: None

Class Abilities:

Fight or flight: 1 time per battle may flee combat without worry of getting hit.

Love of thy master: Squire may take hit intended for their master, even if it will kill them.

Treat Wounds: 1d4 hp one time per day per level.

Languages: Common, Dwarf

Long Sword: 1d8 damage

Leather Armor: -2[+2]

Backpack (with cooking supplies and domestic items)

Deeds

A follower of the Lightness with a solid loyalty to the cause. Rodd is a descendent of Sir Gwain's followers and carries on their traditions. He has been working hard to become a Knight of Lightness.



SQUIRE OF THE
IMMORTAL

SQUIRE FRANCES

Class: Squire 3
Alignment: Law
Race: Human
Deity: Lightness
Age: 27

Hit Points: 26
Saving Throw: 13
Armor Class: 6[13]

Stair Level: 3 (Aid: Restore 5 hp to any Knight character)

Ability Scores

Strength: 18
Dexterity: 16
Constitution: 15
Intelligence: 10
Wisdom: 12
Charisma: 12

Attribute Bonuses

Bonus to Hit (STR) +2
Open Doors (STR) 1-5
Damage Bonus (STR) +3
Carry Modifier (STR) +50
Bonus to Missiles (DEX) +1
Armor Bonus (DEX) +1
Hit Point Bonus (CON) +1
Raise Dead Survival (CON) 100%

Racial Abilities: None

Class Abilities:

Fight or flight: 1 time per battle may flee combat without worry of getting hit.
Love of thy master: Squire may take hit intended for their master, even if it will kill them.
Treat Wounds: 1d4 hp one time per day per level.

Languages: Common, Dwarf

Long Sword: 1d8 damage

Leather Armor: -2[+2]

Backpack (with cooking supplies and domestic items)

Deeds

A follower of the Lightness with a solid loyalty to the cause. Frances is a descendent of the followers of Sir Gwain. His grandfather was a Pendragon knight. Frances sees the changes coming and wants to be on the right side.



STAIRS OF THE
IMMORTAL

SISTER WELSLEY

Class: Sister 3
Alignment: Law
Race: Human
Deity: Lightess
Age: 16

Hit Points: 12
Saving Throw: 13
Armor Class: 6 [13]
Stair Level: 3 (Liked: +2 to Wisdom)

Ability Scores

Strength: 10
Dexterity: 14
Constitution: 12
Intelligence: 14
Wisdom: 17
Charisma: 18

Attribute Bonuses

Bonus to Hit (STR) +0
Open Doors (STR) 1-2
Damage Bonus (STR) +0
Carry Modifier (STR) +0
Bonus to Missiles (DEX) +1
Armor Bonus (DEX) -1[+1]
Hit Point Bonus (CON) +0
Raise Dead Survival (CON) 75%

Racial Abilities: None

Class Abilities:

Apothecary of the Church: Brews healing potions (1d4 HP).
Not a victim: +2 saving throw vs. paralyze & poison, also has natural affinity to defend themselves offering -2[+2] AC

Spells:
~Level One~
Mother's Touch
Type: Healing
Range: Touch
Duration: Instant
Trigger Words: Blessed Mother
Heals 1d4

Languages: Common, Dwarf

Equipment:

Robes: -1[+1]
Blessed Healing Staff: 1d8 damage
-Healing: 10HP

Deeds

A clergy of the Lightess. Has a knack for studying ancient civilization. Comes from a family of wizards.



STAIRS OF THE
IMMORTAL

SHEP

Class: Grunt (3)

Alignment: Neutral

Race: Human

Deity: Lightness

Age: 18

Hit Points: 16

Saving Throw: 13

Armor Class: 6[13]

Stair Level: 3 (Tough: +2 to Constitution)

Ability Scores

Strength: 17

Dexterity: 14

Constitution: 18

Intelligence: 10

Wisdom: 12

Charisma: 10

Attribute Bonuses

Bonus to Hit (STR) +2

Open Doors (STR) 1-4

Damage Bonus (STR) +2

Carry Modifier (STR) +30

Bonus to Missiles (DEX) +1

Armor Bonus (DEX) -1[+1]

Hit Point Bonus (CON) +1

Raise Dead Survival (CON) 100%

Racial Abilities: None

Class Abilities:

It's a paycheck: Free room and board at army stables and outposts

Languages: Common

Equipment:

Hand Ax: 1d6 Damage

Leather Armor: -2[+2]

Backpack (with cooking supplies and domestic items)

Deeds

A follower of the Lightness with a solid loyalty to the cause. A descendent of the followers of Sir Gwain, Shep is just looking for glory and could care less about being a knight.



STAIRS OF THE
IMMORTAL

KAR

Class: Grunt (3)

Alignment: Neutral

Race: Human

Deity: Lightness

Age: 18

Hit Points: 16

Saving Throw: 13

Armor Class: 6[13]

Stair Level: 3 (Tough: +2 to Constitution)

Ability Scores

Strength: 17

Dexterity: 13

Constitution: 15

Intelligence: 10

Wisdom: 12

Charisma: 10

Attribute Bonuses

Bonus to Hit (STR) +2

Open Doors (STR) 1-4

Damage Bonus (STR) +2

Carry Modifier (STR) +30

Bonus to Missiles (DEX) +1

Armor Bonus (DEX) -1[+1]

Hit Point Bonus (CON) +1

Raise Dead Survival (CON) 100%

Racial Abilities: None

Class Abilities:

It's a paycheck: Free room and board at army stables and outposts

Languages: Common

Equipment:

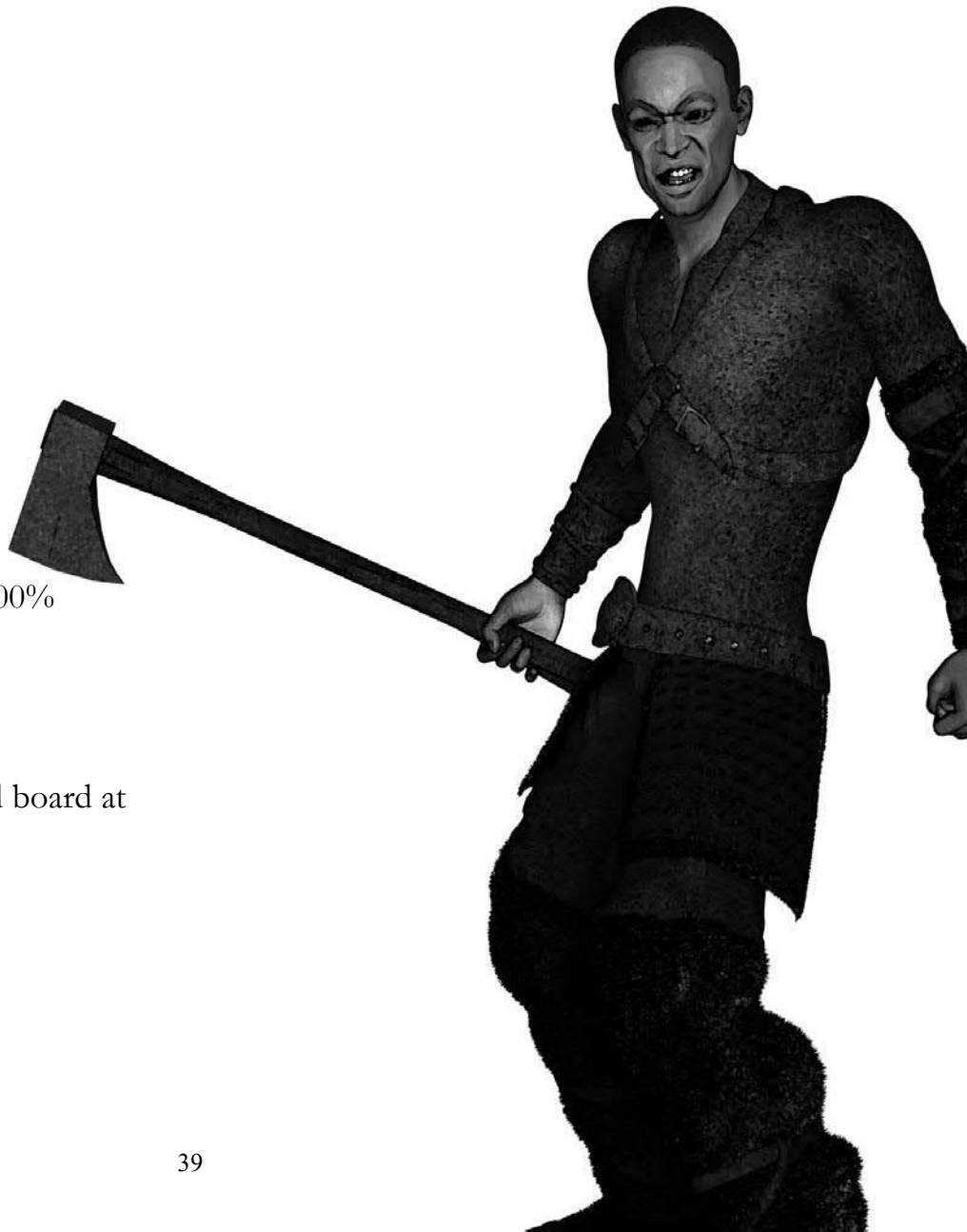
Hand Ax: 1d6 Damage

Leather Armor: -2[+2]

Backpack (with cooking supplies and domestic items)

Deeds

A follower of the Lightness with a solid loyalty to the cause. A descendent of the followers of Sir Gwain, Shep is just looking for glory and could care less about being a knight.



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G-Core
Stairs of the Immortal
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STAIRS OF THE

IMMORTAL

Gnomes of the Northeast

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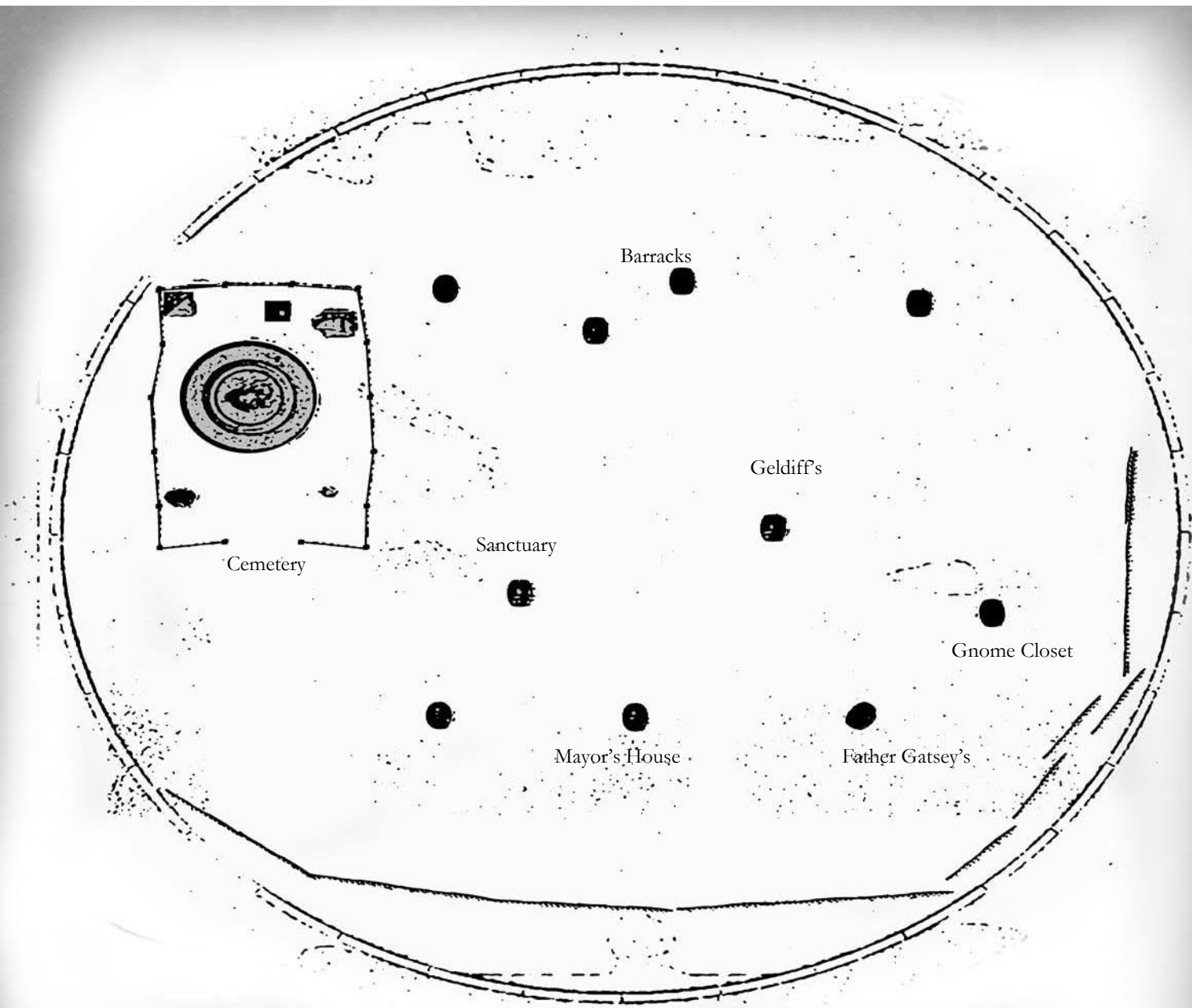
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STAIRS OF THE
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Windell



Great Stone Circle



STAIRS OF THE IMMORTAL

Village of Windell

Population Average: 45

Government: Mayor

Religion: Cult of Gor-Don

Special Trades: Agriculture, Magic

Historical Significance: Subject of countless tales and folklore

Famous Citizens: Grand Sorcerer Geldiff (Gnome sorcerer) and He Who Gnomes the Dead (Gnome necromancer)

Military Might: A handful of Gnome rangers who ride goats

Notable Places: The Sanctuary (where Patron Mother Patsey lives), The Gnome Closet (the local shop run by Qartsey)

About:

The village of Windell is located northeast of Gwain's keep and just south of the Northern coastline. To the untrained and unmagical eye, the village is nothing more than an area of small hills and a medium-sized cemetery that is home to many who died during the last war, but had no home. Only those of magical descent can actually see the village, although some magic can

cause the veil to disperse for short periods of time allowing those who aren't magically inclined to see it. The entire village is covered in a magic veil created by their Grand Sorcerer, Geldiff, who retired after the war with Mortuary and took refuge with his gnomish brothers and sisters. The Majestic Quilt (the veil) makes the field gnomes invisible along with their abodes. If a gnome leaves the confines of the veil they will lose the invisibility protection. During festivals, the veil is lifted and the gnomes party freely in the open. They even allow friends and allies, from other races and kingdoms, to join them. It is said that when the gnomes appear that the Gods will watch with loving eyes. No mortal who respects the Gods would ever act against the gnomes of Windell during the celebrations.

***GM NOTE:** The Majestic Quilt is a level 9 spell of specialized invisibility. It only works on field gnomes and their structures. It's possible for someone to walk through the village and trip over random garden carts or even step on a careless garden gnome. The veil also tries to convince people to not enter the village area. Anyone trying to enter when the veil is active must roll 1d6: On a roll of 1-5 they get an urge to not walk through it, instead choosing to take a long route for no good reason.



New Race

Field Gnome

Field Gnomes are relatives of the mountain gnomes. The typical field gnome is about a foot and a half to two and a half feet tall. They have roundish faces and cute cheeks. If there is one species out there that mothers love, it's these small magical people. The true origin of the field gnomes is a mystery. It is known that they worship a deity called Gor-Don, Protector of the Portal. Wizards theorize that the field gnomes' point of origin must be on the other side of the portal that is rumored to exist at the Great Stone Circle, but field gnomes won't confirm it. Field gnomes are magically talented too and are also great farmers. They enjoy their harmony with nature and spend their daylight hours tending to their tiny crops. Field gnomes are herbivores by nature and utilize animals only for milk and plowing. The field gnomes aren't defenseless. They are well guarded by their Gnomier Goat Cavalry and their variety of magic wielders. There are tales of bandits getting brutalized by the Gnomier Cavalry. The field gnomes' hierarchy consists of a grand wizard, who is responsible for all his people. Their Patron Mother looks after the women and children during the day and supervises womanly duties like cooking and cleaning. Don't be fooled though. The field gnome women are not to be trifled with and when cornered show their true magical might. Most field gnomes are friendly people who are fun to have around unless you make them angry.

Field Gnomes have the following:
+2 to Dexterity and Wisdom, -2 to Strength
Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.
Average lifespan: 500 years

Angry Red Eyes: When angered, the field gnomes eyes will glow an eerie red causing FEAR. Anyone looking into the Field Gnome's Angry Red Eyes must make a save or run away.

Gnomey Magic Bolts: Field gnomes may generate bolts of magic at 1d6 magical damage. They don't use this ability unless forced to. The bolts automatically cause a threat to pause for 1 Action, giving the field gnome time to escape.

Available Paths: Magic, Warrior

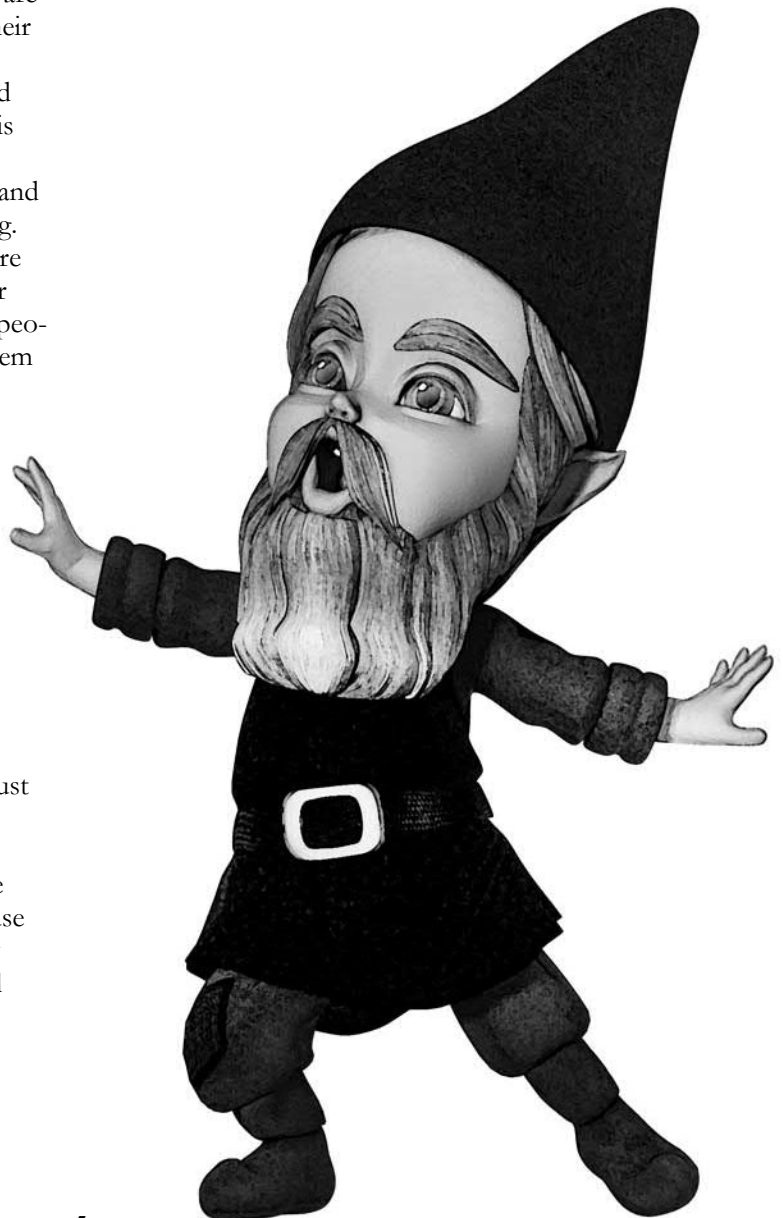
Views of Other Races

Dwarves: They look pretty in all that metal and they make good use of their pigs. A little too violent and uppity for us.

Elves: Those are the people with the pointy ears right? They're ok...we guess.

Hobbs: We love a good party and love field folk like us. But the Hobbs...they take it to excess. How many festivals do you really need? And all the attention they attract...not good for a village of short people.

Humans: Damn humans are always fighting over something. It's hard to trust a race that is always looking to gain, and not to give.



STAIRS OF THE
IMMORTAL

***NEW WARRIOR
Class***

Gnomier Goat Cavalry

Prerequisites: *Must be Grunt at level 5 and must pass the trials.*

Prime Attribute: Dexterity +13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted: Padded, Leather

Weapons Permitted: Edged Weapons, Bows

Race: Field Gnome

Alignment: Neutrality

There is a saying: Don't go to war with the field gnomes. The Gnomier Goat Cavalry is the reason why. These sharp warrior field gnomes are dangerous and crafty. They have often been confused for assassins

because the Gnomier uses both mount and stealth to carry out their warfare. Most ride their little war goats while others dress in black outfits and wait in the shadows with sharp blades and small bows. The life of a Gnomier is an honorable one. They value loyalty and their members are some of the most trusted field gnomes to ever live. The Gnomier spends their time patrolling the village and guarding the Great Stone Circle. Their goats are cared for at night by the shepherd and the barracks are connected to the shepherd's barn. So if there is an attack, the Gnomiers can get to their mounts. The Gnomier trains with bows, short swords and spears. They aren't fans of shields and heavy armors because it slows them down.

-Loyal to the Field Gnomes: The Gnomier has sworn an oath to their race and lives by it. They will not betray their people even when 'magically' pushed to. They gain a +5 to any rolls to resist any form of mental or magic control that would cause them to hurt one of their own.

-Like a Ninja!: The Gnomier can be extremely stealthy. They blend with shadows easily which gives them +2 to any stealth rolls involving darkness. They also get one automatic free action before anyone else may act.

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	16,000	6	10
7	32,000	7	9
8	65,000	8	8
9	130,000	9	7
10	260,000	9+2hp	6
11	470,000	9+4hp	5
12	560,000	9+6hp	4
13	660,000	9+8hp	4
14	760,000	9+10hp	4
15	860,000	9+12hp	4
16	960,000	9+14hp	4
17	1,060,000	9+16hp	4
18	1,160,000	9+18hp	4
19	1,260,000	9+20hp	4
20	1,360,000	9+22hp	4
21	1,460,000	+2 hp per level	4

-Goat, HO!: When riding a goat, the Gnomier gains +5 to any combat rolls. They also have a natural rapport with goats, offering the Field Gnome a 5 in 6 chance of charming one of these four legged farm animals.



STAIRS OF THE
IMMORTAL

GRAND SORCERER GELDIFF

Class: Apprentice, Mage, Wizard (15)

Alignment: Law

Race: Field Gnome

Deity: Gor-Don

Age: 350+ (actual age unknown)

Hit Points: 56

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 15

Strength: 06

Dexterity: 15

Constitution: 10

Intelligence: 18

Wisdom: 18

Charisma: 17

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Dwarf, Elf, Goat

Class Abilities:

Magic Supremacy: +10 to all magic rolls.

Magic Defense: Magic damage is reduced by half

Know Thy Brethren: Can easily spot another wizard

Final Sacrifice: Wizard explodes doing 500 points of damage to any creature within 100 yards. The wizard may NOT be resurrected after doing this.

Afterlife: After a wizard dies roll 1d10. On a 10 the wizard returns as a magic spirit (resulting in becoming an NPC)

Know thy moon: Minxil +6 to spell rolls

A WANDerous thing: When armed with wand, AC gains a bonus of -6[+6] against incoming magic attacks

Magic Defender: +6 to Magic Saving Throws

Wand Wu-Fu: Roll 1d6: 2-4 Reflect, 5-6 Deflect incoming magic attacks with wand.

Magic Maker: 1-5 chance of crafting new magic items imbued with magic spell properties. May NOT exceed Wizard level.

Equipment:

Robes of the Grand Sorcerer: -7[+7]

-Magic damage is reduced by half

Staff of the Grand Sorcerer: 1d4 damage

-The staff has the ability to mass teleport every field gnome at once to a safe location if a dire threat has overtaken the town. It can also throw up a magic dome over the village (40HP) to protect it in case of an impending attack.

Hat of Invisibility: Makes the wearer invisible at will.

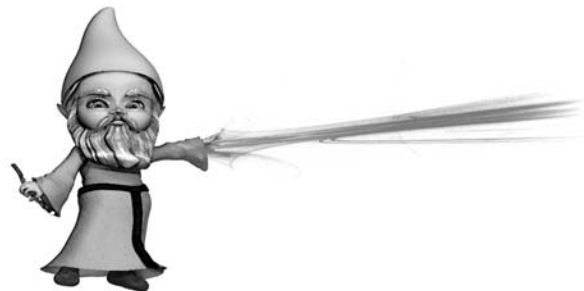
Grimoire of Geldiff: Contains over 100 spells (Levels 1-9)

-Geldiff always keeps ready all level 1 spells for parlor tricks. In times of war he will ready more powerful spells (at the Game Master's discretion).

Deeds

Revered by the field gnomes, Grand Sorcerer Geldiff has served his people for well over a century. He grew up in far off lands and watched his people suffer under the tyranny of a vile king. Geldiff struck a deal with Gor-Don, a magical creature, and led the field gnomes to these new lands. Here, Geldiff helped form the village of Windell and established the Magic Quilt with the help of Gor-Don. As part of the deal, Geldiff protects the Great Stone Circle from threats and serves Gor-Don. Geldiff's primary role is as the field gnome's Grand Sorcerer. He spends most of his time entertaining children and maintaining his magical prowess. He doesn't believe in short cuts and doesn't use his magic to make life easier for his people. Instead he uses his knowledge to educate the field gnomes and make them better survivors. Over the years Gildeff has made pilgrimages south so that he may converse with others who wield magic. And while the sorcerer has made many friends along the way, he is well aware of others who would do his people harm.

Geldiff is an old man who has great power in magic. He's friendly with a slight twist of cranky every now and then. He believes that he owes Gor-Don a great debt and goes out of his way to appease the portal creature. When the field gnomes are in danger, Geldiff's tone changes and he becomes almost haunting in his demeanor. Field gnomes that have witnessed Geldiff angry say that they had nightmares for weeks after. The Grand Sorcerer lives at the center of Windell, where he can keep an eye out on people.



STAIRS OF THE
IMMORTAL

MAYOR LOPSEY

Class: --

Alignment: Law

Race: Field Gnome

Deity: Gor-Don

Age: 350+ (actual age unknown)

Hit Points: 10

Saving Throw: 15

Armor Class: 9 [10]

Stair Level: --

Strength: 08

Dexterity: 14

Constitution: 10

Intelligence: 15

Wisdom: 15

Charisma: 18

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat

Class Abilities:

N/A

Equipment:

N/A

Deeds

Mayor Lopsey is a fun loving field gnome who lives by the rule 'work and play, all day'. As long as his people get the daily farm chores done, they can have as much fun as they want that evening. And it's a standing order. This keeps everyone happy. Mayor Lopsey came to power after the previous mayor, one VERY paranoid Mister Dansey, was eaten by wild wolves on the way back from the Great Stone Circle. But no one complained. The field gnomes held a small service and buried Dansey in the cemetery. Before Lopsey was mayor, he ran a very productive farm on the eastern part of town. He always had plenty of extra food come harvest time and he always shared. His kids are always helping other farmers and his wife is the personal assistant to the Patron Mother. Mayor Lopsey has never seen battle

and is truly just a farmer who got put in charge. When in doubt, Lopsey looks to Fropsey or Stoksey for advice.



STAIRS OF THE IMMORTAL

FROPSEY

Class: Grunt, Gnomier Goat Cavalry (10)

Alignment: Law

Race: Field Gnome

Deity: Gor-Don

Age: 350+ (actual age unknown)

Hit Points: 80

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 10

Strength: 08

Dexterity: 18

Constitution: 10

Intelligence: 14

Wisdom: 15

Charisma: 12

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat

Class Abilities:

It's a paycheck

Loyal to the Field Gnomes

Like a Ninja

Goat, HO!

Equipment:

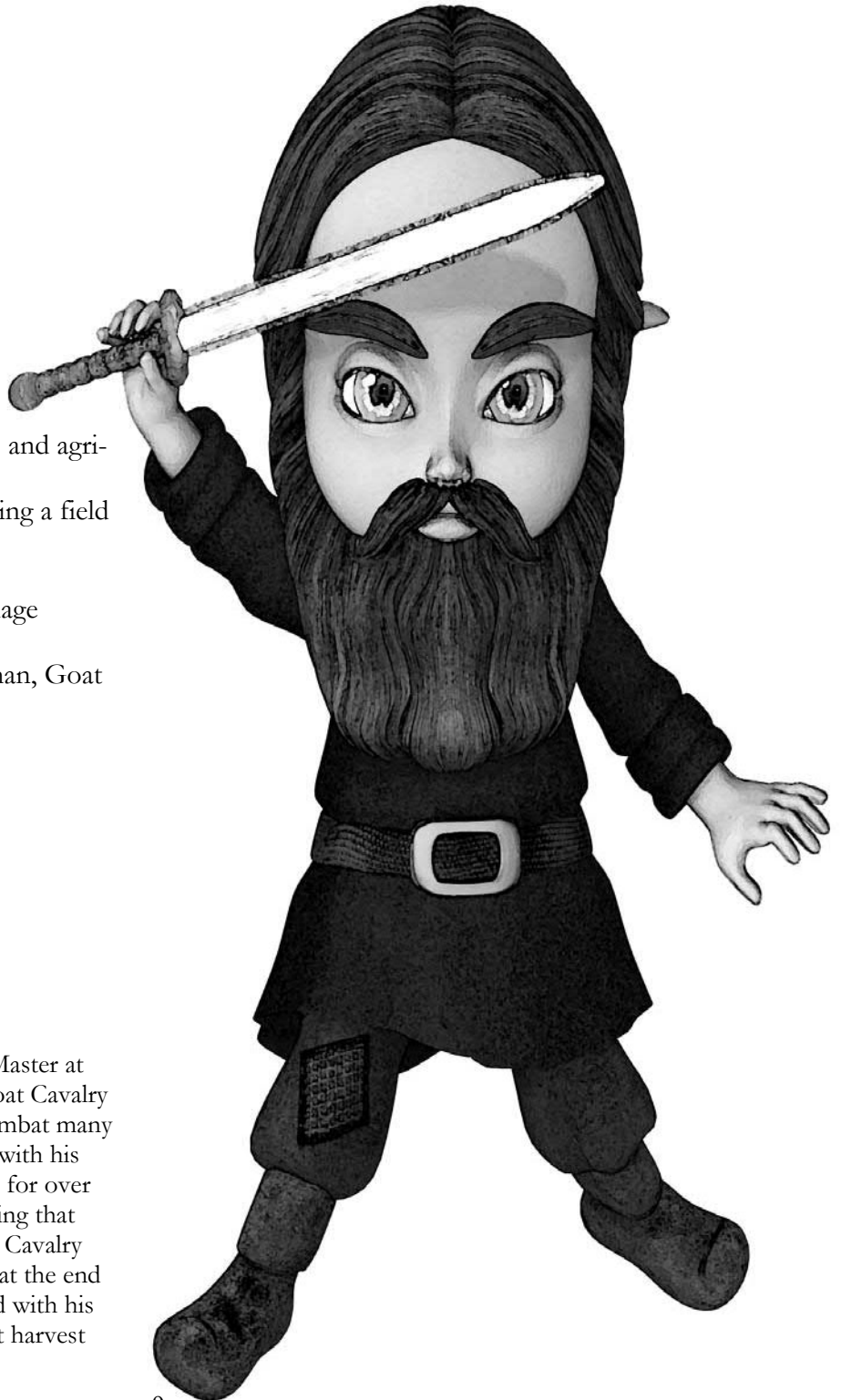
Cavalry Blade: 1d8 damage

Cavalry Leather Armor -2 [+2]

Deeds

The field gnomes take great pride in their Master at Arms, ole Fropsey. A talented Gnomier Goat Cavalry member, Fropsey has proven himself in combat many times and has a reputation for being crafty with his blade. He has served as the Master at Arms for over fifty years and has fought many threats during that time. Fropsey is close with all the Gnomier Cavalry members and loves to hang out with them at the end of a long day. Growing up, Fropsey worked with his parents in the fields and was always there at harvest

time. When he was just a teen, his sister was kidnapped by goblins. Fropsey took his father's sword and went out into the wild. The little field gnome easily tracked down the goblins, but they had already murdered his sister. Fropsey killed them all and brought his sister's remains back to Windell. He swore to his father that no other goblin would ever hurt another field gnome. On that day Fropsey began training and his dedication to the cause has made him a respected Gnomier.



STAIRS OF THE IMMORTAL

PATRON MOTHER PATSEY

Class: Apprentice, Mage (10)
Alignment: Law
Race: Field Gnome
Deity: Gor-Don
Age: 350+ (actual age unknown)

Hit Points: 40
Saving Throw: 4
Armor Class: 2[17]

Stair Level: 10

Strength: 04
Dexterity: 12
Constitution: 08
Intelligence: 18
Wisdom: 18
Charisma: 18

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Dwarf, Elf, Goat

Class Abilities:

Magic Defense
Know Thy Brethren
Know thy moon: Minxil
A WANDerous thing
Magic Defender

Equipment:

Robes of the Patron Mother -7[+7]

-Magic damage is reduced by half

Staff of the Patron Mother: 1d4 damage

-The staff has the ability to resurrect the dead and cure all conditions.

Hat of Invisibility: Makes the wearer invisible at will.

Grimoire of Patsey: Contains over 100 spells (Levels 1-9)

-Patsey focuses on cure and healing spells. She can also turn blood into water and cast other transmutation style magic.

Deeds

Where Gildeff is considered the Grand Sorcerer and the field gnome who doesn't like to spoil his people, Patron Mother Patsey is the exact opposite. She uses her magic in any way to help cultivate crops and keep her people healthy. She is as old as Gildeff and was born in the old lands. She was a slave to a tyrant king, but rescued by Gildeff and his allies before fleeing through Gor-Don's portal and into these new lands. With the field gnomes in turmoil, Patsey took the role of mother to most of the families and helped get them resituated. She then used her magic to boost crop output the first year in order to guarantee the survival of Windell. When the field gnomes finally reached stability, Patsey was declared the Patron Mother by Gildeff. For a short time the two elder gnomes had a loving relationship, with Patsey giving birth to a dozen children. But she grew tired of the demands of a relationship and chose to instead live a life of devotion to the women and children of Windell. And she has fulfilled that role perfectly.

Patsey is the motherly type who would do anything for her children. She tries to give outsiders the same treatment unless they deserve otherwise. She is thankful to Gor-Don for all that he has done, but is cautious about the long term relationship. For the lands they came from warned of Gor-Don and his kin. But slavery and tyranny make strange bedfellows and it's amazing what someone, who is desperate, will do to save their people.



STAIRS OF THE
IMMORTAL

FATHER GATSEY

Class: Brother, Priest (10)

Alignment: Law

Race: Field Gnome

Deity: Gor-Don

Age: 350+ (actual age unknown)

Hit Points: 60

Saving Throw: 6

Armor Class: 7 [12]

Stair Level: 10

Strength: 08

Dexterity: 13

Constitution: 12

Intelligence: 17

Wisdom: 17

Charisma: 12

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human

Class Abilities:

Apothecary of the Church

Not a Victim

The Order from God

Speaker of God

Protected by God

The Divine Right

Keeper of the Faith

Know Thy God

Magical Defender

Rituals of the Church

Spells:

Candlelight

Mother's Touch

Equipment:

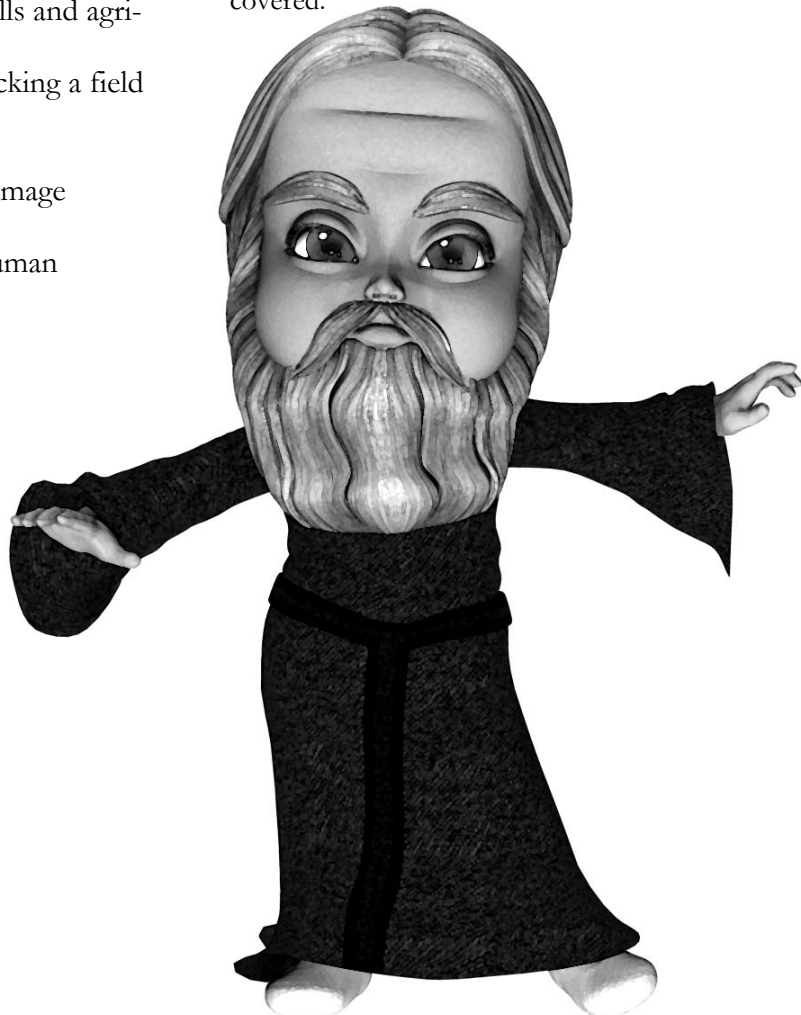
Robes: -1 [+1]

Staff: 1d6 damage

Deeds

Father Gatsey is the field gnome known for brokering the deal between Gor-Don and Geldiff. Gatsey had discovered Gor-Don while on a pilgrimage in the field gnomes' former home lands. Thinking Gor-Don was a god, Gatsey founded a whole religion around the magical creature. It was this faith that convinced Gor-Don to allow the worship of him to continue. The religion grew and soon the field gnomes had a new god, one who actually heard their cries for help. When the field gnomes escaped through Gor-Don's portal, Gatsey set up a prayer house in their new home of Windell and has continued to preach the good word of their god to this day.

Father Gatsey holds a sermon every fifth day and once a month takes a band of followers to the Great Stone Circle with Geldiff so that they may pray to their god and commune. And while Geldiff is close to Gor-Don, Gatsey is closer and completely enthralled by the creature. He will not even humor suspicious thoughts about his god. And when pushed those people suffer tragic 'accidents' as the previous mayor of Windell discovered.



STAIRS OF THE IMMORTAL

MOKSEY the BRAVE

Class: Grunt, Gnomier Goat Cavalry (10)

Alignment: Law

Race: Field Gnome

Deity: None

Age: 285

Hit Points: 80

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 10

Strength: 08

Dexterity: 18

Constitution: 18

Intelligence: 18

Wisdom: 16

Charisma: 08

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat

Class Abilities:

It's a paycheck

Loyal to the Field Gnomes

Like a Ninja

Goat, HO!

Equipment:

Cavalry Blade: 1d8 damage

Cavalry Leather Armor -2 [+2]

Deeds

Moksey the Brave is the most vicious Gnomier in the ranks. He has been responsible for dozens of bandit and goblin kills. The humans even know of him by name and most criminals get goose bumps just saying it. He is an expert with the blade and as stealthy as an assassin. And many assassins have felt his blade and not lived to tell about it. Moksey is the wild card of the

field gnomes too. He enjoys farming, but gets an unnerving thrill in taking down larger creatures. You can always tell Moksey is about to act because he will grin....then lash out and hit a vital organ. Moksey is also the leader of the Gnomier Goat Cavalry. And while his service is impeccable, he refuses promotion and demands to remain with his troops and not to be recognized as a hero or noble. Moksey is also known for his charity work. He will always help a child in need and spends a lot of his time patrolling Windell just looking for people to help. At night, Moksey goes into his 'shadow' mode and lurks in the dark waiting for something to happen.



STAIRS OF THE IMMORTAL

QARTSEY or 'Q'

Class: Grunt, Gnomier Goat Cavalry (10)

Alignment: Law

Race: Field Gnome

Deity: None

Age: 285

Hit Points: 80

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 10

Strength: 08

Dexterity: 18

Constitution: 18

Intelligence: 18

Wisdom: 16

Charisma: 08

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat, Dwarf, Elf

Class Abilities:

It's a paycheck

Loyal to the Field Gnomes

Like a Ninja

Goat, HO!

Equipment:

Cavalry Blade: 1d8 damage

Cavalry Leather Armor -2 [+2]

Deeds

Qartsey or Q is Windell's local merchant and he also doubles as the Gnomier Cavalry quartermaster. When it comes to trading goods Q is the field gnome to go to. He knows the ins and outs of the human markets and usually has a good idea about what he can get for certain items. Before the days of Windell, Q was the slave to a merchant in a far off land on the other side of the portal. It was there where he learned his merchant skills. When Q was rescued, he joined Geldiff and fled to these lands. Here he trained as a Gnomier so that he would never end up being a slave again. While Q can be a stiff when it comes to business, he is also known for donating goods to the town when needed. During the Winter Festival, Q dresses up in a red outfit and hands out gifts to all the children. Q's shop is located at the Eastern side of town.



STAIRS OF THE IMMORTAL

STOKSEY the GOAT RIDER

Class: Grunt, Gnomier Goat Cavalry (10)

Alignment: Law

Race: Field Gnome

Deity: None

Age: 285

Hit Points: 80

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 10

Strength: 08

Dexterity: 18

Constitution: 18

Intelligence: 12

Wisdom: 16

Charisma: 08

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat, Dwarf, Elf

Class Abilities:

It's a paycheck

Loyal to the Field Gnomes

Like a Ninja

Goat, HO!

Equipment:

Cavalry Blade: 1d8 damage

Cavalry Leather Armor -2 [+2]

Goat (Daisy)

Deeds

There are tales of a marauder goat and its mad rider that make great bedtime stories for children across the Kingdom of Pendragon. And while those tales are wildly entertaining, they are also true. Stoksey the Goat Rider is very real. He got his reputation from a first encounter with goblins when the field gnomes arrived through the portal. Stoksey mounted a goat that was

feasting on nearby grass and charged the creature head on into the goblins. Those same goblins were later caught by humans and when tortured, the goblins told a tale of a shrunken mad human on a goat. The story was so outrageous that it became a folk tale. As for the real Stoksey, he helped form the Gnomier Goat Cavalry and has served as one of their officers since day one. He is talented with riding goats and he keeps his personal favorite, Daisy, in a small shelter next to his house. Stoksey is responsible for training new goat cavalry Gnomiers in the art of riding goats into battle. He is a firm believer that if you love your goat, you can win any battle you charge into. Of course some people have taken that to mean many different things. Stoksey has yet to find love and is always talking to Daisy like she was a field gnome.



STAIRS OF THE IMMORTAL

HE WHO GNOMES THE DEAD

Class: Apprentice, Necromancer (14)

Alignment: Law

Race: Field Gnome

Deity: None

Age: 375+ (real age unknown)

Hit Points: 56

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 14

Strength: 08

Dexterity: 14

Constitution: 12

Intelligence: 18

Wisdom: 18

Charisma: 08

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat, Death (undead)

Class Abilities:

Oath of the Dead

The Pact

-Locked

Underworld

Magic Defense

Know Thy Brethren

Know thy moon: Minxil

A WANDerous thing

Magic Defender

Equipment:

Reaper Robes -7[+7]

-Magic damage is reduced by half

Divine Staff of Death: 1d4 damage

-The staff has the ability to resurrect the dead and cure all conditions.

Hat of the Dead Mask: Makes the wearer appear to be undead (skeleton).

Grimoire of He Who Gnomes the Dead: Contains over 100 spells (Levels 1-9)

-Mostly Necromantic

Cemetery: Anyone entering the cemetery must make a save or run in terror. It always appears dark and decayed.

Deeds

In the cemetery in the upper West corner of Windell there is a necromancer field gnome who is only known as He Who Gnomes the Dead. None of the field gnomes know where he comes from and some don't believe he is real. But one thing is for certain, this necromancer field gnome is very real and he watches over the dead field gnomes in his cemetery. He Who Gnomes the Dead is not evil, even though he appears that way. He has sworn an oath to prevent Mortuary from raising those who rest in the cemetery. It is an oath he takes very seriously. He Who Gnomes the Dead's spirit guide is Sir Bonafard, a Pendragon knight who was killed during the last age. Sir Bonafard knows the horrors of the undead and frequently tells He Who Gnomes the Dead tales about the last age and the war. He Who Gnomes the Dead is also known by many in the magic community, mostly as an enigma who communes with the dead. Geldiff visits He Who Gnomes the Dead once a week and the two field gnomes play cards and discuss things that people of magic discuss. Every now and then a child will go into the cemetery and bring He Who Gnomes the Dead a special treat.



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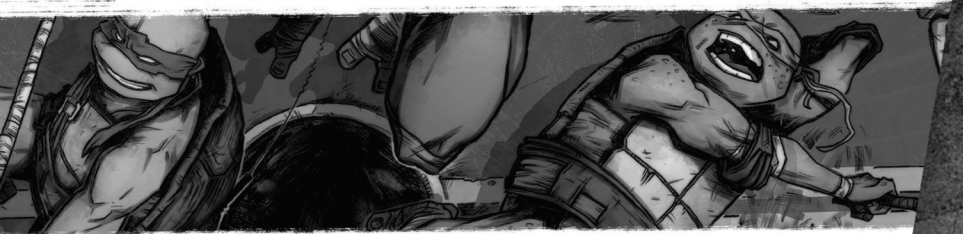
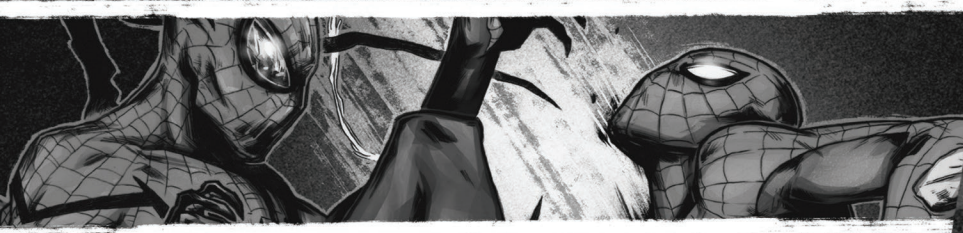
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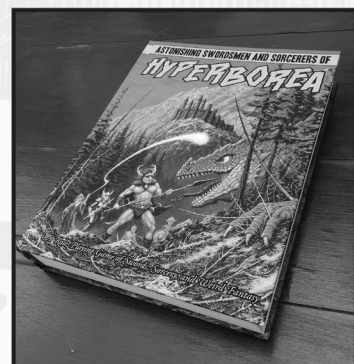


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