



Blackfalls Hall

The Palace of the King Under the Water

When the King Under the Water sought to establish his kingdom and build his palace, he claimed two ruins in close proximity to one another: an ancient monastery dedicated to an obscure religion worshipping Birdmen which clung to the cliffs on either side of a grand waterfall, and a more modern (but nevertheless ruined) keep and its dungeon beneath which stood at the confluence of two branches of the Westflow River (a tributary to the Raging River), just above the cliffs. The old monastery is now called the Water Gate by the denizens and the keep is called Blackfall Keep. The King Under the Water carved new halls to connect these two existing structures: The Queen's Hall, the Temple of the Rabble, and the High King's Hall. In addition, one other level was carved out, though few of the denizens know about it: the Grotto of the King Under the Water.

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Blackfalls Hall

The Palace of the King Under the Water

A Highlands Location In the Northern Tier

This dungeon is located in Hex 37 in the Northern Tier Hexcrawl, a wilderness area found in Hex E-4 of the Highlands Campaign Setting.

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The Northern Tier uses Swords & Wizards in the Highlands rules, a rules variant of Swords & Wizardry, but is fully compatible with Swords & Wizardry and most other Old School Games.

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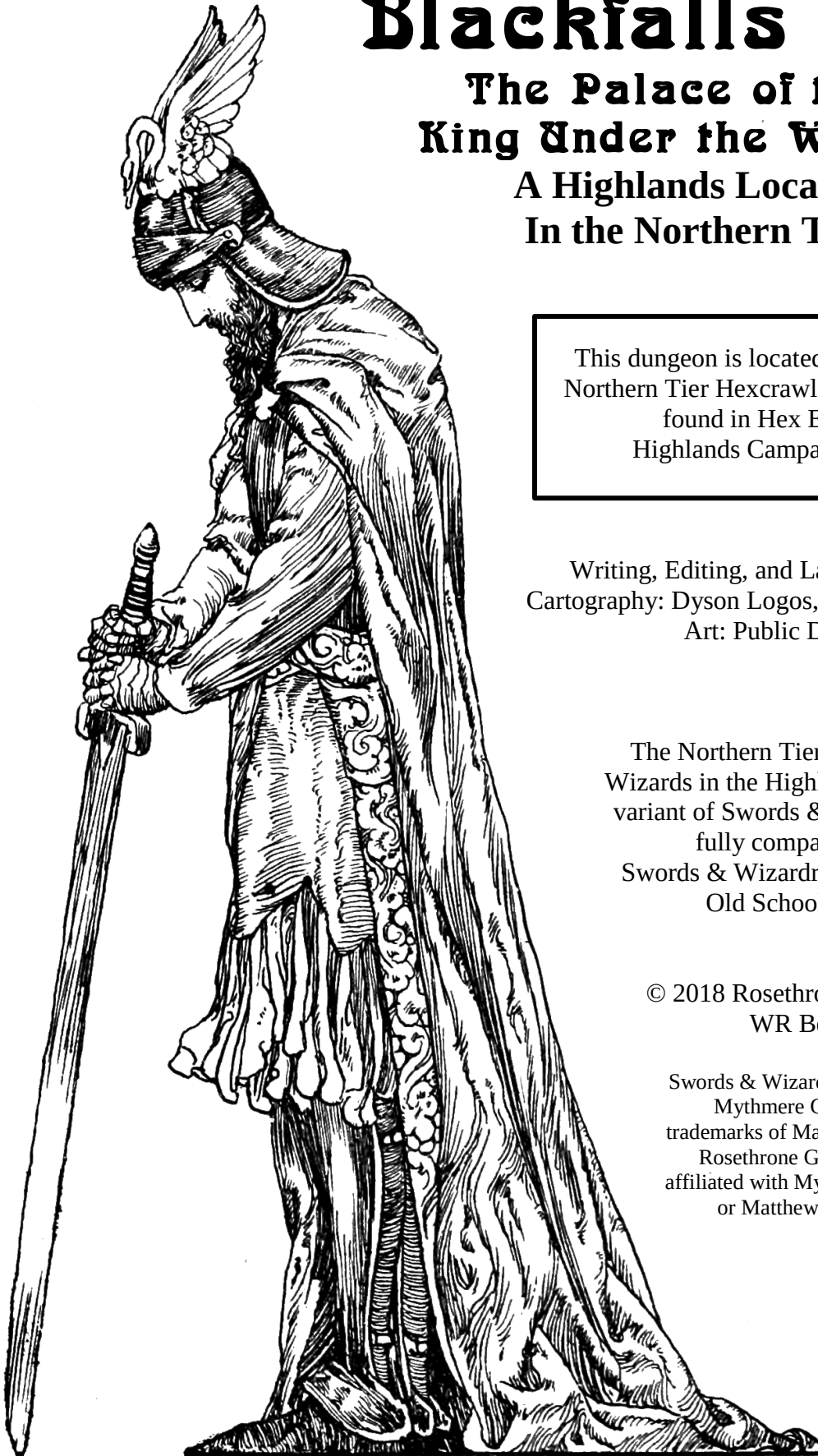
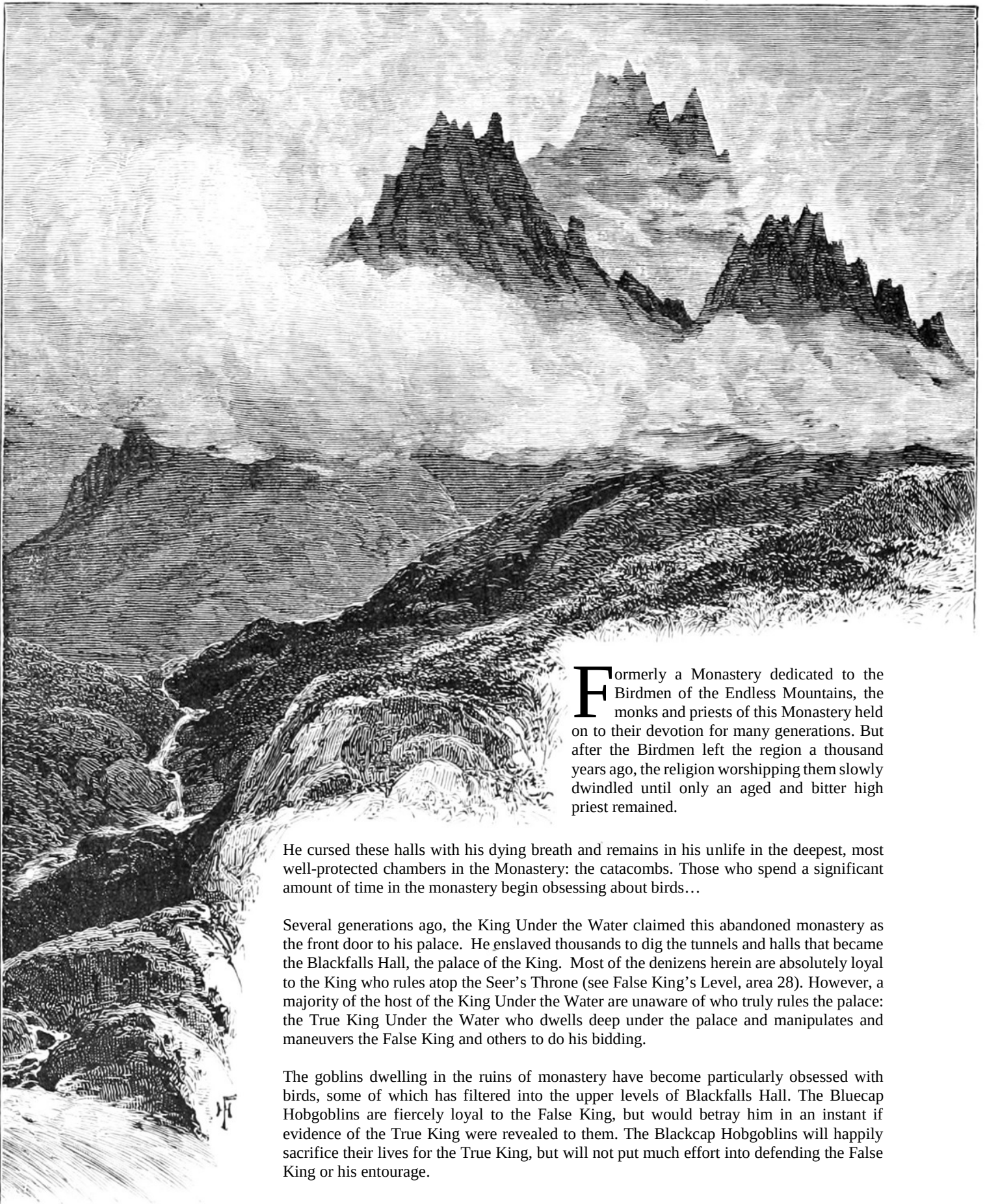


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Formerly a Monastery dedicated to the Birdmen of the Endless Mountains, the monks and priests of this Monastery held on to their devotion for many generations. But after the Birdmen left the region a thousand years ago, the religion worshipping them slowly dwindled until only an aged and bitter high priest remained.

He cursed these halls with his dying breath and remains in his unlife in the deepest, most well-protected chambers in the Monastery: the catacombs. Those who spend a significant amount of time in the monastery begin obsessing about birds...

Several generations ago, the King Under the Water claimed this abandoned monastery as the front door to his palace. He enslaved thousands to dig the tunnels and halls that became the Blackfalls Hall, the palace of the King. Most of the denizens herein are absolutely loyal to the King who rules atop the Seer's Throne (see False King's Level, area 28). However, a majority of the host of the King Under the Water are unaware of who truly rules the palace: the True King Under the Water who dwells deep under the palace and manipulates and maneuvers the False King and others to do his bidding.

The goblins dwelling in the ruins of monastery have become particularly obsessed with birds, some of which has filtered into the upper levels of Blackfalls Hall. The Bluecap Hobgoblins are fiercely loyal to the False King, but would betray him in an instant if evidence of the True King were revealed to them. The Blackcap Hobgoblins will happily sacrifice their lives for the True King, but will not put much effort into defending the False King or his entourage.

THE WATER GATE

THE MONASTERY OF THE FEATHERED PROPHETS

1. THE ROAD OF THE FAITHFUL

The path up the cliff side is winding and treacherous, following a series of switchbacks, ending at the bottom of a series of buildings clinging to the cliffs on the western side of the waterfall. The entrance is about 50' above the great pool below. The door here is thick oak, reinforced with iron bands and painted red and blue (the royal plumage of the Birdmen).

The door is locked. Inside the 15x20 foot room are 7 **Goblin Guards** and a **Bird Shaman**, called "The Sky Watch" by the other denizens. Normally they simply sit at tables playing dice or complaining. If alerted, one will climb the spindly winding stairs to the next levels to alert the garrison guard while the remaining six stand against the wall on either side of the door to ambush anyone who comes through while the Shaman casts darkness which covers the whole room.

Each Goblin wears leather armor with a blue waterdrop symbol crudely painted on the chest, fights with a shortsword and a dagger and has 1d4 sp and 1d10 brilliantly colored bird feathers in a leather belt pouch. The Bird Shaman is covered head to toe in blue and red feathers. In addition to his spells, he wields the **Staff of the Air** (Stinking Cloud 2x/day, Predict Weather 3x/day, Air Blast 4x/day). Air Blast pushes an ogre sized volume of air (3'x5'x8') at an extremely rapid speed, pushing up to 600 pounds of weight 4d6 feet (save for half distance). Air Blast does no damage.

Goblin Guards (7): hp 2,2,5,7,4,8

Bird Shaman: hp 9

Spells: Fly, Feather Fall,
Bird Form (limited polymorph self)

2. THE FIRSTWATCH

The walls of these two chambers were painted with colorful, if amateur, painting of birdmen. The plaster is worn and chipped, but has been scrubbed clean.

2A. SKY WATCH GUARDS

4 **Hobgoblins** wearing eagle feathers on their sleeves and bearing shortbows, shortswords and daggers. They spend their days watching the sky out the single window of this room. If on alert they will surround the spiral stairs with arrows nocked, ready to pincushion enemies who come up that way.

If the Bird Shaman "Sky Watch" has retreated up the stairs, he will brush past the Hobgoblins and lock himself in his chamber (2b.). The Sky Watch Guards will fight to the death to defend their Shaman but if he is killed, they will flee if one or more is killed. Besides their weapons, each Hobgoblin has 1d6 sp. One of them has a note from The Crooked One (the Hall of the False King, room 16), though he can't read it. The note contains instructions to the Captain of the Keep to hurry the reparations to the keep.

Hobgoblins (4): hp 5,6,7,12

2B. THE SKY WATCH'S CHAMBER

The Bird Shaman's chamber looks like a chaotic mess. The Southeastern corner, beneath the two large windows, is piled high with stick and leaves and bits of cloth.

Mixed in the chaotic mess is 37 gp, 19 sp, 19 rat skeletons, a potion of healing and a magic winged helmet (**Helm of the Vulture King**: ESP communication with anyone wearing the matching helm). The Bird Shaman will attempt to use the magic helm to contact the captain of the King's Flight (area 9, the Rookery) to warn of the intruders and call for reinforcements.

If the Bird Shaman connects with the captain, the Giant Vultures will be quickly saddled and a flight will be sent to their aid. If the situation seems hopeless, the Bird Shaman will throw himself out the window to "Fly to the gods!"

3. FIRSTWATCH GARRISON

The walls of these two rooms are freshly whitewashed and a crude sketch of odd, twisted birdmen covers the northern wall of room a, on either side of the archway connecting the two rooms.

3A. PILES OF PALLETS

Twenty dirty pallets are piled beneath the windows on the south wall during the day and are scattered throughout the room at night with guards sleeping on them. 6 **Goblins** and 3 **Hobgoblins** are here, off-duty.

If on alert, they will call up to the Brothers upstairs, then gather their weapons (Goblins have shortswords, daggers and leather armor as in area 1, Hobgoblins have shortswords as in area 2a, the shortbows remain in that area at all times) and release their "pet" in area 3b, and descend the stairs if they are able to join their brethren in defending the Water Gate. The Hobgoblins are completely devoted to the Sky Watch and will defend the Bird Shaman to the death.

Goblins (6): hp 2,2,6,7,7,7

Hobgoblins (3): hp 6,8,8



3B. STAIRS UP/ "KENNEL"

The stairs wind up two stories from here in the western side of this alcove. On the eastern side, the guards keep a cage with an insane **Shadow Creeper**.

If a being wearing magical jewelry comes within 30' of the Creeper, the creature will go crazy trying to break out of its cage to reach the person wearing the ring, amulet or whatever. If the Gate is on alert and being invaded, the guards will drag the cage out into the main room and open it at the top of the stairs, releasing the Creeper who will either charge down the stairs (80% chance, going berserk and attacking whoever or whatever is in its way) or jump around room 3a for a round, then flee up the stairs to 4 and beyond, to disappear into the King Under the Water's palace (20%, to wreak whatever havoc the GM decides-NOTE that the Creeper is completely unaware of the Tireless Watcher in area 5a). If the cage is opened and anyone wearing magical jewelry is within 30', the Creeper will attack that being first, seeking to obtain the magical jewelry, then, if successful, the Creeper will attempt to flee with its prize. Otherwise it fights to the death.

Shadow Creeper: hp 7

4A. THE SCARRED BROTHERS

Two huge and very scarred **Bugbears** lounge here, tormenting an enslaved **Mazel** which is chained to the wall. Bugbears are very powerful, if not too bright, and these two have been stationed here to keep the lesser kin from leaving their posts below. Any **Goblin** or **Hobgoblin** that tries to climb the stairs will be roughly pushed back down. If alerted to an invading force (if the guards from below shout up), the Scarred Brothers will grab their spears and swords and defend the stairs. They will not descend to help their lesser kin for any reason. The **Mazel** will not aid the Bugbears in any way nor will it attack. If freed, the **Mazel** will seem grateful, offering to join with those who free him. Eventually his nasty disposition will overtake his thankfulness and he will turn on them. Each Bugbear has a large leather sack which contains: (sack 1) 21 cp, 18 sp, 5 gp and (sack 2) 22 cp, 9 sp, 7 gp. In addition, on the wall is a gold plated sculpture of a stylized water drop (worth 10 gp in gold, but studded with a 100 gp **Jasper**, a 35 gp **Azurite**, and a 75 gp **Blue Quartz**).

Bugbears (2): hp 20,25

4B. THE BONE PILE

Hundreds if not thousands of gnawed bones are scattered across the roof here. **Vultures** frequently roost here, picking away at bits of flesh and scattering the bones (60% chance, if encountered 1d4+2 **Vultures** with a 30% chance of 1-2 **Giant Vultures**). Any magic spells cast on the rooftop will cause the bones to begin animating, forming 1d6 **Skeletal Horrors** which will take one round to form and then attack. Once **Skeletal Horrors** begin to animate, 1d6 will animate every round until those who disturbed the bones are dead or leave the rooftop. No matter how many **Horrors** are defeated, the bones will simply reform the next round. Thus there is an essentially endless supply of **Skeletal Horrors** on this rooftop. There is no treasure here.

Skeletal Horrors (1d6): hp 5 each

5. WATCHING THE PATH TO BLACKFALL HALL

A crudely carved tunnel (with occasional steps) winds downward to the west here. The tunnels winds downward for some 2000' linear feet (while descending about 60') to Black Falls Hall Queen's Level area 1.

5A. THE TIRELESS WATCHER

A gaunt, grey-skinned ancient looking man stares unblinkingly out the windows in the southern wall. If any being enters the room (from the stairs, the door in the east wall or the archway to the north), the **Tireless Watcher** will turn slowly (taking a full round), to turn its gaze on the intruders. Servants of the King Under the Water are aware of the Watcher's abilities and hurry through this room.

Tireless Watcher: hp 16

5B. CELLS OF THE FEATHERED PROPHETS

Each of these three cells contains the mummified body of a Feathered Prophet. The bodies, partly covered in musty feathers, are beginning to deteriorate. Beneath the grave wrappings are various treasures: first body wears three gold rings, each inscribed with a different prayer to the Birdmen, worth 120 gp each; the second body wears a gold circlet on its head with 3 small rubies and 2 small blue garnets inlaid (worth 425 gp total); and the third body has four emeralds (worth 130 gp each) in its chest cavity and wears a magic ring inscribed with stylized eagle wings and inset with a small topaz (a **ring of flying**). If the **Shadow Creeper** from 3b comes within 30' of this body it will spend a round ripping the ring, finger and all, off the mummified corpse.

5C. ETERNAL DARKNESS

The door to this room is locked and the room is cloaked in impenetrable magical darkness. The floor of this room is 20' below the level of the outer hallway and lying on this floor are three human skeletons and five goblin corpses, which will rise as animate skeletons and zombies if any living thing comes into contact with them. The undead have no weapons or treasure. Any creature killed in this pit rises in 2 days as a zombie.

6. ABANDONED GUEST HOUSE

The north wall has the remains of a mural depicting clouds and a sunrise, with a dozen beautiful Birdmen flying among the clouds. This wall has been scrubbed clean and, perhaps, some of the paint has been touched up. The remains of 8 wooden beds is pushed up against the southern wall, mostly dry rotted and ruined. Among the jumbled planks and bits of wood are 33 arrows and 4 spears. There is probably enough rubble to blockade the doorway.



7. BLACKFALL BRIDGE

The bridge over the falls is about 120' above the great pool below. It is always wet and slippery, and the masonry is crumbling in places, but it is safe and easy enough to cross as long as one moves no more than half their normal maximum speed. Combat on the bridge, walking full speed or running is tricky (use a save or a Dexterity Check – DEX or less on 4d6 drop lowest).

7A. GUEST TOWER

This small square room once had a door which opened to the west onto the rooftop of 6 below but it has been crudely bricked up. The mortar used in the bricking up of the doorway is highly flammable, so any flames brought close to the wall has a 100% chance -2% per inch away from the wall of exploding doing 1d6 damage to everyone in the room, save for half damage. Thus, a torch held a foot away from the mortar would have a 76% chance of exploding, beyond 33", there is no chance of exploding. The room is otherwise unremarkable – stairs going down, a doorway in the east wall leading to the bridge. The rooftop which has been blocked off is haunted. A **Spectre**, the spirit of a Winged Prophet who committed suicide after committing a particularly heinous sin, is trapped in the place of his death. The Spectre will pursue no one beyond the edges of the rooftop, but it will attack any living thing that steps foot on the rooftop.

Spectre: HD 7; hp 26

7B. THE TERRACE OF THE PROPHETS

The rooftop which makes up this terrace is deeply scratched and scarred. There are a number of 3"-6" holes are chiseled in the stone wall and in the cliff face in regular patterns (elaborate wooden scaffolding was once set up here for the hundreds of birds who roosted here when the Winged Prophets inhabited this monastery).

7C. PROPHETS TOWER

A warning (written in six different languages, none of them current dialects, however) is written on the north wall here: "Ye who have not been cleansed by the wind and the sun must pass not beyond the Tower of the Winged Prophets for thy spirit cannot endure the holiness of the sanctum." Save a few feathers in the corners, this room is empty. Anyone who passes through the archway without wearing feathers of some sort will experience a massive electric shock (1d8d6 in electrical damage – that is, the amount varies – 1 to 8 six sided dice of damage, save for half).

8. ACOLYTE HALL

These chambers are mostly empty. 8a has 17 javelins piled in the southeastern corner. 8b has twenty rough burlap sacks filled with thousands of feathers stacked against the southern wall. Each feather-filled sack also has 1d6+11 small stones in the bottom. 3 of the sacks (#4, #13, #16) have small (35 gp) rubies mixed among the small stones.

9. THE ROOKERY

This level of the Water Gate is home to the King Under the Water's winged mounts and their handlers. These are the best of the Goblin warriors in all of Blackfalls Hall, nearly as fierce and trustworthy as the Bluecap Hobgoblin King's Guard.

These chambers are conspicuously clean, even though this is the roost of nearly a dozen Giant Vultures.

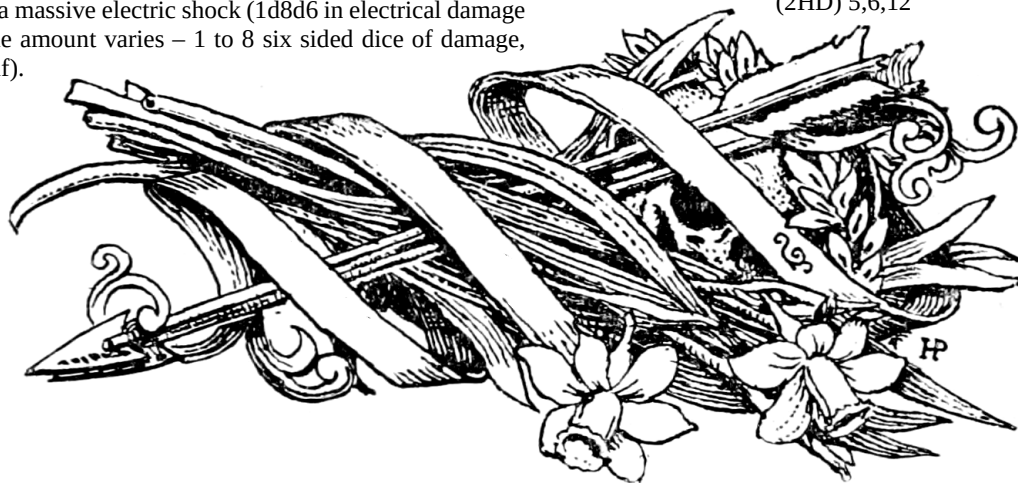
9A. THE BIRDMASTERS

The small chambers between the steps up to the west and the steps down to the east houses members of the King Under the Water's "cavalry brigade."

8 **Goblins** bunk in each chamber. When in full uniform, all these Goblins wear leather armor emblazoned with wings on the chest and winged leather helmets. These are the King's fliers. 16 of these Goblins are seasoned veterans, having flown the giant birds into combat on numerous occasions (and survived!). One of these 16, the captain of the King's Flight, wears a metal winged helmet (**Helm of the Vulture**, the match to the Bird Shaman's magic winged helmet, area 2b) and the wings on his armor are edged with gold (paint). The eight who bunk in the center chamber are those who are still training (their uniforms only have one wing emblazoned on the chest – they earn the other by surviving their first battle).

Each of these 24 Goblins is armed with a dagger, a small shield and 1d4+3 javelins and the 16 veterans each have 1d6+5 sp and 1d4-2 gp. The Captain's dagger is magical (**Greensine** +1, -1 vs. humans and demi-humans) and two of his javelins are magical (**lightning javelins**, an additional 2d6 electrical damage on a successful strike).

Goblins (24): hp (1-1HD) 2,2,5,5,7,7,7,7
 (1HD) 1,1,4,5,5,5,7,7
 (2-1HD) 5,6,7,8,11
 (2HD) 5,6,12





9B. THE FLIGHT

11 **Giant Vultures** nest here, along with a number of normal vultures. The Giant Vultures are groomed and the nests are kept very clean by four **Goblins** who wear red sacks as makeshift “dresses,” cinched at the waist by lengths of rope.

18 oddly shaped saddles and 25 bridles, all obviously fitted for the huge birds, are carefully organized in the western alcove, along with several dozen javelins, 18 spears and 23 clubs. In the Southeastern corner are a dozen bags filled with carefully cleaned vulture feathers and, prominently displayed in the corner is an exquisitely carved weapon rack (mahogany inlaid with ivory, worth 300 gp) on which are brooms, shovels and various other tools.

The four Goblins are being punished for some slight against the (False) King and sleep among the great birds. They will go to great lengths to get into the good graces of the Captain of the Flight, trying to capture any intruders without rousing an alarm. They can quickly arm themselves with javelins, spears and clubs. If one or more is killed, one Goblin will try to flee to warn the rest of the Roost to the incursion.

Goblins (4): hp 2,2,4,6

Giant Vultures (11): hp 5,8,10,11,12,12,13,14,14,16,20

Roll 1d6	Random Item(s)	Hidden where?
1	A brass belt buckle (bull’s head, 25gp value)	In the feathers of a giant vulture
2	Chainmail gloves 1. Rusty steel, 2. Mithral, 3. Magical (+1 to hit), 4. Cursed (fumbling)	Behind a loose stone in 1. The wall, 2. The floor, 3. The ceiling, 4. The cliff-face
3	A leather pouch with 1. 2 cp 2. Ruby (2gp), 3. Jade (30gp) 4. 22 sp, 5. 13 gp, 6. A rock	In a pile of excrement near the edge
4	Diamond (300 gp)	In a nest
5	A medal of honor from the High King’s Guard	In the gullet of a giant vulture
6	13 chess pieces (worth 1 sp each)	In a hidden place among the tools

10. THE BLUE GUARD

These rooms are always guarded by Bluecap Hobgoblins. These are members of King’s Guard who rotate their service with those of the Black Falls Queen’s Hall. They spend 2 weeks on duty here, the day they change “shifts” with their compatriots an hour or more can go by with this level completely unoccupied.

The main garrison of the King’s Guard (the Bluecaps) is on the Queen’s Level.

10A. THE KING’S GUARD BARRACKS

17 **Bluecap Hobgoblins** bunk here, all with blue tunics fitted over their leather armor, all with blue caps sporting blue and red feathers.

The accommodations are Spartan, 24 pallets, 3 small tables and a dozen chairs.

One Hobgoblin, notable for the very large plumage on his cap, is the Captain of the Guard. 16 of these Hobgoblins wield longswords and daggers while the Captain of the Guard wields a magical longsword (**Bitter Root**: longsword +2, can only penetrate magical armor, useless against non-magical armor, though still cuts flesh). Each of the hobgoblins has 2d4 gp and 1d8+4 sp. The Hobgoblin captain also carries a small hand-carved birdman idol (worth 45 gp to the right buyer).

The King’s Guard will defend the Water Gate with their lives, though as soon as the Captain realizes there is a threat he will send one of the Hobgoblin troops upstairs to rouse the Flight and one Hobgoblin to warn the King of the danger. That Hobgoblin will tell the Rat (11 below) on his way through as well. If possible, the Captain will organize the defense in the Prophet’s Tower (7c), trying to force intruders off the Terrace to hopefully fall to their doom.

Hobgoblins (16): hp 4,5,5,6,6,6,7,7,8,8,9,12,12,12,13,14
Hobgoblin Captain: hp 21

10B. THE QUEEN’S MOON ROOM

Compared to most other rooms in the Water Gate, this long narrow room is lavishly appointed. A large bed against the east wall is piled high with colorful blankets and pillows. Carpets cover the floor and a dozen or more dresses hang on a rack (worth 1d10x10 gp each). Three golden lamps (worth 75 gp each) and fifty or more candles (in brass candlesticks worth maybe 1 sp each) rest on tables and shelves around the room. Finally, a huge bouquet of fresh flowers with 3 long, fluffy feathers sits on a table beside the bed. Two reasonably comfortable looking pallets are tucked under the bed.

Fresh flowers are placed in this chamber every day, in case the king and/or queen visit the Water Gate.

10C. THE QUEEN’S PATIO

Four wooden chairs and a long, narrow table are kept up against the wall beneath the window and placed out beyond the awning when the Queen visits. The great pool is 90’ below. When the Queen visits, she enjoys throwing petals from the patio to the pool below. The Hobgoblin guards only come out here to set up the table and put things away, unless directed by the King or Queen.

Between the cliff face and the eastern side of the building is a hollow space at shoulder height, about 9” in diameter and 24” deep, sloping downward. If anyone reaches in, the hole in the stone is smooth and tapers to become more narrow the farther in one reaches until a human hand can just pass through. At the end the shaft opens up into an 18” diameter hollow space. Just in reach is a fist-sized stone. Anyone who grasps the stone finds their hand won’t fit through the opening while holding the stone. The stone will fit through the opening, or a hand, but not both. The hole is too deep for demi-human arms and the diameter is too small for Goblin-kin or other creatures to reach in.

The stone is an **Ioun Stone**, egg-shaped, about 6” long and 4.5” in diameter, marbled blue and green. The stone gives either +2 to Wisdom or 5 temporary hit points, determined at time of deployment, able to be changed at noon every day.



11. THE CLAY GOLEM AND THE RAT

The windows on this level command a view of the entire west side of the Water Gate, as well as a good view of the Great Pool below. The King Under the Water has stationed his most trusted guards here.

11A. THE RAT

Constantly watching out the windows (45% toward the Great Pool, 45% toward the western side of the Water Gate, 10% far off to the east), the Rat lives here amid gnawed bones and offal. The Rat is one of the few denizens of Blackfall Hall who knows the commands to activate the Clay Golem (see below).

The Rat is a **Ratman**, cowardly by nature, but spurred to courage if reminded of his devotion to his King. He will fight, but not to the death, choosing to run (possibly throw himself out a window) to save his life if too seriously threatened or parlay, giving away any secret he is privy to in order to save his own life. If on high alert, or if he has observed fighting on the west side, he will be prepared to activate the Clay Golem and command it to protect the entrance to the High King's Halls (11c), activating it when he knows a threat is nearby. The Rat fights with a magic sword and dagger as well as trying to bite his opponents to inflict his disease. The sword is **Windrider's Arm** (sword +2, -2 vs air dwelling creatures, allows wielder to fly up to 20' per round at will) and the dagger is **Biter** (dagger +1, blade inflicts disease causing an additional 1 hp loss per day until cured, save to negate).

Ratman: hp 4

The entrance to the level below (12) is closed off with stone and sealed with lead. Painted on the stone are some magic looking (but meaningless) runes. Amid the mess of bones and waste and scraps of wood and cloth the Rat has scattered his treasure: 3000 sp, 3000 ep, Gems (3): 10 gp Eye Agate, 100 gp Star Rose Quartz, 150 gp Jet.

One of many scraps of parchment has the following scrawled on it: **VD, TTCK, DFND, RST**

(These are the Rat's reminders for the command words – he has removed the vowels – Evade or Avoid, Attack, Defend, Rest).

11B. THE GOLEM GUARD

Leaning against the wall in the southeast corner is a very poorly molded clay sculpture. The intent may have been to fashion a human-like sculpture, but the head is too large and misshapen, the arms are huge, long, and almost end in claws. The legs are stumpy but large. This is a Clay Golem, fabricated by the combined efforts of the Bird Shaman (Water Gate areas 1&2) and The Crooked One (Hall of the False King, room 16).

The Golem can follow simple commands. The Rat will only command it to Avoid, Attack, Defend and Rest. If a command is too complex, there is a 50% chance that the Clay Golem will mis-interpret it, 45% chance the Golem will ignore it, 5% chance that the Golem will fly into a berserk rage and attack everything randomly.

Clay Golem: 50hp

11C. ENTRANCE TO BLACKFALLS HALL

The tunnel winds from here, with occasional steps carved into the floor, for 1300 linear feet, rising at least 50' vertically and looping over itself at least twice, to connect with Blackfall Keep Dungeon, room 3.

12. THE CATACOMBS OF THE WINGED PROPHETS

This is where the Winged Prophets buried their honored dead (most of their membership would have been cremated and their ashes scattered to the winds). Feathers are stuffed into every nook and cranny of these chambers, making movement through here a bit of a challenge, feathers eventually covering anything that moves through this area – especially the corporeal undead found below.

12A. THE SPECTRE OF THE LAST HIGH PRIEST AND GOBLIN SKELETONS

7 Goblin skeletons lie in pieces at the bottom of the ladder. A translucent humanoid dressed only in feathers stands at the western side of the room, near the window. The figure looks angry.

In addition to a Spectre's normal attacks, the Last High Priest can animate dead: 1d6+4 HD of undead per round. His first action will be to animate the 7 Goblin Skeletons. As they engage intruders, he will attempt to animate the corpses in area 12b as well, sending any animated dead not fully engaged up the ladder. Once he has animated all the corpses on the level, he will climb the ladder and begin animating all the dead he finds in the Water Gate. He cannot leave the Water Gate to go outside or to enter Blackfalls Hall. If the Last High Priest is slain, all the animated dead collapse the following round.

Spectre: hp 32

Skeletons (7): hp 3,5,6,6,7,7,8

12B. THE CRYPTS

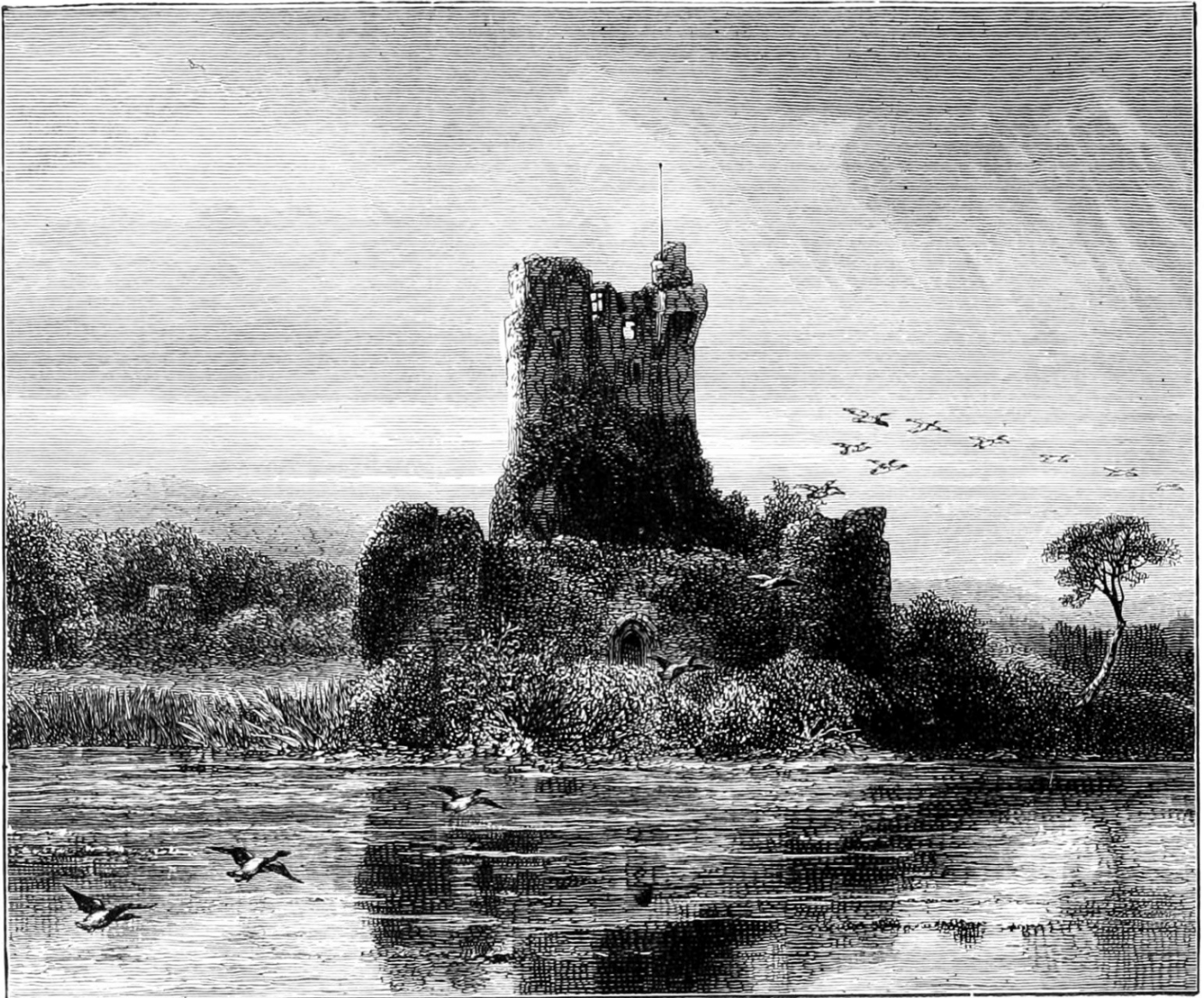
This area has four small chambers and 126 niches cut in the walls. The niches each have a corpse in it which can be animated by the Spectre of the Last High Priest (12a) as **skeletons** (50%) or **zombies** (50%).

Each of the small rooms has a single mummified corpse laid to rest. These four can be animated by the Spectre as **Unholy Priests** which will use their "command undead" ability to additionally direct the animated corpses under the Last High Priest's control (giving them tactical directions such as "attack that one" or "find and defend the High Priest"). One of the four wields a magical **staff of wind control** (control wind, as spell cast at 9th level, 2x/day, summon air elemental 1x/month, Air Blast 4x/day). Air Blast pushes an ogre sized volume of air (3'x5'x8') at an extremely rapid speed, pushing up to 600 pounds of weight 4d6 feet (save for half distance). Air Blast does no damage.

Unholy Priests (4): hp 30,31,32,32

Skeletons: hp 5 each

Zombie: hp 10 each



BLACKFALL KEEP

While most of this keep has fallen to ruin, the walls on the eastern side still stand 8'-20' tall and the westernmost wall is fully intact (though the top stories of the western towers have fallen).

All the gates and doors are new and very sturdy, thick oak reinforced with iron bands.

The Keep is garrisoned by the dregs of Blackfalls Hall's Goblins and Hobgoblins. Many of the Goblins have cysts and the Hobgoblins have festering wounds. They are tasked with rebuilding the keep for the defense of the Hall.

The Captain of the Keep hates this duty, hates his subordinates and hates his servitude to the (False) King Under the Water. The Captain, a Thrall Vampire, desires the destruction of the False King so that the Captain can become a free-willed Vampire.

The Hobgoblins under the Captain's command know their commander has no respect for them and could potentially be convinced to mutiny against their captain.

The Garrison of Blackfall Keep is as follows:

Goblins (145): hp 3 each

Hobgoblins (9): hp 10 each

Blackfalls Hall

1. MAIN GATE

NOTE: the western arrow slits are 3' higher than the eastern arrow slits (to account for the slight elevation difference, see map)

The outer gate: These two 5' wide by 12' tall doors are always kept closed and locked. The western door has a small window cut in it, secured with an iron grill, about chest height for an average man.

The inner gate: these two 6' wide by 14' tall doors are usually kept open, unless the Keep is on high alert, in which case they are closed and barred.

Typically 4 **Goblins** are posted at the outer gate (from the tents in area 7), one of whom will attempt to question anyone who approaches the gates.

The goblins are not terribly intelligent and will probably ask leading questions like, "What business do you have with the King Under the Water?" If those who approach the gate simply say they are on the King Under the Water's business (they don't even have to specify what that business is), the Goblins will allow passage. Belligerence will be answered with a couple arrows shot through the small grilled window.

2. THIRD GATE

Massive hinges are set in the wall here and the beginnings of two more massive doors are being constructed in this courtyard. Under normal circumstances, 8 **Goblins** (from area 7) and their overseers (3 **Hobgoblins** from area 13) will be working here.

In times of alert, the courtyard is abandoned, but two wagons just outside the southern door opening are pushed together to block the large opening and give the archers at 3 and 5 opportunity to use the arrow slits against invaders.



3. WESTHALL

The roof on this room has fallen to ruin. In normal circumstances, 2d8 **Goblins** will be working clearing rubble and rebuilding the walls and roof.

In times of alert, 6 **Goblin Archers** (area 7) and a Hobgoblin leader (area 13) will be here, ready to defend the Third Gate courtyard.

4. WESTGATE TOWER

In normal circumstances this room is empty. Stairs wind up to a second story where is normally stationed a single goblin watcher who will warn the keep if he sees trouble. In times of alert, 12 **Goblin Archers** (area 7) and a single **Hobgoblin** leader (area 13) are stationed on the first floor, while the second story goes unoccupied.

5. GREATHALL

The **Captain of Blackfall Keep**, a **Thrall Vampire** (see room 14 for his description and statistics) uses this room for all the important activities of the keep. This is where he will plan strategy if invaded, where he meets guests of the King or other visitors, interrogates prisoners, etc. During the day (from before sun up until after sundown) the Captain will be here. At all times, the Captain keeps his guardian chained here beside a large vat of water: a **Water Drake**.

The room is not well kept. Trash litters the floor, the tables are covered with papers and open books and bits of moldy leftover meals. Blood stains the floor and walls in several places. Amid the detritus can be found a number of important documents: A partial map of Blackfalls Hall, orders from the King Under the Mountain to rebuild the keep (along with diagrams and notes on how to accomplish the task "with the meagre mortal tools we have available to us..."), a warning about the Tree Brothers becoming interested in what is happening at the keep, a note that a representative from the Coven of Five will be visiting and to give her every courtesy. In times of alert, the **Captain** will be here with 2 **Hobgoblin** leaders and the **Goblins** not assigned somewhere else (normally 21, if none have been previously killed), all armed with bows and swords.

Drake, Water: hp 24

6. EASTGATE TOWER

Normally this tower is completely empty. In times of alert, 16 **Goblin Archers** fill the first story and 4 climb to the (partially collapsed) second story.

7. EASTERN GOBLIN TENT CITY

This courtyard slopes downward from west to east the width of area 5, changing elevation about 6' to the lowest point of the complex here (the area between the South Tower 15 and the Small Gate at 16).

There are 13 rough tents in this area each containing 5 Goblins for a total of 65 **Goblins**. 30 of the Goblins have bows, shortswords and dagger, 30 of the Goblins have shortswords and daggers, 5 of the Goblins have longswords and daggers. The Goblins with the longswords have full hit points and gain +1 on attacks with their swords. See note below for times of alert.

8. WESTERN GOBLIN TENT CITY

There are 16 rough tents in this area, each containing 5 Goblins for a total of 80 **Goblins**. 50 of the Goblins have bows, shortswords and dagger, 25 of the Goblins have shortswords and daggers, 5 of the Goblins have longswords and daggers. The Goblins with the longswords have full hit points and gain +1 on attacks with their swords.

In times of alert, 4 of the **Hobgoblin** leaders will rally the remaining Goblins (not accounting for premature deaths, a total of 56 Goblins) will move to wherever they are needed. A single Hobgoblin leader will descend the steps at area 16 (if able) and warn the rest of Blackfalls Hall of an intrusion.

9. & 10. WESTERN PARAPET

Under normal circumstances, this area is a beehive of activity, **Goblins** (from areas 7 & 8) working to clear rubble and rebuild the walls and towers. The working Goblins are simply armed with daggers, their other weapons remaining in their tents. 6 Hobgoblins (fully armed, from area 13) oversee the work. During times of alert, a dozen or so **Goblin** archers are stationed at each tower, watching the courtyard as intently as the surrounding area.

11. MESS HALL

The **Hobgoblins** eat here, served by **Goblins** from the Tent Cities. The food is cooked in the northeast corner. Long tables, benches, torches, sacks and boxes of foodstuffs.

12. CHAPEL OF THE WATER KING

Normally, a number of benches are stacked against the angled southern wall.

Once a week, at midnight on middle day of the week, the **Captain of Blackfall Keep** holds a worship service here for the **Hobgoblins** and the most trusted **Goblins**. The Captain acts as the priest. In the small western room, kept behind a locked door (Captain has the key) is a 9' tall crystalline sculpture of what looks like a water creature (the statue bears a striking resemblance to the huge statue in the Temple, area 8). For worship, the captain places it in the northeast corner of the room and all the benches face it.

The Crystal Statue is an imprisoned **Evil Water Elemental**. If it is ever touched with uncovered skin (hands with no gloves, for example), it will animate and attack, though it will only remain stable for 1d8+6 rounds, as it is too far from a large body of water to survive any longer.

The Elemental recognizes the Captain and the Hobgoblins from the months of paying homage to it, but it does not hold Goblins (or the Player Characters) in any such regard. Thus, it will choose to attack the Captain and the Hobgoblins last, unless attacked by them. As a "Sculpture", the Elemental is worth 2400 gp. It radiates as magical if detected (imprisoned by magic). The True King will sometimes watch the goings on in Blackfall Keep through the eyes of this elemental statue.

Water Elemental: HD 8; hp 31

13. HOBGOBLINS

9 **Hobgoblins** bunk here. They keep this area scrupulously clean and orderly. There are 14 bunks and 14 chests here. If the Hobgoblins aren't sleeping, it is impossible to tell which belongs to which (unless the chests are opened, only 9 have contents, of course). In addition, three tables in the center of the room have 4 chairs at each. The 9 chests contain very mundane items (scraps of cloth and parchment, small trinkets, clothing, mostly worthless). Each will have 1d10 gp worth of small semi-valuable items (gems, jewelry, tiny idols, etc.). In times of high alert, the Hobgoblins will rally Goblin Troops (see rooms 3,4,5 and 8).

A heavy black curtain separates are 13 from are 14 to the west.

14. THE CAPTAIN OF BLACKFALL KEEP

This is the resting place of the **Captain of Blackfall Keep**. The chamber has a dozen or so candelabras with lit candles, four overstuffed chairs, a beautiful (350 gp value) carpet on the floor, woven to depict an abstract moonlit mountain. Against the northern wall is a coffin. The Captain of the Blackfall Keep is a **Thrall Vampire**, enslaved to the False King Under the Water. The Captain is aware that the False King is not the true power of Blackfalls Hall, but he does not know who really rules.

The Captain wears black leather armor and a black leather helm. He wields a longsword (magical, **Blackfang**, sword +2 vs. mortal creatures, -1 vs. undead, allows the wielder to gate in a minor demon 1/week, an evil blade). He has a number of keys on a ring on his belt (seven keys, one opens the statuette room in the Chapel, area 12, and one opens the southern door in room 3 of Blackfall Keep Dungeon, one opens the Heavy Bronze Doors sealing the Deep Dungeon, areas 5-9 in the dungeon, the other four he keeps even though he doesn't know what lock they fit).

Blackfall Keep Captain/Thrall Vampire: HD 7; hp 33; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 11; AL C; CL/XP 7/800; Special: Immune to non-magic weapons, only killed in coffin, regenerate (1/round), , charm gaze, possible permanent hit point loss.

15. SOUTH TOWER

This squat tower is a single story, two stories tall (that is, the ceiling here is 21' above the floor). A single **Goblin** is normally stationed here (one of the strongest, armed with a longsword) to keep the rabble out of the Hobgoblin barracks.

In times of high alert, 8 **Goblin Archers** are usually stationed here.

16. SMALL GATE

This door has been heavily reinforced with iron and the Captain of Blackfall Keep has cast a spell on it which keeps it locked unless the proper words are spoken ("Hail the King Under the Water"). The door is likewise trapped – if not disarmed (by the phrase) 2d6 magic missiles will shoot from the center of the door in a 90 degree arc (45 degrees from each side of the door). The missiles will be evenly distributed.

The steps here lead down to area 1 of the Blackfall Keep Dungeon.

BLACKFALL KEEP DUNGEON

Blackfall Keep Dungeon originally housed storage and, of course, the original inhabitant's prison. The King Under the Water has expanded the dungeon, connecting it to some nearby natural caves as well as carving out stairs and tunnels connecting the Keep's dungeon to the other levels of Blackfalls Hall.

1 DUNGEON STAIRS

Stairs up here go to the ruins of Blackfall Keep (area 16, the Small Gate). The eastern balcony (looking over area 2, below) has a low picketed balustrade. At the far eastern end of the balcony on the wall is some writing scrawled in something reddish black:

The Night is coming
Face the end of days
When the light fades to darkness
And the dark fades away.

If anyone reads the words out loud, the entire chamber is plunged into magical darkness and somewhere, far off, a bell will chime one time for each being on the balcony or stairs (the bell rings in area 4e – the Jailer's Room, but can be heard throughout this level).

2. OIL STORAGE

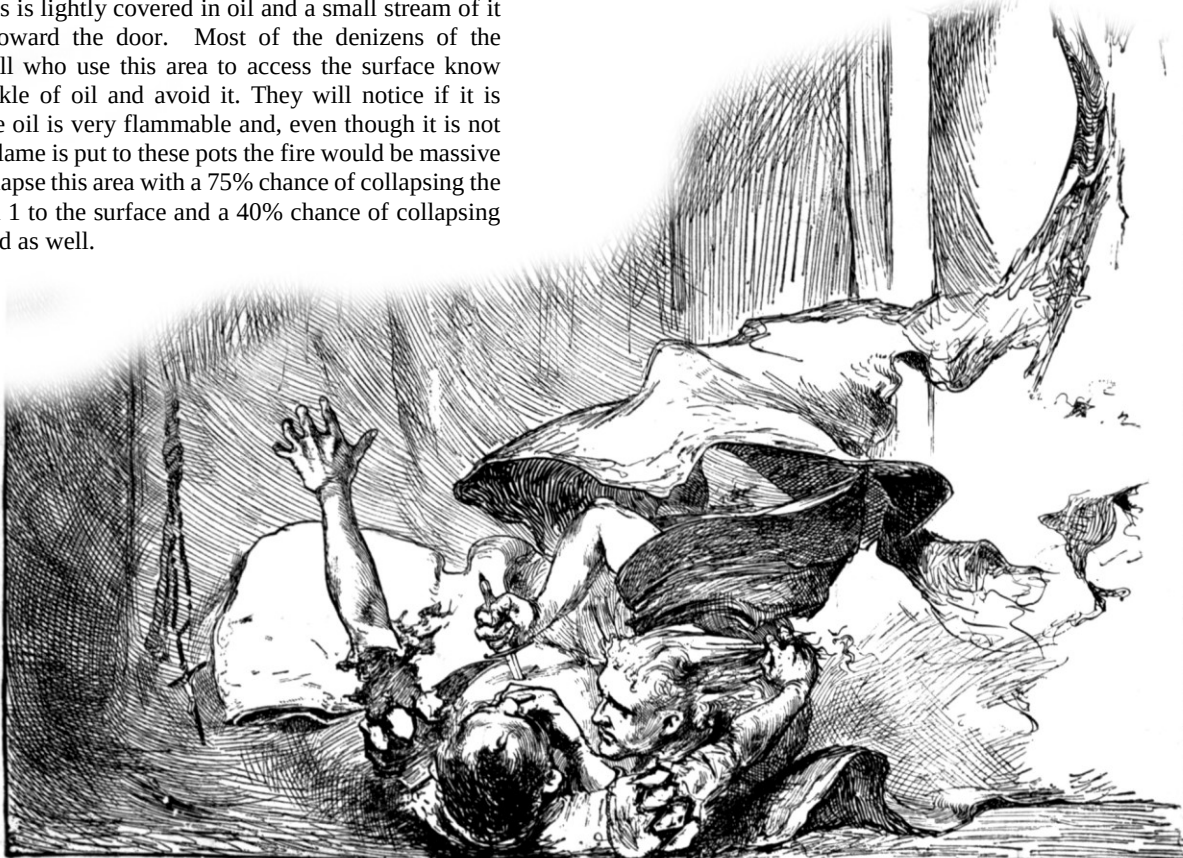
Seventeen very large (4' high, 2' diameter) clay jars of lamp oil are stored here. Each holds about 30 gallons of oil. The total weight of each jar is about 400 pounds (half the jar, half the oil). One jar has a crack in it and is leaking slightly so the floor around the jars is lightly covered in oil and a small stream of it trickles out toward the door. Most of the denizens of the Blackfalls Hall who use this area to access the surface know about the trickle of oil and avoid it. They will notice if it is disturbed. The oil is very flammable and, even though it is not explosive, if flame is put to these pots the fire would be massive enough to collapse this area with a 75% chance of collapsing the stairs up from 1 to the surface and a 40% chance of collapsing room 3 beyond as well.

3. TUNNELS AND DOORS

This room has two doors, one on the west wall, one on the south wall, and two corridors, one leading downward to the north, the other leading downward to the east. In the center of the room is a small bronze statuette of blind justice, mounted on a pedestal. Above the two doors are rectangular bronze plates.

The north corridor spirals down about 2200 linear feet to drop 40' in elevation, connecting to Queen's level room 12. The east corridor spirals down about 1200 linear feet to drop 25' in elevation, connecting to the Water Gate, area 11c. The door to the south is locked. The Captain of the Keep above (Keep room 14) and the Jailer (Dungeon room 4c) each have keys.

If any living being passes through one of the doors and approaches another without touching the statuette, the being will receive a powerful electric shock which will shoot out of the metal plate above the door (3d6 electric damage, save for half). The Jailer (room 4) and the Captain of Blackfall Keep (Keep room 14) and the Hobgoblin guard (Keep room 13) know about the statue, as do most of the more powerful creatures in Blackfalls Hall. The Goblins in the Keep (Keep areas 7 and 8) do not know about the trap and, if sent on an errand to this area, are likely to die in carrying out their orders.



4. THE DUNGEON JAIL

This is a long, Z shaped hallway. The pits from 15 above drop into pits in the floor in the hallway. The pits in this hallway are 10' deep meaning someone who drops from area 15 above will fall a total of 35' to the bottom of these pits. An 18" wide plank lays across the eastern side of each pit.

The Heavy Bronze Doors: (area 4 and area 8) These two massive portals are very thick, reinforced with iron and with spells. The Jailer, the Captain of the Keep, and the False King Under the Water each have keys for these doors. If a key is not used to open the doors, they will open and remain so for only a round, then slam shut (with a force equal to a 50 Strength) and relock. There is no keyhole on the other (cavern) side of the doors.

4A. AMBRAN'S CORPSE

The body of a man, Ambran of Faller Village. His head lies in a pool of blood and blood drips from a hundred tiny puncture wounds all over his body. He has been dead for three days. If the body is examined, it can be noted that there is a definite pattern to the tiny puncture wounds about the body: magical patterns intended to allow evil spirits to inhabit the body, animating it as an undead being. In 3 more days, at exactly midnight, the body will rise as a Zombie.

4B. THE BROKEN MAN

Curled up in a ball in the northeastern corner of this cell is a man. If the door is opened, he will try to curl tighter in a ball and will not respond to any coaxing or encouragement – except threats backed up with sharp violence. He has been completely broken by the Jailer (4e) and will likely be of no use even to his saviors. A restore spell (or similar) will make him mostly better, though even then he will be terrified of Ogres. He is Edgar, Baron Nyqrot's son and the Baron would very much appreciate having his son back. Edgar was once a great warrior (level 5 fighter).

4C. THE CAPTURED ENVOY

An Envoy of the Silver Queen sits in magical chains in this cell. The Faedaor is being held until the King Under the Water calls for it. The chains prevent the creature from using any of its innate magical abilities (a kind of dispel magic field around the being in the chains). If released, the Faedaor might join with its liberators for a time, though it will desire to leave this place and warn the Silver Queen of the plots of the King Under the Water.

Envoy of the Silver Queen (Faedaor): HD 10; hp 58

4D. HEADMAN ASHFORD

In chains in this cell is a middle-aged man who will introduce himself as Durian Ashford, the headman of Woodbridge, captured by the forces of the King Under the Water. If Durian Ashford has been met, he will be recognized, but will not remember the meeting (he will blame it on having been hit on the head, and he doesn't remember a lot of things, like the names of his children even). The fact is, while everything about the man looks right, he is in fact a Doppelganger, trying to replace the headman of Woodbridge. If released, he will stealthily make his way to Woodbridge and try to murder the headman and take his place. If his liberators escort him to Woodbridge, he will accuse the current headman of being a changeling and taking his place after he was captured.

Doppelganger: hp 18;

4E. THE JAILER

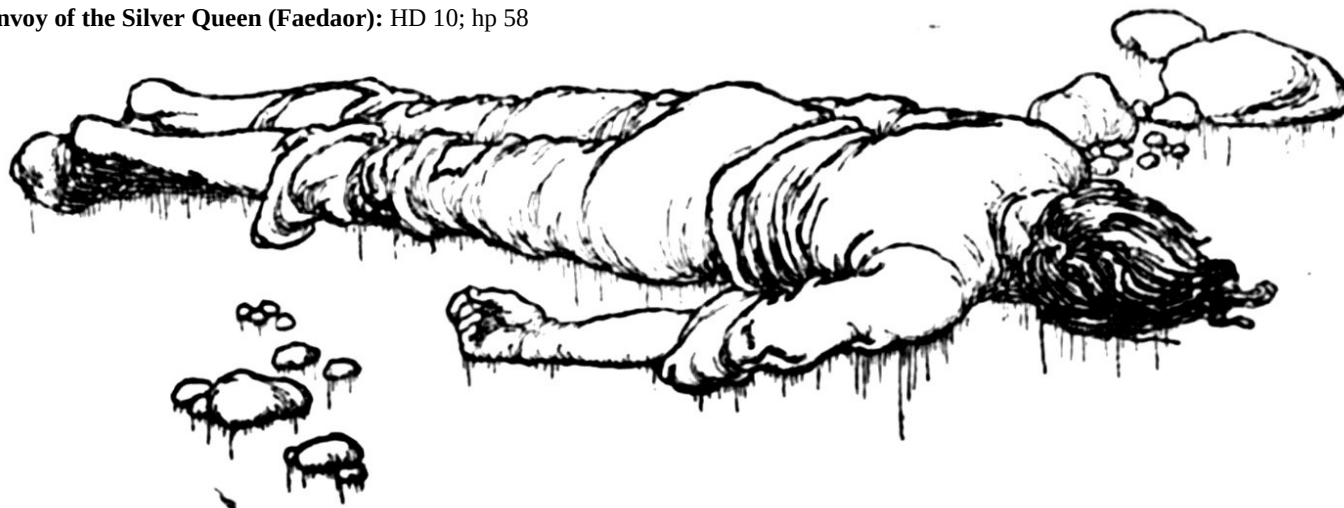
The Jailer is an Ogre, and a particularly cruel one at that. He delights in torturing the Broken Man, dragging him from his cell to this chamber where he uses the many implements of torture he has lying around to torment the man.

The Jailer wears a belt with a large bag attached, and a ring of keys. In the bag are three human skulls, 73 gp, 119 sp, a dagger, 19 arrow heads, a mummified rat corpse. The key ring has a key for the door to room 3, the Heavy Bronze Doors (see below) and one for the cells. In combat, he will wield anything he can get his hands on as the equivalent of a club.

Hanging on the wall is a magical bronze bell, linked to the graffiti on the wall at area 1. The bell will ring very loudly when the writing is read aloud. Also hanging on the wall is an Ogre-sized leather belt and leather helmet and a long shaft of a very dark wood. The shaft has a leather thong at one end and a bronze spike on the other end.

The belt and helmet must be worn to activate the shaft, which is a **Trollguard**, a magical pole which can be keyed to different creatures (this one has been invested with Troll blood, keying it to this creature). What a Trollguard does is stun the troll for 1d8 turns if a successful hit is scored. The trolls in the caverns (5-9) are terrified of the Trollguard and will either flee from it or try to destroy it.

Ogre: hp 20.



5. THE GUTTER

Water runs down the walls into algae filled pools. The air is hot and very humid, so much so that torches and lanterns burn at half their brightness. The door to area 4 is locked (the Jailer, the Keep Captain and the False King Under the Water have keys) with no keyhole or mechanism to open the door on this side.

Bones litter the floor (mostly human bones, some Goblin and Hobgoblin bones, one oddly malformed pile of bones, which are Troll bones which have passed through+ the Giant Troll). The steps and the floor are very slippery, giving creatures who traverse the area a 4 point penalty on their Dexterity.

A **Giant Troll** lurks in this cavern, 50% chance it will be sleeping in the far east alcove. The Giant Troll is so fat that it can't fit up either staircase leading out of this room. For its size, the Giant Troll is still very fast. Any creature who comes down into the Gutter will be attacked unless the being is wielding the Trollguard. The Giant Troll is almost completely insane, so it cannot be reasoned with, but it will respond positively to the presence of flowers and anyone who wears or carries purple flowers will be befriended by the Giant Troll (it still has a 20% chance per day of simply going berserk and attacking even its "friends"). The other Trolls fear the Giant Troll and will not willingly enter the Gutter.

The Giant Troll has accumulated a bit of treasure from several corpses it has consumed over the years: Gems (4): 10 gp Bloodstone, 10 gp Moss Agate, 1000 gp Fire Opal, 50 gp Tiger Eye Agate.

Giant Troll: hp 46

6. 7. 8. & 9. TROLL DEN

These three caverns are home to 7 **Trolls**. One has full hit points, and is obviously the leader of the group. 2 of these Trolls are incredibly stupid (even by Troll standards) and are each 20% likely to get in the way of their brethren in any combat or serious situation.

The most clever strategy the Trolls have ever come up with against an opponent has been to split the group and come at their opponents from two different directions. There is a 20% chance per Troll that it will be asleep when this area is entered. The door at the top of the stairs is one of the Heavy Bronze Doors (see area 4 for information). Under normal (non-alert) circumstance, at least one Troll is always in cave 9, watching the high shelf in the northern wall.

Troll: hp 26,29,30,32,36,40,41

9A. THE SHELF

This small alcove is 20' above the floor where the Trolls live. Hiding in the back of this shelf is a small creature, about 2' tall, vaguely man-shaped, completely covered in wild, matted hair.

This is a **Dancing Man**, a Faerie creature imprisoned by the King Under the Water. A Dancing Man can charm intelligent creatures with its dancing. It discovered that Trolls are not intelligent enough to be charmed, so the Dancing Man hides in the darkness here.

If he is freed, he will be willing to join his liberators for a time, but every day he is 60% likely to become bored with his new companions (80% likely to leave, attracted to something else, 20% likely to try to charm one or more of his liberators). The Dancing Man hides a small stone idol, a depiction of Saint Albaran.

Dancing Man: hp 6

10. & 11. STORAGE ROOMS

Crates and boxes, many rat-chewed and broken, are scattered about these rooms. Most of the broken boxes have spoiled foodstuffs in them.

Each room has 1d4+3 unbroken crates which contain clothing, small trinkets, etc. There are 4 banners in room 10, captured from the King of Hamlin years ago and room 11 has 40 spears, 3,000 arrows, 12 shields and 114 suits of (Goblin-sized) leather armor neatly stacked.

The denizens of Blackfalls Hall don't come here often, only in times of invasion or when someone needs to have a clandestine meeting for some reason.

12. GRUESOME GUARDIANS

Four heavily armored knights hang on chains from the ceiling at the western terminus of the corridor (if the party has encountered the Hanging Knights in hex 25 of the Northern Tier Hexcrawl, this appears similar but these are not the Sons of Boeh Hect). All of the armor, bearing the symbol of Saint Ashar (the black winged stallion) on the chest, is severely damaged and bloodstained. Apart from turning back and forth very slowly, the corpses are unmoving. If any of the denizens of Blackfalls Hall (except the False King) are observed passing this area to the door to room 14, they will be seen bowing their heads and intoning, "I pray passage in the name of the King." A deep voice will speak, "Who is the king?" The servant will then answer, "The King is the King Under the Water," and then go to the door. If a group passes, only one member of the group must make this obeisance. The False King (or the True King, for that matter) can pass uncontested.

The hanging bodies are the corpses of four paladins who tried to come against the King Under the Water. The King has bound four **Spectres** to these corpses who, if the questions aren't answered properly, will spring forth from the four corpses, attacking the impudent and the ignorant. Along with their damaging cold touch, these Spectres drain Strength with their touch (1d4-1 points per successful hit).

From the four damaged suits of platemail, a single useable suit could be formed, though the emblem of St. Ashar will raise questions from any paladins or clerics of St. Ashar encountered. If such an encounter occurs, the cleric or paladin will demand to know where these corpses are so that they can be given proper burial rites (a possible return adventure).

Spectre (4): hp 31,32,35,36



13. MOSAIC TILE FLOOR

The floor here is tiled in ceramic tiles, depicting a river, a castle and a dragon flying in the sky. The floor is very dirty and bits of debris have fallen here and there. A clear path is through this area from the door to room 1 and around the corner to area 12 and, to a lesser extent, to the door in the east wall (to room 15). The floor around the door to the west (to room 14) is dust and dirt covered, small stones and a discarded board are scattered about.

The door in the west which leads to area 14 is locked and magic locked (at 14th level). The denizens of Blackfalls Hall know this and leave this door alone.

The door in the east which leads to area 15 is not locked, but seems infrequently used. If opened, the door will creak very loudly, the sound echoing throughout this area (rooms 1,2,3,10-15).

14. STAIRS DOWN

Steps cut directly in the bedrock spiral down vertically about 50' to room 16 of The Halls of the False King.

15. TRAP ROOM

Two trap doors are in the middle of this room, closed but easily noticed. In the floor to the east of the trap doors are two levers, standing about 2' high, which release the trap doors. The trap doors lead to the Z-shaped corridor at 4, west of the Jail Cells.

A desk and seven chairs are pushed against the south wall, arrayed in a loose circle. Around the circle of chairs are small bones and some bits of wood and paper.

Pushed up against the north wall is a large, ragged and moth eaten carpet and several piles of debris. Among the debris could be found: A bloodied chainmail coat with an axe symbol painted on the breast in red, a moldy and worm eaten book entitled '*Duties of Magistrates & Wardens*', describing standard approaches to judicial matters, an ages-old, decaying iron axe engraved with the mark of the Ashanas, a clan that has existed since before the coming of Hargeth the Great. It might be sought after by historians, and quite valuable to the right collector.

The Denizens of Deepfalls Hall rarely use this room, occasionally a group of guards will sit around the chairs and drink and eat and, eventually, throw one of their comrades down the trapdoors to pits below.

THE QUEEN'S LEVEL

This is the main level of Blackfalls Hall wherein dwells the Queen of Blackfalls Hall and the majority of the King's forces. The walls here are lined with cracked and crumbling white marble. Empty torch brackets hang every 20 feet.

1. FEATHERED GUARDS

Four **Goblin** and two **Bluecap Hobgoblin** guards sit around tables here. Those who come down the stairs which lead to the Water Gate, room 5B. The guards wear long, bedraggled feathers in their hair. If an alarm has not been raised, the guards will not question anyone entering the room unless they enter the room hesitantly or violently. Once an alert is sounded the captain (room 2) will emerge, 3d6 goblins will enter from room 3 in 2 rounds and 2d6 of the Bluecaps from room 45 will come here in 1d6+6 rounds. There is a 50% chance that Barash the Wide and his handler (room 7) will come in 2d6+6 rounds. An additional troop of 4d6 goblins from room 26 will arrive after 3d4+8 rounds.

Goblins (4): hp 4,7,9,9

Hobgoblins (2): hp 15, 17

2. ASHKARAS THE SKINWEARER

When the door is opened, the stench of death and decay is overwhelming. This is the Captain of the Doorguard's Chamber, Ashkaras, a **Skinweaver**. The Goblins fear him, the hobgoblins respect him and the more powerful denizens of the Queen's Level are repulsed by him. Ashkaras wears rotting goblin skins and his chamber is a charnel house of goblin bones and rotting flesh (which he eats). He wields a magical shortsword (**Ashkara's Rage:** shortsword +1, +2 vs. goblin-kin, head-cleave or decapitation on a natural 20 if max damage is rolled as well).

Among the loathsome debris can be found Ashkaras' treasure: 2040 gp, Gems (2): 100 gp Smoky Quartz, 1000 gp Topaz, a black cloth arm-band, a 4-gallon cask with the brand of King's Finest painted in brown on the side, full of stout ale (with a salty aftertaste), a candelabra with a human skull at its center, a 4-gallon cask of rancid walnut oil, half a baked peach pie wrapped in waxed paper.

Ashkaras the Skinweaver: hp 26

3. GOBLIN BARRACKS

48 beds are here, 2d6+8 occupied at any given time along with 1d4+4 other **Goblins** sitting around. Each Goblin has a shortsword and 1d4 sp. There are 19 bows and 304 arrows here as well.

Piled in the corners are dozens of beaver and fox pelts (perhaps 300 gp worth), a tarnished breastplate trimmed with wolf's fur, proudly decorated with the stylized sun symbol of the Chantry of the Deepflame, and bag containing a militiaman's bow, leather wrist-guards, a flask of wood oils and bowstrings, and a quiver of 30 arrows.

Goblins (4): hp 4,7,9,9

4. THE HOODED STATUE

A poorly sculpted statue of a hooded figure, arms stretched out before it stands on a short stone pedestal here. The statue faces the northwest corner normally though if Argonis the (False) King or the Crooked One are consulting the Oracle (room 5) the statue will be oriented toward the southeast corner.

The statue rotates easily on the pedestal. When the statue faces a corner, the two doors its hands are extended toward are open, the other two are magically sealed (at 17th level). Thus, when the statue faces the northwest corner, the doors to rooms 3 and 6 are open and the doors to rooms 5 and 7 are locked. When the door faces the southeast corner, just the opposite is true.

When the statue faces a door, all four doors are locked (the arms gesturing toward the walls rather than doors).

5. THE CHAINED ORACLE

The door to this room is locked. Argonis the (False) King and the Crooked One both have keys to this room. In addition, the door is magically sealed unless the statue in room 4 is oriented the proper way.

In the very center of this room, chains run taut to all four pillars, is a misshapen, grotesque figure of a man. Scars and open wounds, festering and oozing, cover his body. One eye is missing. Blood stains spatter the floor, some fresh, some clearly very old. Implements of torture are scattered about the room.

The west wall is dominated by a huge fireplace and in the northwest corner of the room is a full coal bin.

The man is **Garralan Setoura, the Oracle**. He can cast Augury up to 3x/day (80% accuracy), Commune 1x/week (a single question) and Contact Other Plane 1x/month (1 or 2 related questions).

Garralan Setoura: HD 1; hp 4; AC 9[10]; Atk nil; Move 9; Save 17; Special: divination.

6. WAITING ROOM

Several chairs line the walls of this room. A frayed and worn carpet covers the floor.

Against the north wall is a small stone table with a vase containing dead flowers in it. On the north wall is a large painting of a crystal dragon with wings outspread (this is the True King Under the Water). On the east wall is a smaller portrait of the (False) King Under the Water: turbaned and wearing a robe, surrounded by six panthers. When he concentrates, the (False) King can see through the eyes of the portrait on the east wall. The True King has a constant connection to the portrait on the north wall, able to see and hear what occurs in this chamber.

7. BARASH THE WIDE

This room has a very high ceiling (about 20'). Huddled against the south wall is a massive creature, back turned, curled in a ball. A chain runs from the creature to a sturdy ring set in the southern wall. The creature chained to the wall is Barash the Wide, a huge **Ogre**. Barash huddles against the wall hoping that anyone who enters the room will come within the chain's length (about the halfway point of the room – he can reach the southwestern and southeastern corners with a little slack in the chain). If someone approaches close enough, he will roar and attack violently while a cackling laughter rains down from the shelf above the door.

High above the northern door, about 20' up from the floor, is a stone shelf (about 8' long and 3' wide) lives Arlian Canatoon, a **Night Fairy** who is Barash's handler. This tiny, but wicked, fae creature controls Barash and will not allow the Ogre to attack anyone important to Blackfalls Hall, but enjoys seeing the occasional intruder or goblin dismembered by Barash. She controls Barash by perching on his shoulder and whispering into his ear. Barash will do anything for her. Arlian loves coins and jewelry and she has been paid handsomely by the (False) King Under the Water to control the Ogre.

On her ledge are: 3220 cp, 4863 sp, 500 gp Gold Anklet, 600 gp Ring (gold with two small rubies set), 300 gp Necklace (silver with a silver and turquoise pendant).

Barash the Wide, Ogre: hp 19

Arlian Canatoon, Night Fairy: hp2

8. THE HALL OF TRIBUTE

The floor here is tiled in blue, green and white tiles, forming wavy lines across the floor which sparkles in the light. Posted outside the door to the north are two vigilant Bluecap **Hobgoblins**. Standing from floor to (30') ceiling against the east wall, flanking the door there, are two columns inexpertly carved to resemble angels. While the walls and ceiling here are native limestone, the column/statues are marble. The Bluecap Hobgoblins will flee through the door at the first sign of an obvious threat, locking it behind them and raising the alarm in the rest of the complex. Ambushes will be set up in rooms 19 and 45 if at all possible.

The statues are **Marble Guardians, Large** and are controlled by the Dour Prince, Gallath (room 11) via his Laurel Crown. If the alarm has been raised, Gallath will activate the Marble Guardians with the command to kill any non-goblin-kin living being who comes into the room. Otherwise, they remain motionless. What makes the floor sparkle in the light is gemstone dust (diamond, ruby, emerald, garnet, topaz, etc.). Petitioners coming to seek the counsel of the Dour Prince will often cast a pinch of gemstone dust on the floor for good luck. If gathered up, about 300 gp worth could be accumulated (probably a large sack worth of dust weighing about 50 pounds).

Hobgoblins (2): hp 8,16

Marble Guardians (2): HD 60 hp

9. THE LANTERN OF FINNIAN MANDALAR

In the northeast corner of this room is an iron cage hanging from the ceiling. Hanging in the center of the cage is the **Lantern of Finnian Mandalar**, a minor magic item which acts in every way as a normal lantern save one: it never uses any fuel.

10. THE FOUNTAIN OF REMORSE

A large fountain covers much of the western wall. Water pours from three spouts into a large rectangular basin. Three rubies lie on the bottom of the basin. The rubies are worth 300 gp each and are mildly magical. The water that flows out of this fountain is dangerously poisonous, the gems counteract the poison. If all the gems are in place, the water is potable. If only two gems are in the basin and the water is consumed, save vs. poison or suffer dysentery and vomiting for 2 hours and be weakened (-2 STR and -2 CON) for 3d12 hours. If only one gem is in the basin and the water is consumed, save vs. poison at -2 or be infected with a parasitic disease (-2 to STR and -2 to CON until cured). If no gems remain in the basin and the water is consumed, save vs. poison at -2 or die. The Dour Prince uses the fountain to discipline his charges.



11. AUDIENCE CHAMBER OF THE DOUR PRINCE

The entire chamber is covered in black obsidian. A black throne stands on a three step dais against the southern wall. Six silver candelabras flank the throne atop the dais, each with 6 lit black candles. Seated on the throne (if encountered here) is **Gallath, the Dour Prince**, a **Thrall Vampire** of Argonis, the (False) King. Gallath dresses entirely in black and wears a silver medallion around his neck.

The smoke from the 36 candles acts as a Mass Suggestion spell for any living creature in the room. If all 36 candles are lit, the save vs. spells is at -2; if 30 are still lit, the save is at -1; if 24 are lit, the save is at no penalty. If 23 or fewer are still lit, the spell effect ceases. Gallath uses the candles to keep his troops in line. As long as the candles remain in the candelabras, they burn without being consumed.

If an alarm is raised and the threat seems to warrant it, the Dour Prince will go to room 17 and petition the Shining Lady for her help.

The door to area 12 is locked (Gallath has the only key) and magically trapped. If Gallath's hand is not the hand that first touches the door, the floor of this entire chamber (not the dais) turns to mud (as stone to mud spell) taking one round to do so. The mud is 2' deep. After three more rounds (a total of 4 rounds from when the door was touched) the mud turns back to stone, trapping anyone caught in the mud (this transformation also takes a single round). Dispel magic will neutralize the magic trap on the door for one round per level of the caster.

Gallath, the Dour Prince/Thrall Vampire: HD 7; hp 23; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 11; AL C; CL/XP 7/800; Special: Immune to non-magic weapons, only killed in coffin, regenerate (1/round), , charm gaze, possible permanent hit point loss.

12. GALLATH'S TREASURE

At the farthest end of this L-Shaped corridor is Gallath's coffin (simple wooden box) with a false bottom in which Gallath keeps his personal treasure: 404 pp, **Potion of Delusion**, **Scroll of Protection against Demons**, **Chain Mail +3** (overlaid in brass in the center of the chest with the holy symbol of the Church of Light).

13. SIMEAN THE FUNGUS DWELLER

This room is quite a contrast to other rooms on this level: it is hot, damp, and musky. The floor is covered in soil and manure (to a depth of 1'). Growing throughout this room are all manner of mushrooms. Lounging amid the mushrooms is a strange creature, looking half-human, half-fungus. This is Simean, the Fungus Dweller. Simean was a cleric of the God of Light who had infiltrated the Hall some months ago and ran afoul of this chamber.

The mushrooms in this chamber are safe for goblin-kin to eat, but for humans, the mushrooms are highly addictive and bring about a gradual transformation into a fungoid creature.

The transformation begins the day after first consuming the mushrooms, when small warty bumps appear in 1d6 spots on the body. The total transformation takes over a year. Every month spent consuming the mushrooms decreases one's ability to resist the mushrooms (saves are made against addiction – save vs. poison – are made at a -1 each month the mushrooms are consumed). Once the mushrooms begin to transform a person, but before the transformation is complete, the effects can be counteracted by the application of a cure disease spell once per month for the number of months (rounding up) a person has been under the influence of the mushrooms. The craving for the mushrooms never disappears. One benefit gained is that every day a mushroom is eaten, the consumer is immune to poison for that day.

Simean is ignored by most of those who dwell on this level, though he never leaves this chamber. He knows that the (False) King rules this complex, but suspects that the Queen is the true power behind the throne. He is terrified of the Crooked One and Lemuel, the High Priest of the Temple Level. He suspects that Argonis and Gallath and a few others are undead, though he does not know for certain, nor does he know the relationships between them.

Simean The Fungus Dweller: HD 2; hp 7; AC 7[12]; Atk 2 fists (1d2/1d2); Special: Immune to poison

14. MESSY ROOM

While the path between the two doors of this room has been well cleared, to the north and the south is piled high with junk: boxes and barrels and sacks filled with all manner of detritus (spoiled grain, broken dishes, moth-eaten cloth).

This is the general path for those traveling from to and from the Dungeon of Blackfall Keep (Blackfalls Keep Dungeon, room 14, through room 16 to the southeast)

Searching turns up the following items, 1d8 rounds each (roll for each – finding the first might take 4 rounds, then an additional 1d8, say 2 rounds for the second, an additional 1d8 rounds for the third, etc): An ages-old pigskin jack stamped with the seal of St. Albaran, the top half of a cloven Warhammer, a fire-damaged parchment covered in profanities, a well-crafted dagger with a snakeskin grip, a tiny cherrywood box containing several rubies (1d6, 200 gp each), a clay pot of rancid walnut oil engraved with the image of a skeleton, a small box with the image of the stylized sun engraved on the lid, the inside, set in velvet, contains several sticks of sealing wax and a gold signet ring (worth 150 gp for the gold, the signet is from King Hargeth), a scroll of parchment inscribed with a crudely-drawn map of the tunnel system beneath the Highreach City, a studded leather bracer with the embossed image of a ring of stars.

Disturbing the items too much (searching for more than 10 rounds) will alert any of the regular denizens who pass by here (thus, the alarm will be raised in 5d8 rounds). If careful, the materials here could be repositioned in such a way as to create a hidden "safe" space behind/beneath the jumble large enough to fit 2 humans.

15. THE LONG HALL

Torches line the walls at 5' intervals. A long, frayed and faded carpet runs the length of this room and scraps of banners flutter in a barely felt breeze. The hall smells faintly of incense and sweat.

16. THE OGRE AND THE ETTIN

The room has two enormous chairs, a small table with a lantern on it. Bones litter the floor around the chairs. Stationed here at all times are a pair of guards, **Ushan the Ogre** and the Red Guard (**Wyss and Samis, the Ettin**), seated in the enormous chairs.

The two hate each other, but both fear the (False) King so they are diligent at their task of guarding the way to the Dungeon of Blackfall Keep, room 3.

One of the Ettin's heads is always awake. When both heads are awake and the Ogre is awake (30% chance), all three bicker and fight with each other. Otherwise, a single head and the Ogre will engage in pleasant conversation with each other and any travelers through the room. The guards will casually question anyone who passes through, but will not stop anyone unless threatened or an alert had been raised.

Ushan, Ogre: hp 17.

Wyss and Samais, Ettin: hp 63

17. THE SHRINE OF THE SHINING LADY

Prayer rugs are scattered about the floor facing an empty dais. Praying to the dais for more than 20 minutes summons a ghostly image: The Shining Lady. This translucent woman radiates a bright (but not painful for undead) light.

The Shining Lady is a manifestation of a Demon Lord, **Ashtarath the Bright**. If the devout summon Ashtarath's image, the demon will bestow a powerful blessing on them (+1 to all rolls for the next day). There is a chance (20%) that Ashtarath will hear a petition from the faithful and actually come in person to aid the petitioner.

If he has enough time, when an alarm is raised and the threat seems to warrant it, the Dour Prince (room 11) might come here to petition the Shining Lady to come to his aid. Those who don't worship Ashtarath, yet summon the demon, are cursed (-1 to all rolls for the next day) and have a 5% chance per level of the petitioner to actually summon Ashtarath herself.

If summoned, Ashtarath will attack the insolent being(s) who dared drag her to this reality, using their blood to create a gate to return to the Outer Darkness.

Ashtarath the Bright: hp 50

18. SPYHOLE

Generally unoccupied, this small secret room is sometimes used by the Crooked One (Halls of the False King, Room 17) to spy on the other occupants of Blackfalls Hall. Very small holes in the secret door at 3', 4' and 5' off the floor. A number of feathers can be found on the floor.

19. BAIT ROOM

This long hall is no longer used by those who live in this complex. The door to the north is locked. 7 silver pieces are scattered in the southwest corner, three more are on the floor beside the eastern column and another 3 by the eastern door. They are not magical. They are also not pure silver (actual value is 7 cp each) as they are mixed with copper. The coins, while not magical, are of the exact alloy to trigger the trap in room 21.

20. COLLAPSING ROOM

The southern wall here has collapsed, as has a portion of the ceiling. Any noise louder than a whisper will bring a shower of dust and tiny stones.

The rubble and the walls of this room are blackened. The door to the north is locked. Combat in this room has a cumulative 5% chance per round of bringing down some or all of the ceiling. If the trap is triggered in room 21, an 8d6 fireball will explode in the center of this room, completely collapsing the ceiling, trapping intruders in room 21. The north door is unlocked.

21. THE TRAP

Passing through the western doorway with any of the coins found on the floor in room 19 will cause two things to happen, a massive portcullis will drop from the ceiling as indicated on the map and the fireball in room 20 (qv) will explode, collapsing that ceiling, trapping anyone who survives in the western half of room 21 and drawing the residents of rooms 22, 24, 44, and 45. The portcullis requires a combined 45 strength to lift.

22. DUMARIS THE VIGILANT

This chamber is devoid of any comfort save a massive log, on which sits a pale-grey skinned creature, its stringy black hair framing its scarred face. It wears ragged brown clothes and stares with sightless eyes.

Dumaris the Vigilant is a Fae creature summoned by the True King Under the Water to guard his Halls. Dumaris has exceptional hearing and smell, detecting those within 30' as if able to see them. Spells affecting sight, such as dancing lights or invisibility, are useless against Dumaris the Vigilant. Dumaris can detect lie at will and can use ESP 3x per day.

Dumaris the Vigilant: hp 19

If the trap is sprung in room 21, Dumaris will send a mental message to the True King and then investigate, attacking intruders. He will never choose to fight to the death but will desire to parlay if seriously threatened, offering his treasure or information for his life.

He will not, however, betray the True King Under the Water (but has no such loyalty to the Argonis, the (False) King).

A hidden panel in the side of the stone chair (released by kicking/hitting it) opens to reveal Dumaris' treasure: 10 gp and 37 sp, a parchment with the *Ballad of the Fire Saint* hand written on it, seven black eagle feathers and a small crystal globe (worth 1 gp).

23. STAIRS DOWN

This room is generally unoccupied. The stairs spiral down about 200' and then open to a small natural cave/tunnel leading to Temple room 1.

24. THE PENITENT'S HALL

Prayer rugs cover the floor, stained with blood. Racks of silk robes line the eastern wall, most of them black (goblin sized) and red (hobgoblin sized), though some are purple (human sized). There are hundreds of robes here, many soiled and stained.

25. THE TAINTED POOL

Water trickles down the northeast wall of this corridor crossing, collecting in a small, grey/brown pool of water in a shallow depression in the floor. Crumbs of bread and other foodstuffs are scattered about the floor.

Living in the pool is a small, ancient **Grey Ooze**. The Goblins and Hobgoblins and other dwellers of the Halls toss bits of food at the Ooze, keeping it well fed and happy. If warm blooded creatures come within 5' of the pool, the Ooze will expect some kind of food to be dropped into the water.

If food is not forthcoming within 2 rounds, it will stretch out an amorphous tendril and touch the first creature it can reach for 1 hp of acid damage, trying to get the creature's attention. If food is still not forthcoming, it will attack after 2 more rounds, trying to devour the nearest warm-blooded creature.

The water in the wall is a bit acidic, but safe to drink.

Grey Ooze: hp 10



26. GOBLIN BARRACKS

112 Goblins dwell here. At any given time there will be 3d6+10-goblins sleeping here and an additional 2d6+5 goblins lounging.

The Goblins have 1d8-1 sp and 1d4-2 gp each. They are armed with shortswords and clubs.

Goblins: hp 4 each

27. ARMORY

Racks of shields (141), bows (44), arrows (454), shortswords (87) and daggers (117).

28. THE GREEN SHAMAN

This room is cluttered with alchemical equipment (mostly disconnected and broken), jars, pots and boxes of odd elements (powders, liquids, oils, etc).

An enormous stuffed Bugbear looms over the center of the room. Somewhere amid all this mess is the **Hobgoblin Shaman, Garabat**. A larger than normal Hobgoblin, Garabat's skin is a sickly green.

The Shaman wields more power than his innate abilities would normally dictate because he has, and uses liberally, a **Wand of Wonder** (with 54 charges remaining). He is loathe to leave his cozy, messy, chamber and only a call to arms from the (False) King himself is likely to get him to respond to any outside threat.

Garabat the Hobgoblin Shaman, Hobgoblin: hp 6

Spells: Detect Magic, Sanctuary, Hold Person.

29. SECRET TREASURES

The door to this room appears to be a large (3' wide and 4' high) stone block as part of the (fitted stone) west wall, the centermost of three similar stones. The other two are 3'thick, while the center, secret door stone, is only 3 inches thick. It opens by pushing on the right side, swinging inwardly to the left.

Inside, the shaman keeps his greatest treasure: the **Cup of Truth**. This magical chalice is ever filled with wine unless laid on its side. Those who consume the wine from the cup must save vs. poison each round or speak some deep truth about their lives. Each time a save is failed, temporarily lose 1d3 CON points. When CON reaches zero, the drinker passes out drunk. If three lies are ever spoken while holding the cup, it will shatter into dust.

In addition to the cup, the Shaman keeps here 343 gp, 111 sp, a driftwood calling-whistle inscribed with a design of a mermaid, a rain-beaten sheet of parchment on which is written the warrant and 30 sp bounty for the capture of a soldier who has abandoned his post, a leather-bound boat captain's log cluttered with hand-written notes, and a pair of studded leather leggings.

30. STEPS UP

The stairs wind irregularly up to the False King's Hall, room 19.

31. THE HUNGRY WALLS OF MYTOAN

The sidewalls here are covered in what appears to be thousands upon thousands of razor sharp teeth. Some are stained, some are broken, all look very menacing. The floor has dark stains in many places.

The hallway is trapped. A 1' wide pressure plate running the width of the corridor at the center point. Stepping on the plate locks both doors to this corridor and opens a hidden panel in the ceiling, dropping 6 **Quillmen** into the room, shooting their tooth-like needles at anyone or anything in the room. Once the trap is triggered, the Quillmen will fight until the intruders or the Quillmen are dead. If the Quillmen triumph, they will leap back up into the hollow above the corridor where they lair and close the secret panel. The doors to this corridor can be easily opened and unlocked from the outside of the corridor (opening either door from the outside resets the trap).

Quillmen (6): hp 14,15,17,17,21,23

32. RAVENSGUARD

The floor is strewn with pillows and carpets, tapestries cover the walls. Candles light this room. Dozens of cages, with the doors open, are scattered about this room, each with one or more raven perched within (there are 42 ravens here). Tending the cages are seven women, each with long black hair, dressed in black leather armor. These women are **Ravensguard**, or **Ravenkin**, the Bone Queen's personal guard.

Each of the seven Ravensguard is bound to six ravens, through which they gain a regeneration ability. For each raven alive, the Ravensguard regenerates 1 hp/round. Like trolls, the regeneration occurs even if the Ravensguard is killed or dismembered (unlike trolls, fire and acid do not do permanent damage). Killing all six of a Ravensguard's bound ravens not only removes the regeneration ability but stuns them for 1d6 rounds. The ravens typically do not join in combat, but will defend themselves.

The Ravensguard are devoted to the Ravensguard Queen, Sharian and to the Bone Queen.

Each Ravensguard has a different magic item at her disposal:

1. **Ring of Invisibility**
2. **Spear of Darkness** (Spear +1/+3 vs. humans and demihumans, darkness 20' radius 3x/day, LE item)
3. **Cloak of Disguise**
4. **Leather Armor +3**
5. **Sword of Lies** (Longsword which varies from -3 o +2 each round)
6. **Ring of Spell Storing** (Jump, Locate Object, Delayed Blast Fireball, 15 HD)
7. **Quinian's Flail** (Flail +1, light on command, double damage against water dwelling creatures)

In addition, ten gems are scattered among the bird cages: 10 gp Lapis Lazuli, 10 gp Tiger Eye Agate, 100 gp Azurite, 20 gp Hematite, 2000 gp Jacinth, 50 gp Turquoise, 50 gp Turquoise, 500 gp Aquamarine, 500 gp Garnet, 500 gp Jade, 500 gp Spinel, 500 gp Topaz, 5000 gp Amethyst.

Ravenkin (7): hp 24,28,29,33,38,38,39,44

33. SHARIAN, THE RAVENSGUARD QUEEN

This chamber is sumptuous: carpets and pillows and tapestries abound, lamps hang from chains and a slight breeze drifts through the room carrying the scent of lilac.

Six large gilded cages with open doors stand about the room, each with a giant raven within, squawking and cawing.

Lounging on a massive pile of pillows is a very tall, beautiful woman with long black hair. She wears black **leather armor +2**, a platinum necklace with a stylized raven medallion with rubies set as eyes (worth 500 gp) and a long dagger at her hip (**Ravenclaw**, dagger +2/-2 vs. flying creatures, fly 2x/day). This is Sharian, the Queen of the Ravensguard. She is a Wereraven and is completely loyal to the Bone Queen. If seriously threatened, Sharian will squawk and caw and in 1d8 rounds the secret door in the south wall will open and the undead there will pour out to her aid.

In addition to her magic items and necklace, she collects jewelry: 10000 gp Gold Choker, 9000 gp Platinum Bracelet, 5900 gp Gold and Amethyst Brooch, 300 gp Silver Medallion, 1300 gp Siler and Gold Pendant, 6000 gp Bronze and Ruby Chip Brooch, 200 gp Gold Royal Seal.

Ravenkin Queen: HD 10+1; hp 49.

34. SHARIAN'S SECRET

The secret door to this room is not locked or trapped. Five coffins in various states of decay are arranged about the room, four against the walls and one, the most decayed and crumbling, stands in the center on a wrought iron pedestal.

Each of these coffins contains the remains of previous Ravensguard Queens who have become **Scavenging Haunts**.

Each Haunt wears a platinum necklace with a stylized raven medallion (worth 300 gp each).

Scavenger Haunt (5): hp 14, 19, 21, 27, 28

35. SAND PIT

The lower floor of this room is completely covered in sand. No footprints disturb the smooth surface, though a few stones have fallen from the ceiling and sit atop the surface. The east and west galleries, and the door to the north, are 10' above the sand level. There are some old, dark stains on the floor of the west gallery.

Buried in the sand is a bizarre creature: a **Sand Horror**. This gigantic tentacled creature lies in wait under the sand in the center of the room. Any disturbance of the surface will cause the creature to start stirring. The sand will begin to swirl and undulate for 2 rounds as the Sand Horror hones in on the prey and then it lashes out at anyone or anything on the surface of the sand. The tentacles can reach the entire room including both galleries, but attack anything not on the sand randomly, at -5 to hit. When the Horror finishes its attacks, it will smooth out the sand in the room.

Sand Horror: hp 9/tentacle + 26 (body)

36. THE QUEEN OF BONES

Four pillars support the roof in what is, in essence, a square-shaped corridor. Bones are neatly piled in each of the corners: southeast, leg and feet bones; southwest, arm and hand bones; northeast, ribcages and spines; northwest, skulls.

Lurking in the shadows is a delicate, if decaying, female form in a white dress and veil. This is **Queen Desinia, the Queen of Bones**. She is a **White Ghul**. If her repose is interrupted, she will begin whispering in an ancient language. If the words are translated, she is whispering:

“Where hast thou been, sister?
Killing swine.
Sister, where thou?
A sailor's wife had chestnuts in her lap,
And munch'd, and munch'd, and munch'd:--
'Give me,' quoth I:
'Aroint thee, witch!' the rump-fed ronyon cries.
Her husband's to Aleppo gone, master o' the Tiger.
But in a sieve I'll thither sail,
And, like a rat without a tail,
I'll do, I'll do, and I'll do.
I'll give thee a wind.
Thou'rt kind.
And I another.
I myself have all the other,
And the very ports they blow,
All the quarters that they know
I' the shipman's card.
I will drain him dry as hay:
Sleep shall neither night nor day
Hang upon his pent-house lid;
He shall live a man forbid:
Weary se'n nights nine times nine
Shall he dwindle, peak and pine:
Though his bark cannot be lost,
Yet it shall be tempest-tost.
Look what I have.
Show me, show me.
Here I have a pilot's thumb,
Wreck'd as homeward he did come.”

(NOTE: this is the witches' dialogue from Act 1, Scene 3 of Macbeth so it might be recognized. Use this as a guide for some weird monologue from the mentally imbalanced White Ghul).

The Queen of Bones is quite mad, but hopelessly devoted to Argonis, the (False) King Under the Water (see room 37), even though she hates him. While the (False) King is able to compel the Bone Queen to do what he demands, she looks at him and speaks to him with open contempt. She cannot act directly against Argonis, but she will whisper (in a mad monologue) her desire to be freed from his control. She will attempt to flee if seriously threatened, hoping to reach her “husband” for his aid. If fleeing, she leaps across the sand pit (room 35) from east gallery to west gallery if she flees. Anyone who attempts to open the door to room 37 will be immediately attacked.

Queen Desinia, The Bone Queen, White Ghul: hp 22;



37. THE HEART OF THE QUEEN

The door to this room is locked and only Argoinis, the (False) King has the key. At the intersection point of this T-shaped room is a pedestal on which is a 3' square glass box. Inside the box, on a velvet pillow, is a heart. The heart is magical and Desinia believes that it holds her life. In fact, it is the key to her devotion to the (False) King, Argonis. Though Desinia resents the (False) King's control of her existence, she is powerless to stop him. If the heart is destroyed, she will fly into a rage and seek out the (False) King for his destruction. Beneath the glass case is a hidden panel in the pedestal. It releases with a simple latch, concealed on the side of the pedestal. Inside is a glass rod, about 2' long. This is the **Rod of Andaraman**. Useable by any class, the wielder of this rod can turn undead as a 5th level (one charge), 10th level (2 charges) or 15th level (4 charges) cleric, can cast protection from undead (1 charge) or protection from undead 10' radius (3 charges) and once per day (for up to 2 hours) can glow as a light spell or (for up to 2 rounds) as brightly as sunlight.

Touching the box causes the east and west wall to crumble and collapse, revealing hollows behind each from which will flow two masses of pure darkness. These are monstrous **Primordial Dark Elementals** and will attack anything living until they are destroyed. If not stopped in this chamber, once they have killed everything alive here (presumably, the party) the Dark Elementals will flow out of the room, attack the Sand Horror in room 35 and begin to rampage through Blackfalls Hall killing everything in their paths. Note that the Elementals will ignore undead, unless attacked by them.

Dark Elemental (Primordial) (2): hp 63, 95

38. RAVENSGUARD

The floor is strewn with pillows and carpets, tapestries cover the walls. Candles light this room.

Dozens of cages, with the doors open, are scattered about this room, each with one or more raven perched within (there are 60 ravens here). Tending the cages are ten women, each with long black hair, dressed in black leather armor. These women are **Ravensguard**, or **Ravenkin**, the Bone Queen's personal guard. Each of the ten Ravensguard is bound to six ravens, through which they gain a regeneration ability. For each raven alive, the Ravensguard regenerates 1 hp/round. Like trolls, the regeneration occurs even if the Ravensguard is killed or dismembered (unlike trolls, fire and acid do not do permanent damage). Killing all six of a Ravensguard's bound ravens not only removes the regeneration ability but stuns them for 1d6 rounds. The ravens typically do not join in combat, but will defend themselves. The Ravensguard are devoted to the Ravensguard Queen, Sharian and to the Bone Queen.

Among the cages are a number of gems: 10 gp Obsidian, 10 gp Turquoise, 100 gp Citrine, 100 gp Moonstone, 100 gp Obsidian, 100 gp Smoky Quartz, 1000 gp Emerald, 1000 gp Opal, 130 gp Jasper, 160 gp Smoky Quartz, 20 gp Tiger Eye Agate, 2000 gp Star Sapphire, 30 gp Rhodochrosite, 45 gp Obsidian, 50 gp Eye Agate, 50 gp Hematite, 50 gp Obsidian, 50 gp Rhodochrosite, 500 gp Alexandrite, 500 gp Coral, 500 gp Peridot, 500 gp Zircon, 60 gp Citrine, 60 gp Lapis Lazuli, 7 gp Azurite, 70 gp Sardonyx, 70 gp Star Rose Quartz.

Each Ravensguard has a different magic item at her disposal:

1. **Ring of Telekinesis** (1,000 pound limit)
2. **Wand of Negation**
3. **Slippers of Spider Climbing**
4. **Sin's Misery** (sword +1, cursed – when wielded to commit an evil act, wielder experiences -1 on every roll until curse is removed. Penalties are cumulative, so six evil acts committed gives -6 on all rolls)
5. **Staff of the Serpent**
6. **Figurine of Wondrous Power: Stone Horse**
7. **Ring of Human Influence**
8. **Leather Armor +1**
9. **Crossbow with (11) +2 bolts**
10. **Hat of Disguise**

Ravenkin (10): hp 23,31,33,34,38,39,39,39,40,40

39. WHERE THE KING AND THE QUEEN MEET

The western half of this room is covered in carpets, with tapestries on the wall and lamps hanging down from the ceiling. The eastern half of this room is completely barren of any decoration. In the center of the room is a small table with two padded chairs, one to the east and one to the west.

This chamber is almost never used. There is a 5% chance that if Argonis and Desinia are still alive, they will be here (with their retainers: Argonis comes with his Advisor Falreth, the Crooked One and a dozen Bluecap Hobgoblins; Desinia, with all 17 of her Ravensguard and their Queen, Sharian). The King and Queen sit in tense silence across from one another, occasionally one speaks. Finally, the King makes a demand of the Queen, and they all leave. Otherwise, there is a 20% chance that 1d4 Ravensguards from room 38 will be passing through this chamber on business elsewhere.

40. THE SITTING ROOM

Another room that is rarely used except to pass through to other areas of the level. The floor here has several large rugs on it and there are 9 comfortable looking chairs here.

41. THE GREATHALL

This large, high-ceilinged (about 35') chamber has many tables and benches (enough for 100 people, easily), rushes on the floor and a throne against the southern wall behind a long table.

Torches in brackets line the east, south and west walls while three great candle-filled chandeliers hang down near the north wall, illuminating a massive tapestry depicting the (completely fabricated) coronation of Argonis as King of Blackfalls Hall by a translucent draconic godly being, surrounded by demons and undead, all cheering his coronation. The tapestry covers much of the north wall.

The door in the eastern wall is locked, King Argonis has a key, but it is also blocked by a large statue (see room 42).

42. TRAP CORRIDOR

This T-shaped corridor is easily accessed from room 20 and the pit trap at 43, though the door to room 41 is locked and blocked by the large statue that stands there. The statue is very old, depicting a handsome young man whose right arm and left leg have been lost to time.

The statue is actually a petrified young man who has been in this state for 640 years. If returned to a living state, he will survive the loss of her leg and arm (the flesh will simply close over the "broken" areas), but the centuries that his brain was petrified have driven him quite mad. The statue can be moved without too much difficulty (for a statue weighing about 450 lbs.) as it simply rests on the pedestal, but the pedestal on which it stands is dropped into a tight-fitting hole, 3' down below the floor level (a 3' diameter cylinder, 5' long, solid marble, weighing about 3 tons).

The T-shaped corridor has a pressure plate every 2', though they are all decoys. The door to area 43 is not locked or trapped.

The door to area 44 is locked and trapped. The mechanism for opening the door has been coated with contact poison. A gloved hand avoids the trap, but unprotected flesh which comes into contact with the latch must save vs. poison or fall comatose for 4d12 hours. The poison is slightly tacky and very difficult to wipe off the door. Any glove or gauntlet used to open the door retains enough of the poison stuck to it to cause the effect if touched to any unprotected flesh. The poison breaks down after 1d10 days.

Roll 1d6	Item Found
1	In a leather sack is a trussed up Goblin, gagged and near death. If freed, it will serve for exactly 24 days.
2	Tied up in a wool cap is: <ol style="list-style-type: none"> 1. 3d8 gp 2. 2d12 sp 3. A stone dagger 4. A bag of human teeth 5. 32 Vulture beaks 6. 100 Harp strings
3	Five vials containing: <ol style="list-style-type: none"> 1. Pixie blood 2. Potion of Healing 3. Magic Tree sap 4. Dragon snot 5. Owlbear tears 6. Goblin bile
4	50 magical leaves. When thrown, act as darkness 10' radius spell for 1d3 rounds. Each time they are used 1d10 leaves disappears.
5	22 Rattlesnake Rattles (filled with venom, weak poison)
6	The Eyes of Hamar , mummified human eyes which allow Trueseeing.

43. THE PIT OF DARKNESS

This corridor is shrouded in magical darkness (light or continual light spell or the like negates). The southernmost part of the corridor is a pit trap. The door holds as long as 250 pounds or less is upon it. More than that and the trap door swings downward as anything on the trapdoor falls 25' (2d6+1d3 falling damage) onto rusted spikes (falling beings hit 1d4 if small, 1d6 if medium, 2d4 if large) for 1d4 points of damage per spike, and each spike gives the victim a cumulative 10% chance of contracting tetanus. Among the spikes at the bottom of the pit are eleven goblin skeletons and two human skeletons. All the armor on the bodies is damages beyond repair but among the bones are 3 shortwords, 4 clubs, 2 serviceable helms, two longwords a shield and a lantern. The lantern is magical: **Malanare's Memory Lantern**. The lantern, once activate, records a visual memory of anything that happens before it up to 3 minutes and is able to project the images of the last event "recorded." The trap door has to be manually reset if the trap is sprung.

44. EMPTY ROOM

45. BLUECAPS' BARRACKS

44 Bluecaps bunk here. At any given time there will be 2d6+4 Bluecaps sleeping and an additional 1d6+6 Bluecaps lounging here. Each Bluecap has 1d6 sp and 1d4 gp. At all times one of the Bluecaps is sitting over a fire with a stewpot, cutting ingredients and adding spices. The ingredients are all around: sprites and fairies, boar runts, wild fowl and fish. In addition, a number of other items might be found here (see chart to the left)



Hobgoblin (up to 44): hp 14 each

THE HALLS OF THE FALSE KING

This level is devoted to the puppet who is on the throne of Blackfalls Hall, the Vampire Agronis, the False King. Argonis rules Blackfalls Hall with an iron fist, using intimidation and fear as the tools to keep his subjects in line. The True King cares little for what Argonis does, provided the puppet responds when the True King commands.

Random Encounters

Roll 1d10	Encounter
1	Argonis (28)
2	Garran Ocan (5)
3	Bluecap Hobgoblins (14)
4	Slaves (29)
5	Acolytes (4)
6	Crooked One (16)
7	Falreth the Adviser (20)
8	Panthers (28)
9	Crows (28)
10	The Abargat Serpent (28)

1. STAIRS UP

Steps spiral upward to room 14 of Blackfall Keep Dungeon. Two **Bluecap Hobgoblins** (King's Guard) stand guard here, each with a key for the locked door in the northern wall. They do not attack immediately unless intruders are obviously a threat, but they will try to engage in conversation, asking questions about the Northern Tier: any news from the Chantry? Does the Silver Queen still sit on her throne? Is the Gnome King still hiding in his hall? In many ways, it doesn't matter how any questions asked are answered, the guards are bored and simply want to engage in some conversation. Eventually, they will ask, "What business do you have with the King Under the Water, he who provides, may he live forever?"

These Hobgoblins can be bluffed, if the intruders give a reasonable explanation for their desire to see the King. Anyone who isn't recognized by the Hobgoblins will be escorted by one of them to room 3 to await examination by the Priest of the Running Currents (see room 5) who will evaluate their story and decide whether to take visitors to the King (room 28) or to sacrifice them to the Water Gods (room 8).

Hobgoblins (2): hp 8,14

2. THE ANTECHAMBER OF THE FALSE KING

A long flight of stairs to the west leads up to the Hobgoblin Guards at room 1, where another set of stairs spirals upward to the Blackfall Keep Dungeon. A number of mundane items are piled in the corner of this room: piles of animal pelts, some sacks of grain, a few barrels of beer. The door to the south, which is marked with a large, stylized water drop, is locked. A Bluecap Hobgoblin is stationed on the other side of the door to unlock it if one of the guards from room 1 growls the order, or if an acolyte or the Priest from rooms 4 & 5 demand to be let in.

The door to the east is not locked.



3. THE WELCOME CHAMBER

Stairs descend to this room from the west. Neither door to this room is normally locked. A dozen chairs and a large table dominate the center of this room. A plush carpet covers most of the stone floor. Lanterns are hung on hooks on the wall to provide light. The ceiling and walls are painted a pale blue green.

This is where the Priest (room5) meets guests and petitioners to the King Under the Water's court. He believes the False King is actually the King Under the Water and will behave as such. He doesn't know why the King, the Adviser and the Crooked One sometimes go down the "holy current of the Water Gods," (room 8), nor does he care. The Water Gods allow them to pass, that is all that matters to him. He is completely devoted to these Water Gods and to the False King Under the Water.

There is a 30% chance that either 1d6 Acolytes (room 4) or Garran Ocan (room 5) will be in this room at any given time (50% chance for either).

4. ACOLYTES OF THE HOLY CURRENT

Six low level clerics share this room, with pallets rolled up and stacked neatly in the northwest corner during the day. A trickle of water has collapsed some of the south wall here, and the Acolytes have set up a small shrine to the Holy Current here: a brass basin (10 gp) which catches the water as it trickles, eight glass candle holders (exquisitely made, though very fragile, 25 gp each) and a small crystal idol shaped, somewhat amateurishly, like a water drop (Quartz, worth 100 gp). Twice daily the Acolytes empty the basin into the river (room 8) with a ceremony, "returning the orphan to the mother current". The Acolytes often spend time here or in room 8 praying when not sent on duties elsewhere. 1d6 Acolytes will be here at any given time.

Acolytes of the Holy Current (6): HD C2; hp 5,7,8,8,8,9; AC 9[10]; Atk 2 fists (1d2/1d2); Move 9; Save 17; Special: spells

1. Detect Magic, Protection from Good
2. Light, Protection from Good
3. Create Water, Cure Light Wounds
4. Light, Protection from Good
5. Cure Light Wounds, Purify Food and Drink
6. Command, Light

5. THE PRIEST OF THE FLOOD

This is the chamber of Garran Ocar, the High Priest of the Flood. Garran was a Lightbringer, a priest of the Way of the Master, but Odrowned and was raised to unlife as a Drowned Spirit by the True King Under the Water, though Garran has no memory of this. He only knows that he needs water to abate the unyielding pain he experiences, so he constantly rubs himself with a delicate handkerchief soaked with water poured from a silver flask (worth 100 gp). The Acolytes of the Holy Current do not know their Priest is undead, a fact that he tries to keep hidden from everyone (even though no one in this complex would care). Garran commands the Ghouls in the Ghoul Caverns (rooms 20-25) and can summon them in 2-8 rounds if he so wishes. The door to the Ghoul Caverns is double barred on this side and is locked, though if summoned, the Ghouls will break through the door to obey their master. Garran Ocar is 40% likely to be here.

Garran Ocar, High Priest of the Flood: HD C8; hp 28; AC 9[10]; Atk 2 fists (1d2/1d2); Move 9; Save 12; Special: Spells.

- Level 1: Protection from Good, Resist Cold, Sanctuary
Level 2: Chant, Resist Fire, Spiritual Weapon
Level 3: Animate Dead, Cure Disease, Glyph of Warding
Level 4: Cure Serious Wounds, Detect Lie

6. THE CLEANSING

Water flows freely from a large crack that runs the entire width of the ceiling here, creating a misty wall of water which must be passed through to move to the hallway to the northwest. The water drains through another crack in the floor just at the northwest edge of the room. The room is not completely stable, and such violence as a fireball or lightning bolt spell set off in this chamber would bring the whole thing down. In addition, the floor is slippery which, while not interfering with normal movement, causes a penalty of -2 to Dexterity if running or fighting in this chamber. Garran Ocar is often found standing in the spray from the ceiling with an exultant look on his face (10% chance at any given time).



7. THE FLOOD AND THE CURRENT

This room is open to a large pool of water in the southwest corner. A large (4' diameter) geode has been sheared in half and turned cut side up at the edge of the pool with what looks like a thick piece of glass laying over the top. This is the Water Altar.

There are always 2 **Blackcap Hobgoblin** Guards here, standing outside the western door (locked, Hobgoblins have a key). The Blackcaps do not interact with anyone who enters the room. They will not stop anyone from entering the pool, but if anyone does so, one of the Blackcaps will unlock the door and go through, summoning all the forces in the rooms beyond. The Blackcaps do not interact with anyone in the room, not even the False King when he comes through here. They will not respond to attempts to parley or empty threats. Real threats will be dealt with swiftly and violently. If anyone engages the Water Spirits in the Shallow Pool, they will find the body of the Blackcap Guard attacking them from the rear.

Twice a day the Acolytes bring a basin of water to this altar, pray for a while, and then dump the water into the Shallow Pool with great ceremony.

1d6 Acolytes are 10% likely to be here, the High Priest Garran Ocar is 20% likely to be here.

Hobgoblins (2): hp 7, 11

8. SHALLOW POOL/HOLY CURRENT

The water in this pool is 4' or so deep. While the water moves through pretty quickly, a person could easily walk through the water, and sometimes the King and his Adviser do so. Anyone not accompanied by the False King (room 8), his Adviser (room 20) or the Crooked One (room 16) will be attacked by 1d4 Water Spirits who dwell in this pool. The priest and the acolytes refer to these as the Water Gods, and honor them with sacrifices and offerings. The stream to the east quickly narrows to impassible (the water drops from the Westflow above) while to the west the stream drops down to the True King's Grotto (area 14).

There are a total of 9 **Water Spirits** who occupy this pool, so when the first wave is killed or driven off, another wave of 1d4 will attack, and so on until all but one the Water Spirits are dead or driven off, or the intruders are dead. These spirit creatures are servants of the True King and if these creatures are overmatched by attackers, one will try to slip down the waterfall and warn the True King Under the Water of the threat to his kingdom (see True King level, room 2). If the Water Spirits are engaged in combat, the Blackcap Guard will attack the intruders from the shore. Occasionally, the False King, the Adviser and/or the Crooked One will journey down the "holy currents of the Water Gods," heading downstream to the west. None of the denizens of Blackfalls Hall, except the Blackcap Guard, know why they do this. None have dared to follow since an Acolyte fell in the pool once and was set upon by the Water Gods. The current of the water moves from east to west and on the western edge of the chamber it flows past a large pillar of stone and spills down a 40' waterfall. North of this pillar of stone is an opening in the wall of the cavern which leads downward to a small cave on the edge of the waterfall (8a). Anyone going over the waterfall must make a save or suffer 2d6 hit points of damage.

Water Spirit: hp 11,13,15,16,21,22,23,23,27

8A. GANAR'S REST

A giant skeleton sits on what looks like a naturally formed stone throne. The skeleton is non-animate and was looted long ago, so has no treasure to speak of. If communicated with somehow, the Giant's story is: he is Ganar, son of Garnat and he was exploring these caves from below, was swarmed by Water Spirits in the cave above the waterfall. He fought them off, but was so severely wounded that when he crawled to this cave to rest and recover, he died. He can give some general information about layout of the caves downstream (the Grotto of the True King Under the Water, below), though he has no information about the current inhabitants.

8B. THE CROOKED ONE'S SECRET

Stored in barrels and boxes and crates are a number of mundae items: foodstuffs, cloth, clothing, and the like, almost all of which has been ruined by mold and mildew. Among the barrels and boxes is a small clay pot which is magically sealed. If opened (dispel magic, for example), the jar contains ashes. The ashes are the Trueform of the Crooked One, which he has secreted here hoping no one would find them or, if they did, would realize what they are. Divination type magic can reveal the truth about this strange find. If the ashes are destroyed (scattering them in running water, scattering them in the wind), the Crooked One will crumble to dust in 1d4 rounds.



9.-13. BLACKCAP GUARD WING

There are a total of 19 Blackcap Guards, plus the Blackcap Captain, and 12 slaves (all 0 level humans) scattered among these rooms.

9. BLACKCAP GUARD COMMON ROOM

At any given time there will be 1d8+3 (4-11) **Blackcap Hobgoblins** in this room sitting at tables, talking, cleaning weapons, eating, bullying the slaves (1d4 slaves in this room). These are well trained and very disciplined soldiers so if there is an alarm raised, they will be quick to come to the call.

There is a 20% chance the Captain will be here.

Hobgoblins (2): hp 11 each

10. THE SHRINE OF THE TRUE KING

A large Crystal Dragon statue dominates the western wall here. 25 prayer rugs are neatly rolled up and leaning against the east wall.

Twice a day the Blackcaps come here to pay homage to the True King. If compelled (via Charm Person or the like) to talk about the King Under the Water, a charmed Blackcap will lead his captor to this statue and point and say, "King Under the Water" but not be able to articulate it any clearer than that (so, "Where is the King Under the Water" or "Who is the King Under the Water" or whatever, he will simply point at the statue).

There is a 20% chance the Captain will be here.

11. BLACKCAP BARRACKS

Bunks for 26 line this room, each with a small chest. 19 of these chests have small personal (and largely worthless) items. There will be 18 minus the number of **Blackcap Hobgoblins** in room 9 hanging out here. These Blackcaps are just as well disciplined as their comrades in room 9. There is a 20% chance that the Captain will be here.

Hobgoblins (2): hp 11 each

12. THE OFFICE

This very tidy room has eight chairs, five against the wall, two facing a desk, one behind the desk. Seated at the desk is the Captain of the Blackcap Guards, if he has not been encountered anywhere else, and is still alive. At all times, seated in one of the chairs, trying to puzzle out some paperwork, is a **Blackcap Hobgoblin**.

If the Captain is present, he will politely ask intruders their business, then call for help or attack if necessary.

13. THE CAPTAIN'S PRIVATE QUARTERS

If he is still alive, there is a 20% chance that the Captain will be found here, sleeping, reading, or doing something else to relax.

Blackcap Captain: HD 3+1; hp 21

Hobgoblins (2): hp 10 each

14. BLUECAP BARRACKS

Beds for 20 Bluecap Guards, along with chests (containing many trinkets and small, mostly worthless items) line the walls. Two small tables with four chairs each are clustered in the center of the room.

1d8+6 Bluecap Hobgoblins are always here, some sleeping, some playing cards, some eating. One bed holds the mummified body of a hobgoblin which the others revere.

Hobgoblins (2): hp 10 each



15-18. THE CHAMBERS OF THE CROOKED ONE

The Crooked One is the False King's Court Wizard. He and his apprentices spend most of their time in these chambers, seeking secrets of the Outer Darkness. Most of the denizens of Blackfalls Hall are afraid of the Crooked One and are loathe to enter these chambers. Even the False King rarely sets foot here.

15. THE CROOKED APPRENTICES

Five beings share this room, each has been twisted and broken from years of evil magic. The room, however, is very orderly: 5 pallets rolled up against the north wall, a long table with 8 chairs in the center of the room. An armoire on the south wall holds the clothing and personal items of the Apprentices.

Each of the Apprentices wears a small hourglass on a chain around its neck. If their master or his work are ever threatened, they will throw down the hourglass which, upon shattering, summons a **Minor Blood Demon**. The demon will defend the one who shattered the hourglass for a number of rounds equal to the age of the person, at the end of which the demon collects that person's soul and takes him or her to the Outer Darkness to torment.

These Hourglass Demons will serve anyone of any alignment because of the pact implicit in the breaking of the hourglass. They serve enthusiastically because of the reward offered, even when serving an undead master who might bind them in service for hundreds or thousands of years...

Marshant, Hobgoblin Apprentice: HD 2; hp 5; AC 5[14]; Atk staff (1d6) +1/+1 or spell; Move 9; Save 17; Special: Spells.
Spells: Burning Hands, Light

Gooriath, Hobgoblin Apprentice: HD 3; hp 9; AC 5[14]; Atk staff (1d6) +1/+1 or spell; Move 9; Save 17; Special: Spells.
Spells: Comprehend Languages, Jump, Audible Glamour.

Luciar, Human Apprentice: HD M4; hp 7; AC 9[10]; Atk staff (1d6) or shortbow (1d6) +0/+2 or spell; Move 12; Save 16; Special: Spells.
Spells: Magic Missile, Push, Shocking Grasp, Darkness 15' radius, Magic Mouth.

Doolias, Goblin Apprentice: HD 2-1; hp 6; AC 6[13]; Atk staff (1d6) -1/-1; Move 9; Save 18; Special: Spells.
Spells: Comprehend Languages, Enlarge.

Mistan, Bugbear Apprentice: HD 5; hp 16; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8)+0/+2; Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.
Spells: Jump, Message, Sleep, Darkness 15' Radius, Invisibility, Strength.

Blood Demon: (Second-Category Demon): HD 9; AC 0[19]; Atk 2 claws (1d3/1d3), 2 bite (2d8/2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

16. THE CROOKED LIBRARY

The Crooked One is primarily interested in summoning and controlling demons from the Outer Darkness. Many forbidden tomes lie scattered about the room – some open with notes scrawled in the margins, some piled precariously. Three books have blackened and scorched covers and are locked. Buried among these revolting, but largely mundane, books are three books of real power and two scrolls.

Book of The Garis Man by Lucian Demmond – Included among the many pages of the history of the region, speculation on how the power of the Garis Man came to be, rumors about the “true nature” or the Garis Man, this book also details a unique connection with the Outer Darkness. It is known to some that wands can be recharged at the top of the odd stone pile during a thunderstorm, but rumors persist that beneath the Garis Man is a sealed summoning chamber, the circle inscribed on the floor is one that has been lost to the ages, the sigils and incantations written there would allow one to bind some of the most powerful of demon lords. According to the book, the legends say the binding is permanent.

Among the many boring pages, if the 6th and 66th words of each page are written down, a summoning spell can be deciphered by recombining the words in the right order (some of these words are underlined in red, though not all – the Crooked One is just figuring out the pattern – he stops on the first page that has fewer than 66 words written on it, about page 12). The spell is a variation on Summon Monsters VII which only summons demons. The demons will serve as per the spell description, but will try to extract a price for their service (note, according to the spell description, they really don’t have the leverage to extract the price, but they will try nevertheless):

1. Will demand regular sacrifices of living creatures or it will refuse to serve (and when compelled, will act as in 5).
2. Will lie to its master about everything, including its abilities and limitations.
3. Will linger long past the end of the spell, hiding, choosing an inopportune moment to reveal itself and cause havoc for the master.
4. Will only follow orders to the letter, everything must be explained in excruciating detail and the demon will still look for loopholes.
5. Will linger long past the end of the spell, attacking at what it perceives to be the master’s weakest moment.
6. Will demand 500 gp worth of gems per turn of service, if denied will serve as in 4.

Remon’s Study of the Outer Darkness: This work, a multi-volume set, begins with all the Scriptures from six different religions which make reference to the Outer Darkness and the demons therein (vol 1), then speculates on the nature of the Outer Darkness (vol. 2), then speculates (wildly inaccurately) on the nature of the demons and devils who dwell in the Outer Darkness (vol. 3), then gives a proposed hierarchy of the denizens of the Outer Darkness (somewhat accurate) and their counterparts in the Heavens of Light (very incomplete and inaccurate) (vol. 4), and finally (vol. 5 and 6) proposes magical means and protections for traveling to the Outer Darkness (DM discretion on how accurate this information is) by creating a two-way gate anchored in a holy place here which, it is speculated, will open near the Gateway of Damned Souls.



Research on this work will reveal that Remon (Darian Remon Garitan, Nephew of the Fire Duke of Gallas, rider of Stormcloud and Giant Slayer) lived 500 or so years ago and was a court wizard for nearly 100 years until he was excommunicated by the church for dabbling in things of darkness. He disappeared after a dozen or so years having been imprisoned in a special cell beneath the crypts of St. Ashar’s Cathedral in Gallas. All of his works were thought to have been destroyed.

The Dire Oracles, by Uthart – This slim volume appears to be a thousand 8 line poems written by someone named Uthart of the Rippled Glass. The poems appear to be gibberish, the lines not relating to one another in theme, meter or rhyme. Uthart of the Rippled Glass was a powerful, if now forgotten, bard once upon a time. This was Uthart’s code for writing the Songs of the Dire Oracle – songs that, when sung by a bard of sufficient level, mimic the effects of certain Mage spells:

- L1: Charm Person, Sleep
- L3: Hold Person, Suggestion
- L5: Animate Dead, Hold Monster
- L7: Charm Plants, Power Word Stun
- L9: Astral Spell, Power Word Kill

The Bard must be of equal or greater minimum Mage level to cast the spells (thus, Bard 1 for L1 spells, Bard 5 for L3 spells, etc.) The spell songs disappear (from the paper and from the Bard’s memory) after casting, though a limited wish or the like could make the spell song available again and a full wish could make a spell song permanently available to the Bard.

- Scrolls:
- #1: **Monster Summoning VII (4)**
 - #2: **Gate (2), Imprisonment (2)**

17. THE CROOKED ONE'S REST

This room is a jumbled mess: a bed in the southern corner covered with a variety of pillows and blankets, as well as parchments and books, an overstuffed chair which is stained and torn and smells horrible, a frayed carpet on which are stains and bits of unidentifiable things scattered amidst papers and scraps of wood and stone, some burnt clothing, a broken mirror and a small table and chair, the former also covered in papers and books. On the wall is a single decoration: a portrait of a beautiful woman.

If not encountered elsewhere, the **Crooked One** is here, studying some of the papers on the desk (65% chance) or sleeping in the overstuffed chair (35% chance). If alerted to intruders, he will cast whatever defensive spells he has available and prepare for combat. If seriously threatened, he will escape through the secret door in the western wall to the gate there.

The Crooked One appears as a very large Hobgoblin, with vestigial horns and ears, reddish brown skin and glowing green eyes. His body is twisted and crooked, but surprisingly strong and agile. He is actually an undead being, his Trueform (ashes) secreted at area 8b of this level. A successful hit by the Crooked One drains 1 point of Intelligence from his victim. The Intelligence drain is permanent unless magically healed.

If a search of the mess is made, a few interesting items and a few valuable items can be found: 12 cp stuck to the bottom of a rancid rawhide pouch, a massive, annotated leather-bound edition of *The Life of Garrolus Garriban*, pair of gold-rimmed spectacles with very thick lenses (worth 35 gp intrinsic, but as a curiosity perhaps 300), a blood-smearred piece of parchment on which is written a deed of ownership for a plot of land near Lake Fincher, 4-gallon cask full of stout ale with a wolf's head symbol branded on the side, a bone calling-whistle etched with the image of a snake head, a bleached human skull etched with devotions to St. Ashar and bolted to a 3-foot chain, a well-made scroll-case containing a fairly good map of the trade town Jacob's Well. On a table beside the bed is a rather unremarkable key (for Queen's Level room 5, the Chained Oracle).

Under the bed, in a dusty corner, is a 200 gp ruby which will radiate faint magic if detected (this is the Red Keystone for the Gate in room 18). The Crooked One carries a pouch around his neck which contains 5 gem stones (diamond, blue topaz, emerald, yellow citrine and black onyx). Each of the stones is about an inch long and ½ an inch wide, kite shaped, about 1/8th of an inch thick. These are the other Keystones for the gate in room 18.

The Crooked One (Undead Demon/Hobgoblin): HD MU11; hp 31; AC 5[14]; Atk 2 claws (1d6/1d6) 1 bite (1d4); Move 9; Save 9; Special: Spells.

Spells

- Level 1: Identify, Jump, Push, Shield
- Level 2: Detect Invisibility, Forget, Levitate, Wizard Lock
- Level 3: Gust of Wind, Phantasmal Force, Suggestion, Water Breathing
- Level 4: Monster Summoning II, Remove Curse, Wizard Eye
- Level 5: Animate Dead, Telekinesis, Teleport

18. THE GATE OF MANY KEYS

This secret room has only one significant feature: a large (9' wide, 9' high at its apex) arch made of some kind of dull silvery metal. The arch has six indentations on the left side in a vertical row.

1d6 rounds after someone opens the secret door, if not already discovered, a shambling, hairy creature will lumber around the corner to investigate. This is a **Sentinel Demon** who has grown lax and lazy. The Crooked One placed the demon, which he calls "Spook," here as a guardian, but no one but the Crooked One has ever entered the chamber, so the demon lumbers around the corner expected to greet its master. Spook will be surprised if anyone other than the Crooked One is in the chamber when he rounds the corner (or if encountered before he rounds the corner) and will lose initiative on the next round as well, but then he will fight to the death to defend the gate.

"Spook" hates the name that the Crooked One has given him, but will not reveal his Truename to any mortal. The Crooked One knows the demon's Truename, but is unlikely to reveal it.

The gate can be keyed to different locations, depending on the order in which the Keystones are set in the indentations, how many Keystones are set there, and how they are oriented. The first (top) gem placed indicates the reality (or plane of existence) to which the gate will open:

- Red: plane of fire
- Blue: plane of water
- Green: plane of earth
- Yellow: plane of air
- Onyx: plane of darkness
- Diamond: somewhere in the world of Daen Ral

The other five Keystones placed will pinpoint the exact location on the plane where the gate will open.

- 1 Gem, random location on plane.
- 2 gems, specified large region (say, a nation or a geographical landmark no smaller than a mountain range or a large lake).
- 3 gems, a specified region (say, a district, area, region, such as the Rosewood Highlands or the city of Ostaven).
- 4 gems, a "location" (as small as, perhaps, a village or a landmark like the Garis Man).
- 5 Gems, a specific place within the location (such as "on top of the Garis Man" or "in front of the tavern at Hope Cross").
- 6 gems, a pinpointed location ("three feet inside the main gate of Jacob's Cross, beside the west wall" or "behind the throne at the Palace of the King of Hamlin").

The Crooked One has keyed dozens of locations from the millions of combinations possible: e.g. The Chantry of the Deepflame, the Hall of the Gnome King, Jacob's Well (main gate), the Night Palace on the Plane of Darnkess, etc.

The gems the Crooked One carries are Keystones for the Gate in this room...

"Spook," Sentinel Demon, Third-Category Demon: hp 43

19. THE NINE FACES OF GORAN

The angled eastern walls here are lined with bas relief human faces bearing different expressions: Angry, Happy, Sad, Sleepy, Confused, Humiliated, Frustrated, Excited and Proud. Four are along the north wall, five are along the south wall. The order in which they appear changes every time someone looks at them.

If an attempt to damage a face is made, all of the faces will look angry, and each will shoot out a 6d6 lightning bolt targeting the source of the damage. The faces are stone and can be damaged normally. 12 hp damage will disable a face and 24 hp damage will destroy a face. Damaged faces regenerate at a rate of 2 hp/turn. Any time anyone who has previously damaged or destroyed a face, the remaining faces will grimace at that being as he or she passes by.

If all of the faces are destroyed, the being who deals the final blow to the final face gains the ability to cast one 6d6 lightning bolt each day for 9 days (the being will know he or she has the ability to cast the bolt, but will not know the limitations until the tenth day, when the ability vanishes). For every uncast lightning bolt after 9 days have passed, a single Face of Goran will regenerate (at the above rate).

Just outside the door to area 15, hanging from the ceiling, are 9 chains of differing length, forming a sort of curtain between the corridor and the room beyond. The chains are not magical (though the Hobgoblins and most of the other denizens of the Hall believe them to be).

The stairs to the south wind down to the Queen's Level, room 30.

20. THE (FALSE) KING'S ADVISER

The door is usually locked. Only Falreth, the (False) King's adviser has a key. The eastern wall of the room opens into a large cavern, dropping 15' to an uneven floor below.

Along the northern wall of the upper part of the room are bookshelves with a handful of books (*The History of the Firbolg*, *Seven Tribes of the Goshor Plains*, 7 cookbooks and a half-filled personal journal). Tucked in several of the books are parchments with notes (some pertaining to the contents of the book they are in, others seemingly random). One of parchments has a love sonnet that, if read backwards, appears to be some kind of spell (it is, a glyph of confusion, per the spell as if cast by a 10th level Mage, affecting only the reader). Also on the shelves are: A brass belt buckle in the shape of a laurel wreath, a rolled-up 10-by-18-foot tapestry depicting the burial of the holy child of Garastad which, though the colored threads have faded, this work of art is probably of great value, an iron amulet embossed with the shape of a lion's head, strung from a chain necklace, a long grey cape embroidered with golden swans.

The cavern is piled with thousands of bones (mostly goblin and animal, but scattered here and there are human bones as well). If Falreth, a **Ghoul Master**, is present, he will likely be gnawing on a bone, or eating (a goblin). Falreth wears the full armor and helm of his former life, wielding a sword in combat instead of his paralyzing touch. If unwelcome visitors enter, he will cause the bones in this area to begin animating, forming 1d6 **Skeletal**

Horrors which will take one round to form and then attack. Once Skeletal Horrors begin to animate, 1d6 will animate every round until Falreth releases the bones or is killed. No matter how many Horrors are defeated, the bones will simply reform the next round. In addition, if attacked, Falreth will summon the 9 **Ghouls** from area 23 who will arrive in 1d6+4 rounds.

The archway to the north stairs is barred with an unlocked iron gate. The steps descend 10' to the floor of a high ceilinged crevice - 30' high south of the bottom of the staircase to 40' where the crevice intersects area 27. To the north of the bottom of the stairs, the tunnel slopes down sharply to area 22. The ceiling of the tunnel between the bottom of the stairs and area 22 averages 5' and is 3 ½' at the lowest point, just before entering area 22.

The bridge to the east (to area 21) is simply two planks.

Falreth, Ghoul Master: hp 22

Skeletal Horrors: hp 5 each

21. FALRETH'S NOOK

The east wall is a mass of what appears to be garbage held together with some kind of sticky goo. On more careful investigation, an 18" diameter hole is in one end of the mass. This is Falreth's cocoon. If he has not been encountered anywhere else, he will be here, sleeping and regenerating.

Mixed in the cloth, wood and other bits of detritus is the Ghoul Master's treasure: 8030 cp, 1874 sp, **Potion of Clairvoyance**, **Potion of Climbing**, **Mage Scroll: Locate Object**, **Scroll of Protection from Fire**, **Cleric Scroll: Dispel Evil** (4) Gems: 10 gp Lapis Lazuli, 100 gp Azurite, 50 gp Turquoise, 500 gp Coral (11) Items of Jewelry: 3000 gp Medal, 700 gp Coffin, 6000 gp Crown, 1200 gp Earring, 1700 gp Coffin, 800 gp Chalice, 2000 gp Brooch, 900 gp Decanter, 2600 gp Necklace, 3000 gp Fob, 4000 gp Fob

The cocoon will take a total of 11 rounds to dismantle to gain the treasure, though two people can work side-by side (one for 6 rounds, one for 5). If the treasure gained is not washed off, the chance for contracting the flesh-eating disease increases 1% (cumulative) per round in a person's possession.

22. THE SHRIEKING FUNGUS CAVE

NOTE the tunnel dimensions are indicated in area 20 (slopes down sharply, chokes to 3 ½' high at the entrance of this cave).

Dozens of huge mushrooms grow in this hot, wet cave. Many are good for food, but mixed among them are ten Shrieking Fungi which will begin making a shrill whistling noise if disturbed. The sound carries to areas 3, 4, 5, 20,21, 23, 26, 27, and 28, attracting all the Ghouls in the tunnels and alerting anyone in the other areas to intrusion.

If the Shrieking Fungi are avoided or neutralized, this could be a safe haven (the denizens of the level rarely come here), though the heat and humidity make resting only half as effective for those who are not adapted to it or if some special preparations have not been taken (that is, it takes 2 hours of rest to accomplish something that would take one hour normally, or two days to accomplish something that should take one day).

Shrieking Fungus (10): hp 6,6,7,8,10,14,15,17,19,19

23. GHOULS AND TREASURE

The corridor here is littered with gnawed bones (perhaps a bone drops from the shelf above as this area is entered). The shelf, about 10' above the floor, is home to 9 **Ghouls** who are subservient to the Ghoul Master Falreth (room 20). The Ghouls fight anything that enters the area unless countermanded by Falreth. One of the Ghouls has the shreds of a backpack on its back containing bits of cloth, a broken lantern and three scroll cases: **Mage Scroll: Hold Person, Hold Monster, Ventriloquism, Detect Illusion, Scroll of Protection from Poison, Scroll of Protection from Undead**. Scattered about the floor, among the bones and bits of debris are 1003 sp, 4218 ep, and 6 Gems: 100 gp Chrysoprase, 1000 gp Jacinth, 130 gp Smoky Quartz, 20 gp Lapis Lazuli, 5000 gp Ruby, 80 gp Rhodochrosite.

The Ghouls guard the (False) King's treasure chest. The chest is locked (the king has the key) and trapped (if opened without the key, the lid of the chest will explode, doing 2d6 hp fire and shrapnel damage to anyone within 2' of the chest and 1d6 hp shrapnel damage to anyone within a 10' radius (save for half). The explosion is likely to destroy the contents of the chest (make item saves).

The (False) King keeps 412 pp here as well as a **Potion of Flying, Scroll of Protection from Undead, Potion of Water Breathing, Oil of Ethereality**.

Ghouls (9): hp 4,4,6,8,10,11,12,13,14

24. THE (FALSE) KING'S SECRET

The entrance to this small cave has been sealed by a cave-in. Clearing away enough rubble to enter the cave would take 20 person-hours to accomplish (that is, it would take 4 people 5 hours, or 2 people 10 hours).

The cave appears empty. An invisible sarcophagus rests against the eastern wall. The lid to the sarcophagus is magically trapped: if opened, a booming sound wave will reverberate in the room, stunning anyone within the room for 1d4+4 rounds (save at a 3 point penalty to negate), causing debris to shower down from the ceiling and causing a further cave-in to re-block the entrance to this cave. The boom will be heard throughout this level and will bring the (False) King and as many guardians as he can muster.

Inside the sarcophagus is the body of a woman, long blonde hair, with a wooden stake through her heart, gripping a **crystal ball (ESP)**. If the stake is removed, barring any interference from someone else, the woman will slowly open her eyes and sit up, survey her surroundings for a moment and then turn to gaseous form, drop the crystal ball, and escape to the throne room (room 28). This is **Reisa**, former mistress and Vampire Master of Argonis, the (False) King. When she was killed, Argonis was released from her bond, but chose to remain in his undead state. If the stake is removed, Argonis will realize it immediately as he once again becomes enthralled to his former love.

Reisa, Vampire (9HD): HD 9; hp 47; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; AL C; CL/XP 12/2000; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss.

25. ARGONIS' ALCOVE

In the eastern alcove of this small cave is Argonis' highly decorated stone coffin.

26. GUARDIAN COLUMNS

Two **Caryatid Columns** stand here in the alcoves to the north and the south. The Columns will attack if commanded by the (False) King, otherwise, they remain inert. If a general alarm has been raised, Argonis will give them orders to attack any who enter this hallway.

Caryatid Column (2): hp 17,25

27. SHADOWY DARKNESS

Each of the three alcoves is shrouded in magical darkness. As denizens pass by each alcove, they whisper, "For the King Under the Water." Note that the crevice that separates rooms 20-21 cuts through the hallway here, creating about a 5' wide and 12' deep gap to be crossed.

Hiding in the darkness of one of the alcoves is a **Shadow Fiend** in the service of the True King. The Shadow Fiend will not molest anyone who says, "For the King Under the Water." In truth, he is as likely to simply follow someone who passes as a spy for the True King rather than to attack outright. The Shadow Fiend will come if summoned by the False King.

Shadow Fiend: hp 32



28. THE (FALSE) KING UNDER THE WATER

This is the audience chamber and throne room for the (False) King, the Seer's Throne.

The Throne itself, on the dais at the northern end of the hall, is elevated about 6' above the floor, fashioned of a black wood. A tapestry, depicting the mystical symbols of the Asharath Order, is draped over the back and beneath the seat is a crystal ball.

When Argonis is seated on the throne, he is dressed in odd southern garments, a turban on his head, robes with strange symbols on the chest and the hem.

He carries a **wand of negation** with 57 charges and a ring of keys (he has keys for every locked door in the complex, unless the text says otherwise – about 24 keys).

He is typically surrounded by six **Panthers**, three per side, and at his feet, along the base of the dais, lays the **Abargat Serpent**.

When the (False) King is here, he is attended by 1d12 **Zombie Attendants** and there one or more of his chief servants: The Crooked One, Garran Ocar of the Holy Flood, Falreth the Ghoul Master Adviser.

Behind the throne, behind the tapestry, the wall is very weak and is beginning to collapse between this chamber and the lower room to the north (room 4).

Whoever is seated on the throne can use the power of the crystal ball to see, within his or her own mind, the location the seated one desires to scry. The throne has all the limitations of a normal crystal ball, except it can be used by anyone.

Argonis, the False King, Vampire (7HD): HD 7; hp 35; AC 2[17]; Atk 1 bite (1d10 + ability score drain); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss.

Panthers (6): hp 12,20,21,22,24,26

The Abargat Serpent: HD 8; hp 41; AC 3[16]; Atk 1 bite (3d6+ poison) and constrict (3d4); Move 12 (swim 9); Save 8; Special Poison, constrict, immune to poison, silence and invisibility.



28A. THE ABARGAT SERPENT

When the (False) King is not on the throne, the Abargat Serpent crawls to this alcove, piled with bones and offal. Scattered among the debris are 4591gp.

29. THE SLAVE PIT

12 **Zombie Attendants** wait silently in this room when the (False) King is not on the throne.

Zombies (12): hp 6 each

THE TEMPLE OF THE RABBLE

The stonework in this level (rooms 2, 6-12) is markedly different from anywhere else in Blackfalls Hall. The walls and ceiling are almost pure black marble slabs, with just a hint of red and white veining. The floor is highly polished quartz tiles. Everything is impeccably clean (except as noted).

1. THE CHAMBER OF DIVESTITURE

Three tables stand in the southeastern portion of this natural cave. A small, long-eared creature stands on one of the tables and gestures at anyone wearing anything more than one of the silk robes from the Penitent's Hall (Queen's Level, room 23) to stop, then gestures at the table. If ignored, he will jump up and down twice, shake his head, gesture toward the person and then toward the table. If anyone wearing more than a silk robe (or other silk clothing) attempts to move into the corridor to room 2, the little creature will attempt to block their way, though it will not attack. If attacked it will attempt to flee to tiny cave in the eastern wall. This is **Grish, Hope Stealer of the Grand Temple**.

The last 10' of the corridor between rooms 1 and 2 is hazy and magical. Anything not a living, breathing creature or silk (which derives directly from a living, breathing creature) is repelled by the mist, including stone (GMs can decide on whether or not wood is able to pass through, metal cannot). The Goblins say, "We come only with who we are." The Hobgoblins say, "Naked I was born and naked I am before my god." The undead cannot enter the temple.

Dispel magic disables the magic field at 1 linear foot/level of the caster, for 1 round per level of the caster. Other anti-magical effects should work similarly, as the GM determines.

Teleport or dimension door or similar type spells work fine here.

Grish the Hope Stealer, Tunnel Mite: hp 2



2. TRINKETS OF THE FAITHFUL

The tunnels to rooms 1 and 3 have been inexpertly punched through the walls here, causing a number of the black marble slabs on the wall and ceiling to buckle, allowing some debris to periodically tumble to the floor. The room is quite safe unless under normal circumstances, though violent spells (such as fireball, lightning bolt, etc.) or a natural explosion will cause the ceiling to collapse – partial collapse for 1-40 cumulative points of explosive/concussive damage, 41+ points of damage and the entire ceiling collapses, trapping everyone in the temple.

The northern wall is crudely painted with a depiction of a great blueish dragon as the object of worship of what might generously be called goblins and hobgoblins. At the base of the painting, along the floor, is a trough containing several hundred numbered silver discs, numbered from 1 to 441 (treat as sp for value). Missing are numbers 87, 156, 229, 311 and 404 (three of these are with the High Priest, see room 12, while #404 is in the stomach of Azmuth the Crafty, room 5). The faithful each take a disc to enter the main temple area relatively unmolested (see rooms 7 and 8 for more information). In addition, if 101 silver discs are thrown (in order) at the magic barrier between rooms 1 and 2 in order, the barrier will drop for 40 rounds.

The tunnel which has been broken through the eastern wall is called the Low Road by the Goblins and Hobgoblins, and is their preferred route to the Temple (30% chance that 1d6+4 Goblins and 1d4+2 Hobgoblins will be somewhere along this route). The door in the west wall leads to the High Road to the Temple, the route used by the Acolytes of the Holy Flood and Garan Ocar, the Priest of the Flood on the rare occasions when they enter this level (5% chance).

3. & 4. ATTENDANTS OF AZMUTH THE CRAFTY

6 **Bugbears** dwell in each of these natural caves, their tongues cut out, their ears are triple-notched. Their faces are painted with a whitewash to resemble skulls (the bucket of whitewash is in room 4). These are servants of the Temple, and attendants of Azmuth the Crafty (room 5). 1d6 of the Bugbears will in each of these chambers (those not in these chambers will be in room 5). If all 6 Bugbears are in a chamber, they are feasting on a goblin. The Attendants have been pacified by the High Priest but fight viciously in defense of the Temple or the High Priest. Each of them carries a magical **ceremonial stone dagger** with curious runes carved into the blades. The magic of the runes keeps the blades razor sharp. If strangers come through here, the Servants of the Temple will try to block their passage, miming to go no further, and miming "no speaking" somehow, but they will not attack. Lone Goblins (or halflings) who come through here are eaten by the Bugbears. On the floor of room 3 is a small pile of Goblin bones.

Bugbears (6): hp 19,20,23,24,30,30

5. AZMUTH THE CRAFTY

This room is really a pit, stairs leading downward from both the entrances to an uneven floor. Stalactites hang from the ceiling here and coiled around one of them is a massive serpent, **Azmuth the Crafty**. Any **Bugbears** not in rooms 3&4 will be here on hands and knees scrubbing the floor.

Azmuth does not attack, but he will drop his head down to eye level with the first person to enter the room, staring into that person's eyes, flicking his tongue in and out. Then, if given the opportunity, will drop down and encircle a great stalagmite rising up out of the rough floor. Any bugbears in the room stand off to the side and watch with tense anticipation, but do not interfere, even if Azmuth is attacked.

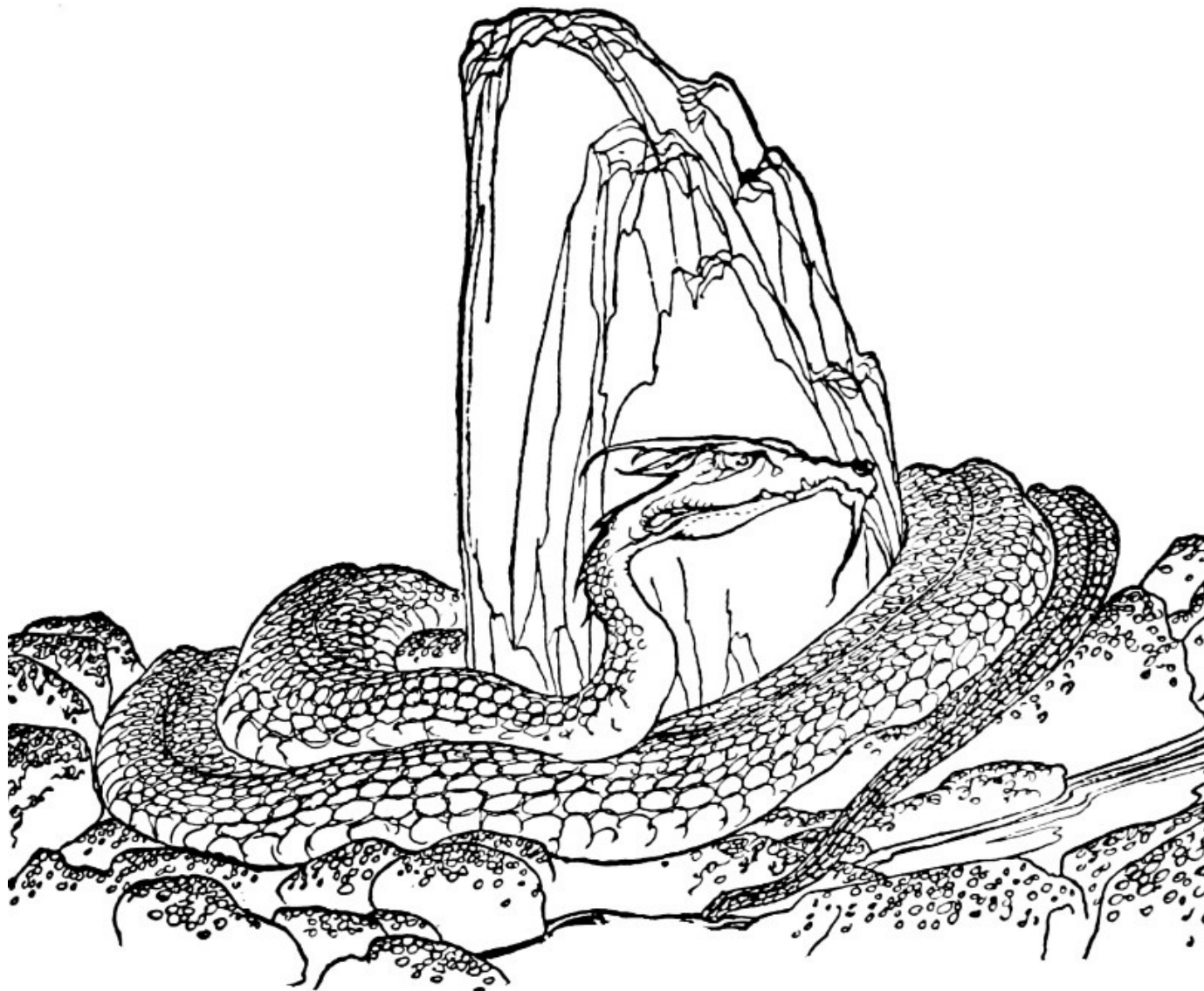
Those who remain silent in the presence of Asmuth are completely safe, but anyone who speaks hears their words echoing in their minds as Azmuth begins working a magical charm. After the first word is spoken, the speaker has to make a save vs. spells, failure means the speaker hears every word he/she utters echoed back in their mind. If the speaker continues to speak, he/she must continue to make saves vs. spells.

The second failure means the speaker is charmed by Azmuth the Crafty, who will give his victim subtle commands (like, "when you next rest, poison someone's water" or "the next time you fight, you will attack your friend, but make it look like an accident" or "slip away from your friends when their backs are turned"). When those who become charmed eventually divest themselves of their non-charmed compatriots, they are compelled to return to Azmuth. Each day under this charm, save vs. spells at a cumulative +1 per day. Failure means the person continues under Azmuth's charm. Success means the person has broken the charm, but will not have any awareness of actions taken while under Azmuth's charm.

There is no practical limit to the number of creatures Azmuth can charm at one time. Those who say nothing in Azmuth's presence cannot be charmed by the serpent.

In Azmuth's stomach is a silver disc (#404, from room 2).

Azmuth the Crafty, Snake, Giant Constrictor: HD 6; hp 33; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict



6. THE GALLERY OF THE SONG

This long, wide corridor has a words painted on the curving south-east wall. Where the tunnel to room 5 (the Low Road) has broken through the wall, some words have been scrawled around the opening, presumably the missing words. The writing is the Song of the Fallen King:

BULL of conflict was he, active in dispersing an arrayed army,
The ruler of hosts, Indisposed to anger,

Blameless and pure his conduct in protecting life.
Against a hero stout was his advance,
The ruler of hosts, disposer of wrath.

There will be protection for thee since thou askest it.
For thou hast given me protection;
How warmly wert thou welcomed!

The hero of hosts, from what region thou comest?
I come from battle and conflict
With a shield in my hand;

Broken is the helmet by the pushing of spears.
I will address thee, exalted man,
With his shield in distress;

Brave man, what is thy descent?
Hound-hoofed is my horse, the torment of battle,
Whilst I am called Gyr, the son of Golian,

The lover of Crea, the daughter of Llunan.
Since it is thou, Gyr, an upright man,
From thee there is no concealing;

I also am Gyrandin Unselan.
He will not leave me in a parley with thee,
By the bridle, as is becoming;

But will hasten away to his home on the High Lands.
It is not the nearest river I speak of to thee,
But the furthest hills and trees.

Eagle! I will cause the furious sea to ebb.
Polished is my ring, golden my saddle and bright
To my sadness

I saw a conflict before Endless Mountains.
Before the Storming Lord a host I saw,
Shields were shattered and ribs broken

Renowned and splendid was he who made the assault.
Gyr Ganalan, the hope of armies,
Sooner would legions fall before the hoofs

Of thy horses, than broken rushes to the ground.
Handsome my dog and round-bodied,
And truly the best of dogs;

Dormal was he, which belonged to the host.
Dormal with the ruddy nose! what a gazer
Thou art upon me! because I notice

Thy wanderings on the far hills.
I have been in the place where was killed the High King,
The son of the Sea, the pillar of songs,
When the ravens screamed over blood.

I have been in the place where the Prince was killed,
The son of the High King, of far-extending fame,
When the ravens of the battle-field screamed.

I have been where the prophet was slain,
The son of the priest, extolled in songs,
When the ravens screamed over blood.

I have been where the Priest was killed,
The son of no man, of honorable fame,
When the ravens screamed over flesh.

I have not been where Gyr was killed,
The son of Golian, the accomplished,
The resister of Father of the Moon.

I have been where the soldiers of the Undying were slain,
From the East to the North, faceless ones;
I am alive, they in their graves!

I have been where the soldiers of the Undying were slain,
From the East to the South, nameless ones;
I am alive, they in death!

NOTE: this is mostly "The Dialogue of Gwyddno Garanhir and Gwyn ap Nudd" with the names changed.

The song refers to the War of the Long Night, when the Goblin-kin swarmed the Midlands and were only stopped at the Endless Mountains by the leadership of Hargeth the Mighty and his alliances with the Northmen war-chiefs and the mysterious "Children of the Moon" far to the north.

If the Goblins, Hobgoblins, servants or High Priest are questioned, they will indicate that the poem refers to their god, the Storming Lord, the High King of the Seas and Sky. In fact, the worshippers can recite the Song from memory. Recounting any of the stanzas from the poem in the presence of a Goblin, Hobgoblin, Bugbear or Troll of Blackfalls Hall will cause the goblin-kin to stop whatever it is they are doing (including engaging in melee) to stare at the speaker quizzically for 1 round. If another stanza from the Song is spoken, the Goblin-kin will join with the speaker, continuing even if the original speaker stops reciting. If the speaker gets any words wrong, the Goblin-kin will stop reciting the song, stare quizzically again for one round, and then attack in a berserker rage. See True King's Level, area 3 for what happens if the song is recited to the True King Under the Water.

7. THE FIRST REVERENCE

A 12' tall statue of a Dragon-man stands here, arms outstretched as if reaching for something. At the statue's feet is a bronze basin, about 2' in diameter.

If any Goblins or Hobgoblins are in the Dark Presence (room 8), there will be one coin from room 2 for each Goblin-kin in the worship place. While the Goblin-kin make a show of their devotion as they drop their tokens into the basin, the important thing is that no item of silver enter the worship chamber (see below).

8. THE DARK PRESENCE

The center of this chamber is dominated by a massive crystalline statue of a dragon, the God Under the Mountain. The statue is of a translucent blue tint and glows faintly from within. There is no other illumination in the room (see below if a silver item has been brought into the room). Any Goblin-kin in the chamber are prostrate on the floor, worshipping their idol. If the High Priest (room 12) is here, he is chanting (in Goblinese) a dark prayer. There are always 1d4 servants (room 11) in this chamber. Those in the room will pay no mind to an intrusion unless the intruders make a disturbance (even so, it will take them 1d3 rounds to be fully prepared to engage intruders)

If a silver token (or any item of silver) has been brought into this chamber, the light within the statue will flicker and die, plunging the room in a magical darkness (continual darkness, 30' radius) which remains until dispelled or until any silver object brought into the room remains here. Once the darkness is dispelled or silver objects leave the room, the statue magically appears back in place, glowing softly as before (though anyone in the room will see a momentary glimpse of the statue being in two places at once – wherever it has moved to, see below, and its normal position in the center of the room). In the first round after the darkness falls, the massive statue will begin to animate. This is a Giant Crystal Golem (Stone Golem Variant) which will attack any living thing in the room. Unlike most golems, however, the statue of the God Under the Mountain is particularly vulnerable to silver (which does quadruple damage). Silver pieces hurled as sling stones do 4 points of damage each (up to 4 can be hurled at one time, though each coin would have to make a successful hit). Other improvised “silvered” weapons should be allowed (hammering silver pieces into a club, for example – approximately 12 would be sufficient to be a “silvered weapon”).

Awakening the statue alerts the True King Under the Mountain, who watches the scene unfold through the statue’s eyes (darkvision which penetrates the magical darkness). Destroying the statue causes 60 hp of damage to the True King Under the Mountain, who will subsequently send a message to the False King and the Captain of the Blackhats (The False King’s Level rooms 28 and 13 respectively) to rally the troops, bringing the entirety of the forces of Darkfalls Hall down on the intruders.

Stone/Crystal Golem: HD 15 (60hp)

9. MEDITATION ROOMS

There is a 60% chance at any given time there will be 1d3 servants (room 11 for description) in either of these rooms tending the nine oil lamps that hang in each room.

The walls opposite the door are covered in mosaic tiles in abstract geometric patterns of blue, green, white and black. Six barrels of lamp oil stand against the wall between the doors in each room (each barrel contains a week’s worth of oil for the nine lamps in each room).

Barely audible voices whisper in the room at all times, growing more distinct as one spends time meditating in these rooms. The voices speak of the growing darkness, an ache for shadows to grow long, for the light to flee away.

For each round spent meditating, make a saving throw vs. spells. Failure means the person meditating will try to extinguish the lamps.

The servants will not willingly allow the lamps to be extinguished. If they are extinguished, Shadows will begin coalescing in the corners, one **Shadow** for each lamp extinguished. The Shadows will simply remain in the corners waiting unless the lamps stop being extinguished or begin to be relit. Once the Shadows begin attacking, the servants (if present) will attempt to flee).

If all 9 are extinguished, in addition to the nine Shadows, a **Shadow Fiend** leaps out of the mosaic wall and attacks any living thing in the room. Relighting the lamps does not drive away the Shadows of the Shadow Fiend, however, once a Shadow makes a kill, it retreats back into the Outer Darkness for 4d6 hours.

The Shadow Fiend is dispelled if all nine lamps are relit.

This room is a “test of faith” for Goblins and Hobgoblins.

Shadows (9): hp 14,17,17,18,21,22,22,23,25

Shadow Fiend: hp 40

10. HALL OF COMMUNION

Four slender (perhaps 2’ diameter) crystal pillars stand in the center of this chamber, clockwise from the northwest: Green, Red, Yellow, Blue. On each of the slanting walls are pure white marble slabs, each vaguely man-shaped.

A large prayer rug, well worn, covers the very center of this chamber. If thoroughly searched, a small smear of blood can be noticed on both the blue pillar and the white slab facing it (in the southwest corner).

If a drop or more of blood touches a pillar and the slab facing it, an elemental will be summoned from the Green, Red and Yellow pillars (Earth, Fire and Air, respectively).

If blood touches the blue pillar and the slab facing it, an avatar of the True King is summoned into the chamber.

The elementals attack mindlessly, the avatar of the True King expects obsequience and groveling (which the High Priest has become quite adept at).

The Avatar appears as a blue crystal dragonesque creature, 12’ tall, fully formed of water. Even if confronted by strangers, the Avatar of the True King will look bemused for a round or two, then probably attack, though the True King can be engaged in conversation, if given proper deference.

Air Elemental (8HD): hp 45

Earth Elemental (8HD): hp 28

Fire Elemental (8HD): hp 30

Avatar of the True King, Water Elemental (16HD): hp 74

11. THE SERVANTS OF THE TEMPLE

17 Servants of the Temple sleep here and 1d4+3 will be here at any given time, the remainder are scattered about the Temple complex performing menial tasks. The Servants wear dark robes, deep hoods fully covering their faces. Beneath the robes are deformed and mutilated men, tongues cut out and ears cut off.

The Servants of the Temple will not willingly all gather in the same room, but they will not fight if threatened and could be herded into one area or compelled by magic.

If all 17 Servants are within 30' of one another, they will all begin wailing (first round), then their flesh will begin to melt off their bones (second round), then they will try to heap their bodies, one atop the next as their flesh continues to melt away (rounds three through five), until finally they are nothing but a huge pile of bones. The bones will remain inanimate for 1d6 rounds, then, if any living being remains in the chamber with them, they rise as **Skeletal Horrors**.

Servants of the Temple: hp 6 each
Skeletal Horror (1d6): hp 5 each



12. THE HIGH PRIEST OF THE UNDERTEMPLE

This room is crowded with furniture: a huge bed piled high with pillows and blankets, two desks (with papers piled high on each), a large banquet table with 9 chairs, six stuffed chairs, carpets on the floor and tapestries on the walls.

Lemual: Neutral (Evil) Male Human Cleric, Lvl: 12, Atr: 9/11/12/17/8/15, AC: 4, HP: 45

Equipment: Leather +2, Staff +2, Spear +2, Backpack, Bone Case (map/scroll), Garlic bud, Holy Symbol (silver), 2 x Leather Case (map/scroll), Mirror (silver), Quiver, Rations (standard), 2 x Sack (large), Spike, Stick of Incense, 2 x Wax Candle, Wine

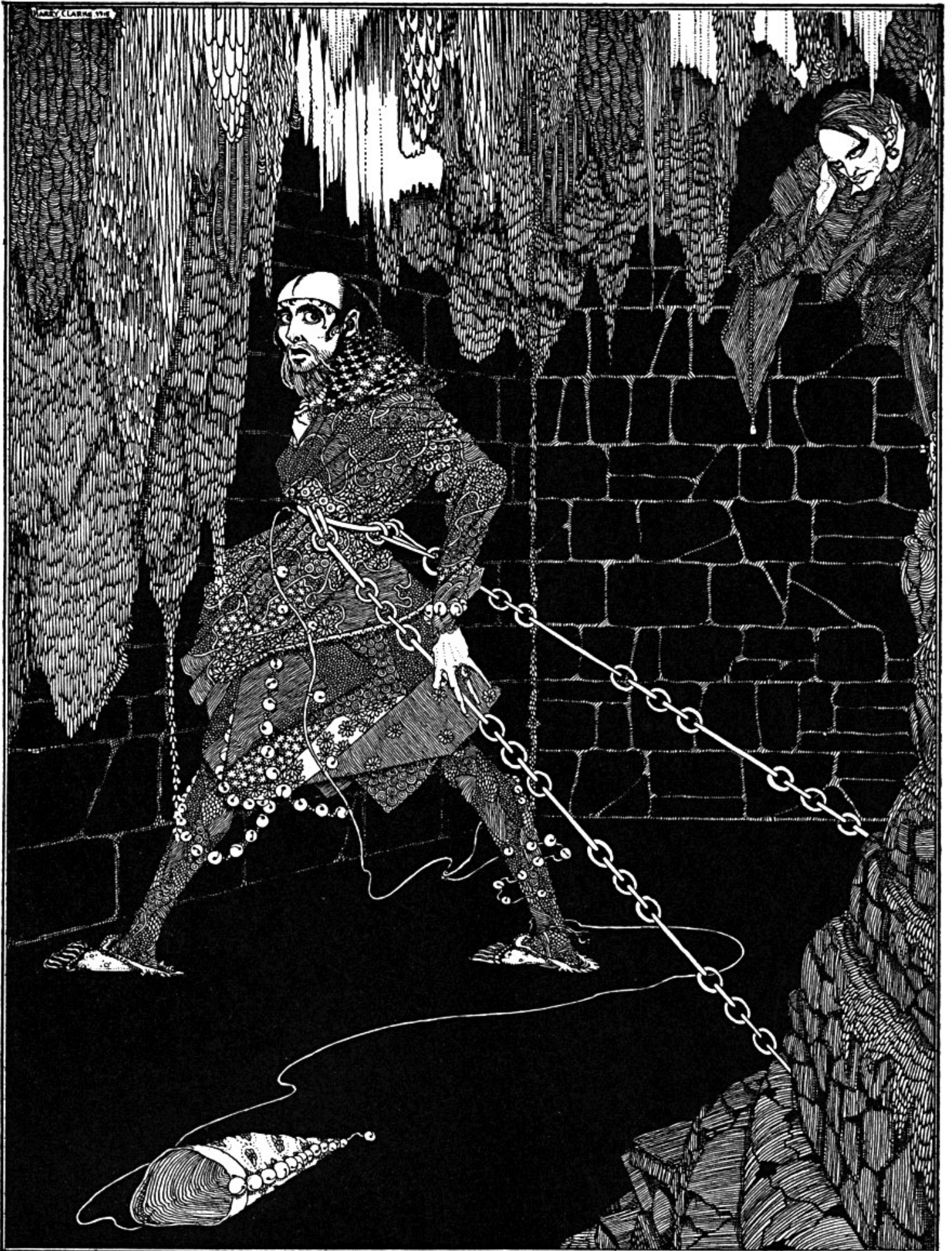
Personality: Zealot, Eccentric, Perceptive

Spells:

Level 1: Affect Normal Fires, Burning Hands, Jump, Push
Level 2: ESP, Levitate, Magic Mouth, Ray of Enfeeblement
Level 3: Clairaudience, Fireball, Fly, Invisibility 10' r
Level 4: Fire Shield, Hallucinatory Terrain, Minor Globe of Invulnerability, Fire Shield
Level 5: Animal Growth, Feeblemind, Passwall, Teleport

Among the jumble of furniture may be found: a gold earring with a garnet inset, a bailiff's boiled leather skullcap, chainmail coif and pot helmet embossed with the coat of arms of the town of Jacob's Well, a goat meat pie wrapped in waxed paper, a handful of broken chicken bones, a warrior's studded leather bracer.





THE GROTTO OF THE TRUE KING

1. ENTRANCE

This tunnel is just beneath the surface of the water of the great pool, about 100' to the east of the waterfall. The tunnel is about 30' high, but the width varies considerably.

2. THE TRUE KING UNDER THE WATER

This enormous flooded cavern is lit by a softly glowing fungus that covers the entire cavern roof, which is about 80' above the water level at the highest point and 40' above at the lowest. The water is about 100' deep.

The True King Under the Water, a massive and ancient **Blue Crystal Dragon**, sleeps coiled at the bottom of the pool, near the center, atop the entrance to his lair (see below). The True King keeps in mental contact with the goings on within Blackfalls Hall by various means: the Avatar of the True King (Temple Level room 10), the Crystal Golem (Temple Level room 8), the Elemental Crystal Statue (Blackfall Keep, room 13), the painting in the waiting room (Queen's Hall Level, room 6), the Statue revered by the Blackcaps (Hall of the False King, room 10) and via his connection with the False King (Hall of the False King room 28).

If combat erupts on this level (areas 1,2,3,4,5,6,9), or if the pool is somehow defiled or the King is physically approached (within 20'), the True King will awaken and attack the intruders.

Blue Crystal Dragon (10HD): hp 40

Spells:

Level 1: Dancing Lights, Shield

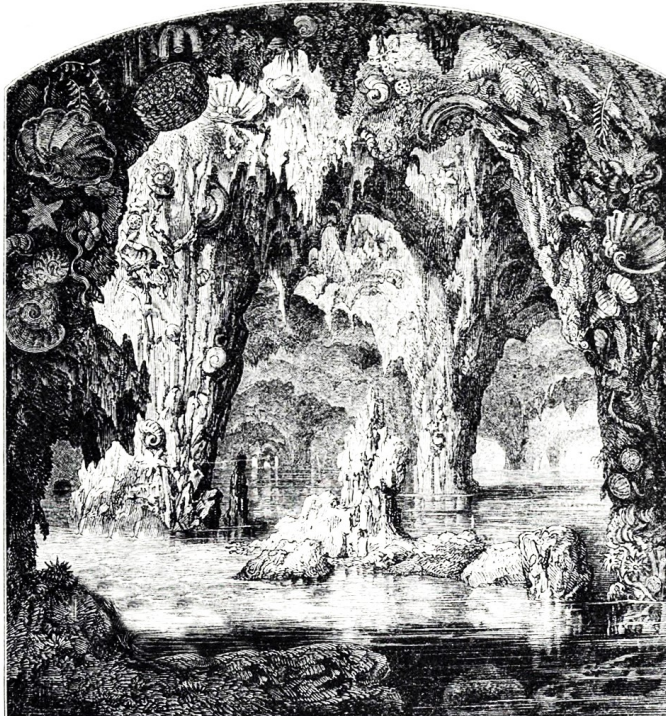
Level 2: Levitate, Ray of Enfeeblement, Web

In a glittering crystal cave at the bottom of the pool is the lair of the True King Under the Water. A dozen magic crystals function as crystal balls, scrying various parts of Blackfalls Hall. They are keyed to the True King in a way that it would be difficult (but never say impossible) for mortals to liberate them from this cave and retain their magical properties

In addition, the True King's favorite treasures include:

17311 ep, 44191 gp, **Ring of Feather Falling** (a silver ring with engraved feathers on the outside of the band), **Sword +2 (Garadan's Fist)**, Sword +2, inflicts 3d6 lightning damage on a natural 20 to hit roll, gives wielder a +4 to saves vs. electrical damage), **Ring of Wizardry** (a thin gold band with 2 garnet chips set in, doubles 1st level spells), **Gutter**, Dagger +1, +2 vs. creatures smaller than man-sized, **Potion of Rainbow Hues**, **Scroll of Protection - Elementals - Air** (in a wax sealed wine bottle).

The bulk of the True King's treasure is in the treasure room (12) guarded by the Demon known as the King's Ransom. The keys for the treasure chambers are buried in the pile of electrum and gold here.



3. THE PETITIONER'S COURT

All who seek an audience with the True King (such as the False King or the Crooked One) swim to this small shelf on which is a small altar on which rests two stone bowls, the right bowl larger than the left. A petitioner of true faith will fill the left bowl with water from the cavern, place it on the altar and call out something like "I come to seek the king!" or "I seek the King Under the Water!" or some other invocation. The true petitioner then makes an offering by placing it in the right bowl (something valuable but small enough to fit in the bowl), and then pours the water from the left bowl over the offering, which seems to dissolve and disappear (it teleports to area 12). The actual value of the offering doesn't matter (a fact that he Crooked One has discerned), so long as the proper procedure is followed.

Whenever a petitioner calls out an invocation, Misha (area 10) will swim out to the middle of the pool in area 2 and poke her head above the water to watch. If the petitioner acts in any way inappropriate, Misha will swim back to her pool and alert Gar and the Guardians of the Moonstone (see room 9) and then, if she feels the threat warrants, down to awaken the True King (area 2).

Responses come from the Voice of the True King (see area 5), speaking for the King, whose voice echoes throughout the cavern.

If the **Song of the Fallen King** (Temple Level, room 6) is recited here, the True King will surface and be under the influence of the being who recited the song for as many days as the being has Intelligence points (if a creature recites the song, estimate its intelligence) though the True King gets the benefit of a save every day.

4. THE EYES OF THE TRUE KING

A creature, a massive heap of flesh and eyes, quivers atop this plateau, 12' above area 5 and 9' above area 4. The plateau surrounds a pillar on the northern end, with two more raised shelves, the larger being 6' above this level, the smaller being 9' above that (15' above this plateau) to the south of the pillar.

This creature is simply known as the Eyes of the High King. It has hundreds of eyes covering the amorphous pile of flesh. The True King can see through the eyes, but generally chooses not to because so many perspectives sometimes disorients the True King. Each of the eyes can cast a spell, one spell per round. Roll d4 for type (1. Magic User, 2. Cleric, 3. Illusionist, 4. Druid) and then roll randomly for level and randomly for specific spell. The Eyes of the King is able to cast a spell every round, but will refrain from doing so unless attacked, in which case the Eyes will cast a spell every round, regardless of its utility or appropriateness. Such spells are cast at 24th level ability. If the Eyes is destroyed, every creature within a 40' radius must make a save vs. spells or be affected by 1d6 random spell effects (save for each spell effect). Until the Eyes is destroyed, any damage taken regenerates at a rate of 1 hp per turn. Eyes destroyed regrow within 2 days (unlike a troll, when the Eyes is killed, it stays dead). Killing the Eyes of the True King blinds the True King for 1d4 days.

On the highest shelf, just south of the pillar, is a small locked box. Inside the box is the beating heart of the Eyes and Voice. If the heart is destroyed, the Voice and the Eyes of the True King immediately die, melting into puddles of goo and stunning the True King for 1d6 days (note the death effect of the Eyes, above).

Eyes of the True King: hp 23

5. THE VOICE OF THE TRUE KING

On this small shelf between the Eyes' plateau and the stairs up to the Guardians of the Moonstone (rooms 7-13) dwells a curious, eyeless humanoid creature, with a scaled body and fish-like head. The creature is equally able to breathe in the open air or under water. This is Baylen, the Voice of the True King. Baylen carries a wooden and coral staff and wears only a loincloth. Baylen spends his time chiseling a curious geometric pattern on the eastern stone wall which rises above the shelf here. Even though blind, the Voice has an uncanny sixth sense, so he fights with no penalties.

The Staff he carries is the **Staff of the Deep** (quarterstaff +2, ESP with water-breathing creatures at will, geyser 2x/day, Summon water elemental 1x/week). When petitioners approach (see area 3), the Voice begins to speak: "Who seeks to hear the Voice of the King?" or "Who dares interrupt the slumber of the High King?" or some other kind of confrontational introduction, his deep voice echoing from this lonely shelf throughout the cavern. The Voice of the True King speaks for the King more so than the True King speaking through him, much like a prophet. See area 5 for details on what happens if levelled creatures/characters petition the True King. If the Voice of the True King is killed, the True King will become mute for 1d4 days.

Baylen, Voice of the True King, Sea Devil: hp 11

6. THE DEEP WELL

A shaft drops 1000' to a cave about 80' in diameter, all completely water filled. In the wall of the cave are exactly 81 niches, 1' wide and 2' deep. In each of these niches is an enchanted human skull. The skulls radiate an anti-magic field, in a 2' diameter sphere around each skull, increasing by 2' for each skull within 10' of another skull (the anti-magic field around this cave is at 162'. It would be possible to set a chain of these skulls 10' apart from each other to create a 162' diameter, 810' long corridor of anti-magic...

7. MISHA'S POOL

Misha is a mermaid who lives in this pool. She is enthralled by the True King, so she will attempt to lure mortals to a watery grave.

The pool is 40' deep, silty and murky at the bottom where Misha keeps her treasure amid the remains of dozens of mortal victims:

1300 gp Idol (gold idol depicting a gentle-looking fatherly figure), 6000 gp Pendant (gold sunburst design with rubies and orange tourmaline), 1 gp Azurite, 100 gp Jasper, 1000 gp Emerald, 20 gp Moss Agate, 500 gp Amber, 500 gp Pearl, 500 gp Peridot and 2782 pp.

Misha, Mermaid: hp 9

8. GAR'S CHAMBER

Gar the Ogre lives in this small cave. He is unswervingly in love with Misha (though she does not return this affection, she allows him to pursue her and protect her). Gar is not very intelligent, even for an ogre, but he is also not as violent as many of his brethren – except in defense of Misha.

The only treasure of any value that Gar has is an emerald pendant (gold chain and setting – worth 1200 gp) that Misha gave to him. Any other treasure he ever had he gave to Misha.

Gar, Ogre: hp 21

9. THE GUARDIAN'S SHELF

A Shadow Creeper lives on this small shelf. If intruders enter the corridor, the Creeper will drop down to bar their way. He is submissive and meek, pantomiming "danger" and "go back" and the like, in an attempt to keep intruders from proceeding past this point. If intruders push past him, or if they attack, he will attempt to retreat up to this shelf and retrieve his weapon – a wand of paralyzation with 32 charges remaining – and ambush the intruders from behind if possible.

Shadow Creeper: hp 7

10. EMPTY CHAMBER

The floor here is covered in old stains and odd debris: bone chips, slivers of precious metals (a few ounces of gold or silver, maybe 3 gp worth if gathered up), moldy flour, caraway seeds, and thirty slender red-painted sticks, a black handkerchief, a well-crafted shortsword with a decorative hand-guard in the shape of a spread eagle, and a burgundy leather scabbard featuring embossed eagles in flight, a stained heavy grey cloak with several hidden pockets.

11. THE KING'S RANSOM

The door to this room is magically locked and only the True King has a key. Powerful magic like a wish or Passwall or such magic should circumnavigate the magical protection.

The floor of this room is bordered by red painted magical sigils and glyphs in a pattern a magic user might recognize as intending to contain something supernatural (like a magic circle) – which is exactly what it is as seated in the middle of the room, on a plush carpet is a demonic creature, held here by the True King Under the Water. The **demon** will not immediately attack but will seek to parlay. It will reveal what information it can, if promised to be released. The only items in the room are two 2' poles with mummified human hands attached to the end (to disarm the trap in room 12)

The magic glyphs and sigils do not really hold the creature here. The only way to truly release the demon is to pay in blood – a willing sacrifice of blood from 5 different beings, one at each corner of the room, with an offering of the four elements (earth, air, water, fire) at which time the room falls into magical darkness where the fifth offering is made on the demon's head.

The demon will not reveal that making such offerings commits those offering the ransom to be indebted to the demon (that is, he will call upon each of them once in the next year to accomplish something evil for him or relinquish their soul to the demon forever). Such information will be available if some kind of powerful divination is used. If freed, the demon will laugh maniacally and disappear in a cloud of smoke. If parleyed with, the King's Ransom will reveal that beyond two more magically locked doors is a treasure worth more than all the other treasures in all of Blackfalls Hall (which is true in the sense of the item's rarity and desirability). He will reveal that the only way to open the passage to the King's Treasure is to use a magic keys that the King Under the Water has hidden. This is not technically true, but the demon will insist that this is the only way to reveal the entrance to the True King's Treasure (passwall, stone to mud, dimension door, etc. may work...).

Regardless, the demon will not allow anyone to enter the treasure chamber without releasing him. If intruders attempt to do so via any means (even if they use the key to gain access to the room, but don't promise to release the demon), he will attack.

King's Ransom, Fourth-category Demon: hp53.



12. DEATH TRAP

The floor of this chamber is very thin, though it will support the weight of as many as thirty people, even fully armored. On the north wall are two hand-shaped recesses, about eye level, shoulder width apart. If a human hand is not placed in each of them within 3 rounds of the first person entering this chamber (30 seconds), a massive boulder will dislodge from the ceiling and crash through the middle of this room, dropping everyone and everything in this room 200' to jagged rocks below.

13. THE TREASURE OF THE KING

Heaped about the room is the following:

86889 gp, 130223 sp

75 gems : 1 gp Malachite, 10 gp Azurite, 10 gp Carnelian, 10 gp Hematite, 10 gp Malachite, 10 gp Star Rose Quartz, 10 gp Turquoise, 100 gp Banded Agate, 100 gp Bloodstone, 100 gp Bloodstone, 100 gp Bloodstone, 100 gp Carnelian, 100 gp Chrysoprase, 100 gp Citrine, 100 gp Jasper, 100 gp Jasper, 100 gp Obsidian, 100 gp Onyx, 100 gp Onyx, 100 gp Rock Crystal, 100 gp Tourmaline, 1000 gp Star Ruby, 1000 gp Star Ruby, 1000 gp Topaz, 10000 gp Emerald, 11 gp Banded Agate, 12 gp Rhodochrosite, 1200 gp Amethyst, 1200 gp Sardonyx, 13 gp Banded Agate, 130 gp Star Rose Quartz, 140 gp Peridot, 1400 gp Black Sapphire, 16 gp Moss Agate, 20 gp Azurite, 20 gp Lapis Lazuli, 20 gp Rhodochrosite, 200 gp Carnelian, 200 gp Turquoise, 2000 gp Fire Opal, 2000 gp Sapphire, 3 gp Malachite, 30 gp Blue Quartz, 30 gp Rhodochrosite, 35 gp Blue Quartz, 45 gp Lapis Lazuli, 45 gp Turquoise, 5 gp Moss Agate, 5 gp Obsidian, 50 gp Azurite, 50 gp Banded Agate, 50 gp Blue Quartz, 50 gp Eye Agate, 50 gp Lapis Lazuli, 50 gp Lapis Lazuli, 50 gp Lapis Lazuli, 50 gp Moss Agate, 50 gp Moss Agate, 50 gp Obsidian, 50 gp Obsidian, 500 gp Amber, 500 gp Chrysoberyl, 500 gp Chrysoberyl, 500 gp Jet, 500 gp Jet, 500 gp Peridot, 5000 gp Ruby, 600 gp Alexandrite, 70 gp Bloodstone, 8 gp Lapis Lazuli, 8 gp Turquoise, 800 gp Aquamarine, 800 gp Smoky Quartz, 800 gp Topaz, 900 gp Opal.

15 pieces of Jewelry: 6000 gp Comb, 5000 gp Comb, 1100 gp Fob, 300 gp Comb, 1200 gp Bracelet, 5000 gp Tiara, 900 gp Comb, 5900 gp Necklace, 12000 gp Necklace, 8000 gp Comb, 1200 gp Anklet, 200 gp Anklet, 7000 gp Ring, 1200 gp Arm Band, 9000 gp Locket.

9 Potions: **Potion of Animal Control, Oil of Elemental Invulnerability, Elixir of Life, Potion of Flying, Potion of Clairaudience, Potion of Invulnerability, Potion of Vitality, Potion of Levitation, Potion of Healing**

On a stone pedestal in the center of the room is a polished white stone sphere, about 6" in diameter, with an odd dark grey circular inclusion. This is the **Eye of the Moon**, a minor artifact. Every day the Eye of the Moon will reproduce a random effect of an Ioun Stone for the person who is touching the stone at midnight when the effect changes. The affected person will be under the magical effect for a full 24 hours, regardless of continued contact with the stone.

14. UNDERGROUND STREAM

This waterway meanders several thousand feet linearly (and several hundred feet vertically) from the False King's Level (room 8).



ADVENTURES IN BLACKFALLS HALL

Blackfalls Hall is a setting in which the GM can place his or her adventures. It could be simply a mysterious ruin the party visits and leaves, or it could provide many sessions of play. I have tried not to force any plot on the setting, the GM is free to use it a larger campaign. In fact, Blackfalls Hall, the Palace of the King Under the Water, is a location found within the free **Northern Tier** hexcrawl available from

Rosethrone Publishing. Other products in the Northern Tier series include: **The Summer Court of the Silver Queen**, **The Chantry of the Deepflame**, **The Ghost Downs**, **The Pile and Faller Village**, **The Hall of the Gnome King**, **The Sepulcher of the Burning King** and **The Shrine of the Fallen Angels**.

While there is no “mission” associated with Blackfalls Hall, and encounters are not “scaled” for any particular levels, here are some suggestions for possible ways to motivate players to travel to Blackfalls Hall:

Rumors

1. The King Under the Water wields a scepter which can hypnotize his enemies and render even the most powerful opponent helpless.
2. Powerful undead beings are the true power behind the Goblin King Under the Water’s throne.
3. It is said that the King Under the Water makes human sacrifices to dark gods.
4. A great demon sleeps deep under the cliff-top keep.
5. The King Under the Water holds several powerful and wealthy people for ransom in the dungeon deep under the ground.
6. The King Under the Water is one of the old gods who sleeps eternally, waiting to be awakened by the faithful.
7. The goblins and the King Under the Water worship birds.
8. The King Under the Water is a lich.
9. The King Under the Water is a demon
10. The King Under the Water has died.
11. The King Under the Water has allied himself with the Goblin Lord in the Chantry of the Deepflame.
12. The Halls of the King Under the Water have been decimated by a plague and are now haunted by ghosts and zombies.

Adventure Ideas

Retrieve the Eye of the Moon: The Eye of the Moon (Grotto of the True King, room 12) is a powerful magic item that many would like to get their hands on. Perhaps a powerful magic user will hire a party of adventurers to retrieve it, perhaps the party will hear about the Eye and desire it for themselves. Old Whitebeard (Northern Tier Special Encounter 12) may try to compel one or more people to retrieve the Eye for him. The reward should be significant enough to warrant handing over the Eye rather than keeping it for themselves.

To Bless the Dead: The party may be sent to retrieve the corpses of the Paladins of St. Ashar (Blackfall Keep Dungeon 12) by a mysterious figure (who might be a priest of St. Ashar, or a necromancer, or a fallen Paladin of St. Ashar, or a true Paladin of St. Ashar, could it be St. Ashar himself?). The reward should be commensurate with the danger involved.

Rescue the prisoners: Four prison cells (Blackfall Keep Dungeon 4) are occupied.

- The people of Faller Village may send a hired group to rescue Ambran, the Miller’s son, from the King who was trying to hold him for ransom (though the Jailer has killed him, the people of Faller Village will give a reward for the return of his body).
- Baron Nyqrot will offer a healthy reward for the return of his son, Edgar.
- The Silver Queen (See the Highlands Location *The Summer Court of the Silver Queen* for more information on the Silver Queen, Northern Tier hex 27) may contact the party to rescue her Envoy who has been a prisoner of the King Under the Water for nearly a year.
- The fourth cell is occupied by the doppelganger posing as Headman Ashford from Woodbridge (Northern Tier hex 7)

Re-establish the Monastery: The Birdmen have returned to the Highlands, and a cult worshipping them is re-establishing itself. The party is contacted to clear out the intruders who have taken over the cliff-side Monastery of the Feathered Prophets.

Machinations

All is not necessarily at peace in Blackfalls Hall. While the Goblin-Kin are unswervingly loyal to the (False) King Under the Water (except the Blackcaps, see below), some of the denizens of the Hall chafe under the weight of their servitude.

The Captain of Blackfall Keep (qv) hates the fact that he is subservient to the (False) King and would willingly join a group who vows to overthrow the tyrant (whether or not he would remain loyal in such a situation is debatable).

The Queen (see Queen’s Level) despises the (False) King and wants nothing more than his utter destruction, though she is powerless to make this happen because of the secret she guards.

The (False) King Under the Water might be willing to betray the True King Under the Water, though he cannot do so openly.

The Blackcap Hobgoblins are utterly devoted to the True King Under the Water and will defend the True King with their lives. The (False) King would not be averse to thinning their numbers a bit. They will only half-heartedly defend the (False) King.

Encounter Reactions

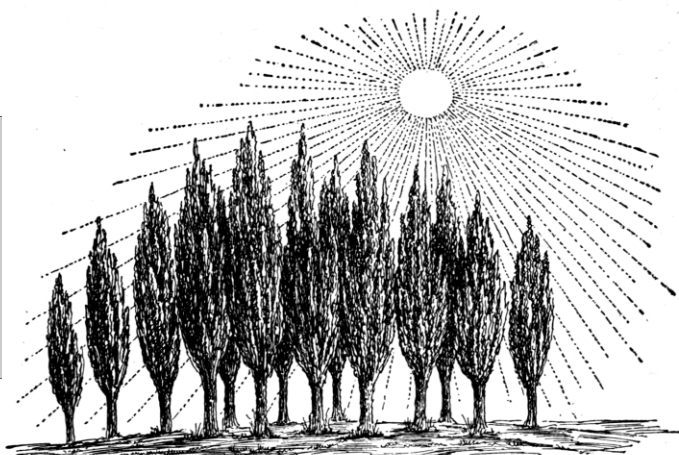
No encounter is an “automatic attack” unless the text specifically states such. For reactions, generally use the following table for an initial reaction and then roleplay what comes next based on the party’s actions. The roll can be modified by a Character’s Charisma score if appropriate:



Roll 1d20	Reaction
1 or less	Violently hostile: will likely attack unless somehow restrained
2-5	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
6-9	Uncertain, roll again on table with 1d12
10-11	Neutral: cautious but not hostile
12-17	Cautious: roll again on table with 1d12+8
18-19	Friendly: makes gestures of friendship (shaking hands, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly

Random Stuff in Blackfalls Hall

Roll 1d12	Stuff found
1.	A trail of footprints which end after 11 feet. 1. Bloody 2. Muddy 3. Excrement 4. Unidentifiable goo
2.	A small pool of 1. Blood 2. Vomit 3. Water 4. Ale 5. Dead grey ooze 6. Water with tiny tadpole like creatures swimming in it
3.	A pile of 13 dead rats, skinned, freshly killed.
4.	Hanging from the ceiling are a dozen human ribcages, stripped of flesh and bleached, wired together to they all rattle against each other if one is moved.
5.	Four fish heads, rotting.
6.	A small silver flask (worth 10 gp) filled with: 1. Ale 2. Wine 3. Water 4. Parasite filled water [gastro-intestinal distress for 1d4 days, -1 on all rolls] 5. Potion of healing 6. Diseased ale [gastro-intestinal distress for 2d6 hours, -1 on all rolls]
7.	Three humans, freshly killed, stripped of all usable equipment except: 1. Ruby [120 gp] found in mouth 2. “Glass eye” actually a Gem of Seeing 3. Swallowed 25 gp 4. Ring of regeneration hidden in hollow boot heel 5. Worn Brass Spoon [food purification, 3/day, as spell] 6. Frayed and stained cloak is Cloak of Protection +1
8.	A large bundle of feathers and a small bucket of tar.
9.	A dozen roasted giant vulture eggs.
10.	Behind a loose stone is the head of 1. A blackcap hobgoblin 2. A bluecap hobgoblin 3. A goblin 4. A human, wearing a helmet 5. A statue, a handsome man (cursed, touch and Charisma reduced by 1d6 points until remove curse or similar magic is used) 6. A giant snake
11.	Curled up in the corner is what looks like a giant snake. Actually, the shed skin of Azimuth the Crafty.
12.	Chalk writing covers the walls, floors and ceiling. The language is unknown (casting a read languages spell requires a save vs. spells or go mad for 1d12 turns, successful save indicates writing is no known language). These are the ravings of a madman who 1. Is hiding nearby 2. Is an ally of the (False) King Under the Water 3. Is plotting to assassinate the (False) King Under the Water 4. Is possessed by the True King Under the Water



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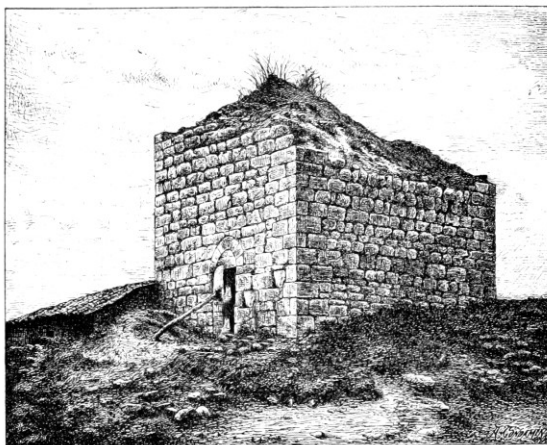
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APPENDIX: NEW ITEMS

Biter: This small (5" long blade) dagger is nicked and scratched and no attempts to polish or clean it up will be successful. Biter is a dagger +1 to hit and damage and a successful hit inflicts a blood poison that causes the loss of 1 hp per day until cured (cure disease) or a successful save is made.

Bitter Root: This longsword has a wire-wrapped hilt. It is a Longsword +2, but it cannot penetrate non-magical armor (it always misses in attacks against non-magic armor). It is +2 vs. magic armor and skin, hide, scales, etc.

Blackfang: This black-bladed longsword has small rubies set into the ends of the guard and a slightly larger ruby set into the hilt. Blackfang, an evil blade, is a longsword +2 vs. mortal creatures, -1 vs. undead, allows the wielder to gate in a minor demon 1/week at the cost of the life of one intelligent creature.

Cup of Truth: This pewter chalice is decorated around the outside with bas relief grape clusters. The Cup is always full to the brim with fine wine, unless turned on its side. Anyone who consumes the wine from the cup must save vs. poison each round until a save is made or he or she temporarily loses 1d3 points of Constitution and tells some deep truth about their life each round of a failed save. If Constitution reaches zero, the imbibor passes out drunk for 20 minus their Constitution score hours. If three lies are ever spoken while holding the cup, it shatters into dust.

The Eye of the Moon: This 6" diameter polished white sphere (of Moonstone) has a circular grey inclusion which makes it look like a giant eye. Every day, the Eye of the Moon will reproduce a random Ioun Stone effect for the person who is touching the stone at midnight, when the effect changes. The affected person is under the magical effect for a full 24 hours, regardless of continued contact with the stone.

The Eyes of Hamar: These two mummified human eyes are powerful magical artifacts. When placed over a mortal's eyes, they give the mortal the ability of Trueseeing (the ability to see hidden, invisible and disguised objects as they really are, as well as the ability to see through illusions).

Garadan's Fist: This longsword +2 has the scar of a lightning strike blackening its blade. Garadan's Fist gives the wielder +4 to saves vs. electrical damage and on a natural to hit roll of 20 delivers an additional 3d6 electrical damage.

Greenhsine: This is a rather worn and dull looking dagger. It glows green in the presence of humans and demi-humans. It is a dagger +1, -1 vs. humans and demi-humans

Gutter: This wide-bladed dagger is a Dagger +1, +2 vs. creatures smaller than man-sized.

Helm of the Vulture King: This steel helmet (there are actually two of them) has stylized wings sweeping off the crown from either side. These wings are covered with vulture feathers (glued on with vulture excrement). The wearer of the Helm of the Vulture is able to communicate via ESP with any creature wearing the matching helm.

Lantern of Finnian Mandalar: This is a minor magic item which looks and acts in every way as a normal lantern save one: it never uses any fuel.

Malanare's Memory Lantern: This curious magic item looks like a very decorative (and fragile) hooded lantern, and acts as such if desired. However, a command word is inscribed on the bottom of the device that will activate it. The lantern, once activate, records a visual memory of anything that happens before it up to 3 minutes and is able to project the images of the last event "recorded."

Quinian's Flail: This flail has a simple 2' long haft, a 2' long chain and a 4" diameter spiked ball. Unremarkable it it's design, it is nevertheless a Flail +1 which does double damage to water dwelling creatures. The spiked ball can flare into light (as the spell, duration 1d6+6 rounds) at will.

Ravensclaw: This dagger has a long, thin blade. The hilt is wrapped in goblin skin. Ravensclaw is a Dagger +2, -2 vs. flying creatures. The wielder is able to fly (as the spell, cast at 12th caster level) two times per day.

Rod of Andaraman: This 2' long glass rod is 2" in diameter and much heavier than it should be. Useable by any class, the wielder of this rod can turn undead as a 5th level (one charge), 10th level (2 charges) or 15th level (4 charges) cleric, can cast protection from undead (1 charge) or protection from undead 10' radius (3 charges) and once per day (for up to 2 hours) can glow as a light spell or (for up to 2 rounds) as brightly as sunlight. If the Rod of Andaraman is not "recharged" before it fully runs out of charges, it shatters.

Sin's Misery: This well-made longsword has depictions of the Seven Deadly sins etched on one side of the blade and the Seven Virtues on the other side of the blade. Sin's Misery is cursed. While it is a sword +1, if the blade is ever used to commit an evil act, the wielder experiences a -1 on all rolls beginning 24 hours after the evil act was committed and lasting until the curse is removed. Penalties are cumulative (that is, six evil acts means a -6 on all rolls).



Blackfalls Hall

Spear of Darkness: A standard spear, this magic weapon is +1, +3 vs. humans and demihumans and can cast darkness 3x per day. It is a LE weapon.

Staff of the Air: The Staff of the Air appears to be a broken off tree branch, gnarled and forked. Using the proper command words, the Staff of the Air can cast Stinking Cloud 2/day; Predict Weather 3/day; and Air Blast 4/day, all at a cost of one charge per use. Stinking Cloud and Predict Weather are cast at 14th level caster ability. Air Blast pushes an Ogre sized volume of air (about 3'x5'x8') at an extremely rapid speed, pushing up to 600 lbs. of weight 4d6 feet away from the staff wielder (save for half distance). Air Blast does no direct damage.

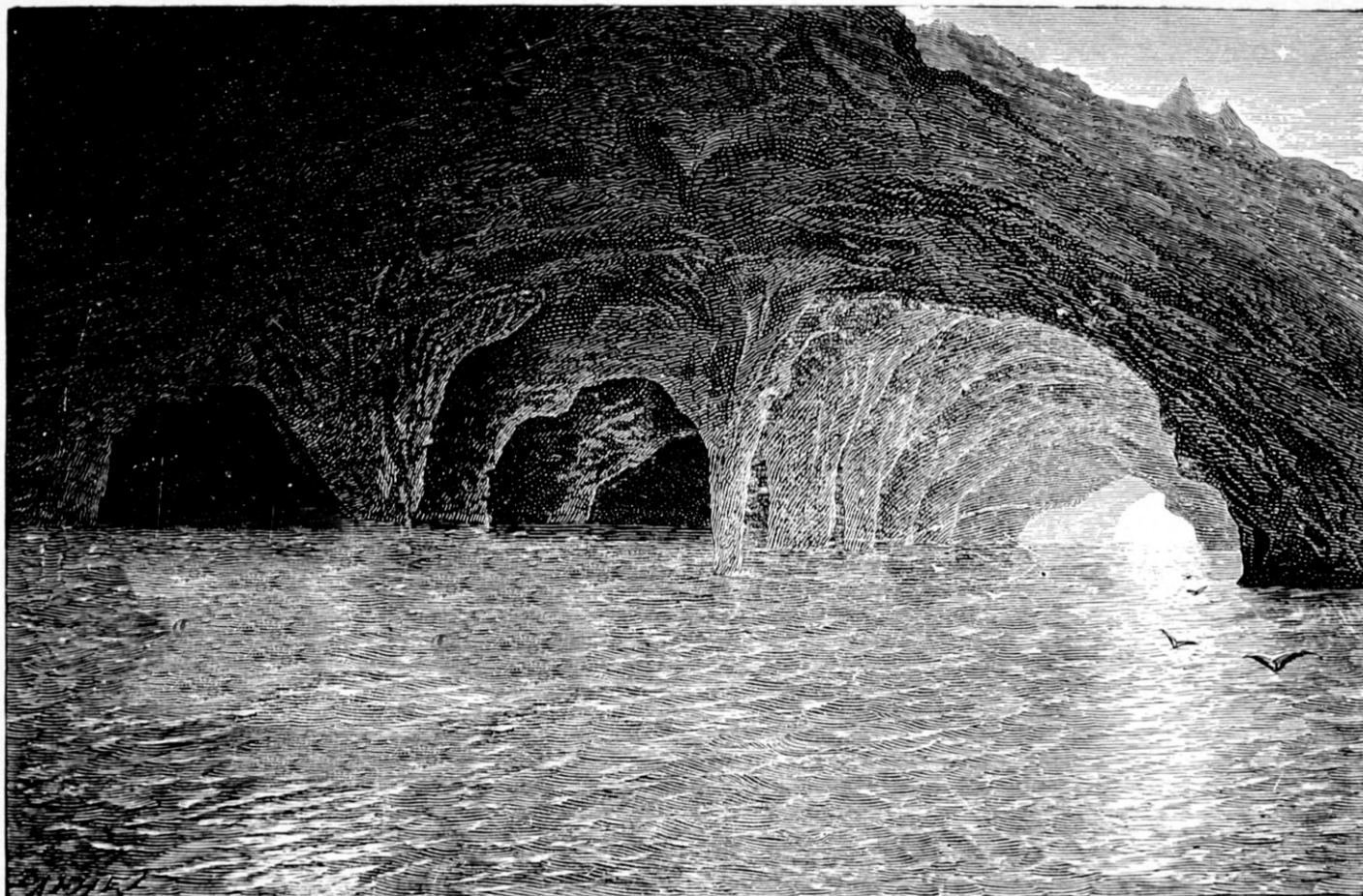
Staff of Wind Control: This 7' long staff is fashioned from red obsidian and tipped with bronze. Twice per day the wielder can Control Wind (as spell, 9th level caster level). Once per month the wielder can Summon an Air Elemental. Four times per day the wielder can cast Air Blast. Air Blast pushes an Ogre sized volume of air (about 3'x5'x8') at an extremely rapid speed, pushing up to 600 lbs. of weight 4d6 feet away from the staff wielder (save for half distance). Air Blast does no direct damage.

Sword of Lies: This longsword is of average quality but radiates a strong magic if detected. Each round it's "to hit" and damage bonus varies:

Roll 1d6	"Bonus"	Roll 1d6	"Bonus"
1	+2	4	-1
2	+1	5	-2
3	+1	6	-3

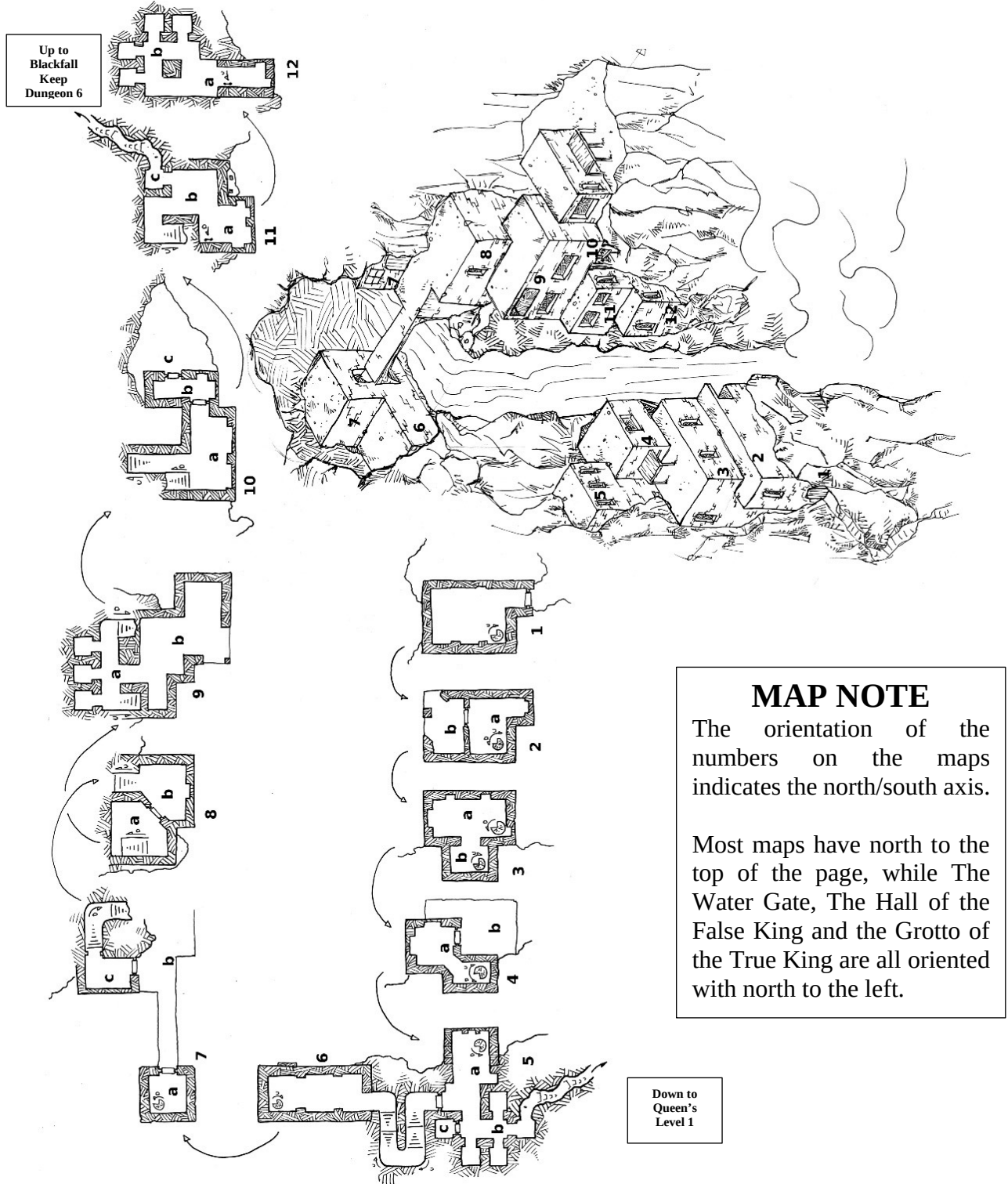
Trollguard: Trollguard is a 6' long ash pole with a leather thong at one end and tipped with a bronze spike at the other end. It is magically bound to a leather belt and a leather helmet which must be worn to activate Trollguard's magic. It is used like a standard staff for melee, and functions as a magic (with no bonus) weapon for purposes of combat. Trollguard has been invested with Troll blood, and thus is particularly effective against these creatures. When a successful hit is scored, Trollguard stuns the Troll for 1d8 turns and if the attack roll is a natural 20, Trollguard blocks the target Troll's ability to regenerate for 1d4 days.

Windriders' Arm: This perfectly balanced longsword has stylized wings worked into the guard and the hilt. It is a sword +2, -2 vs. creatures of the air. In addition, the sword allows the wielder to fly at a rate of 20' per round at will (concentration is required to employ the flying ability).

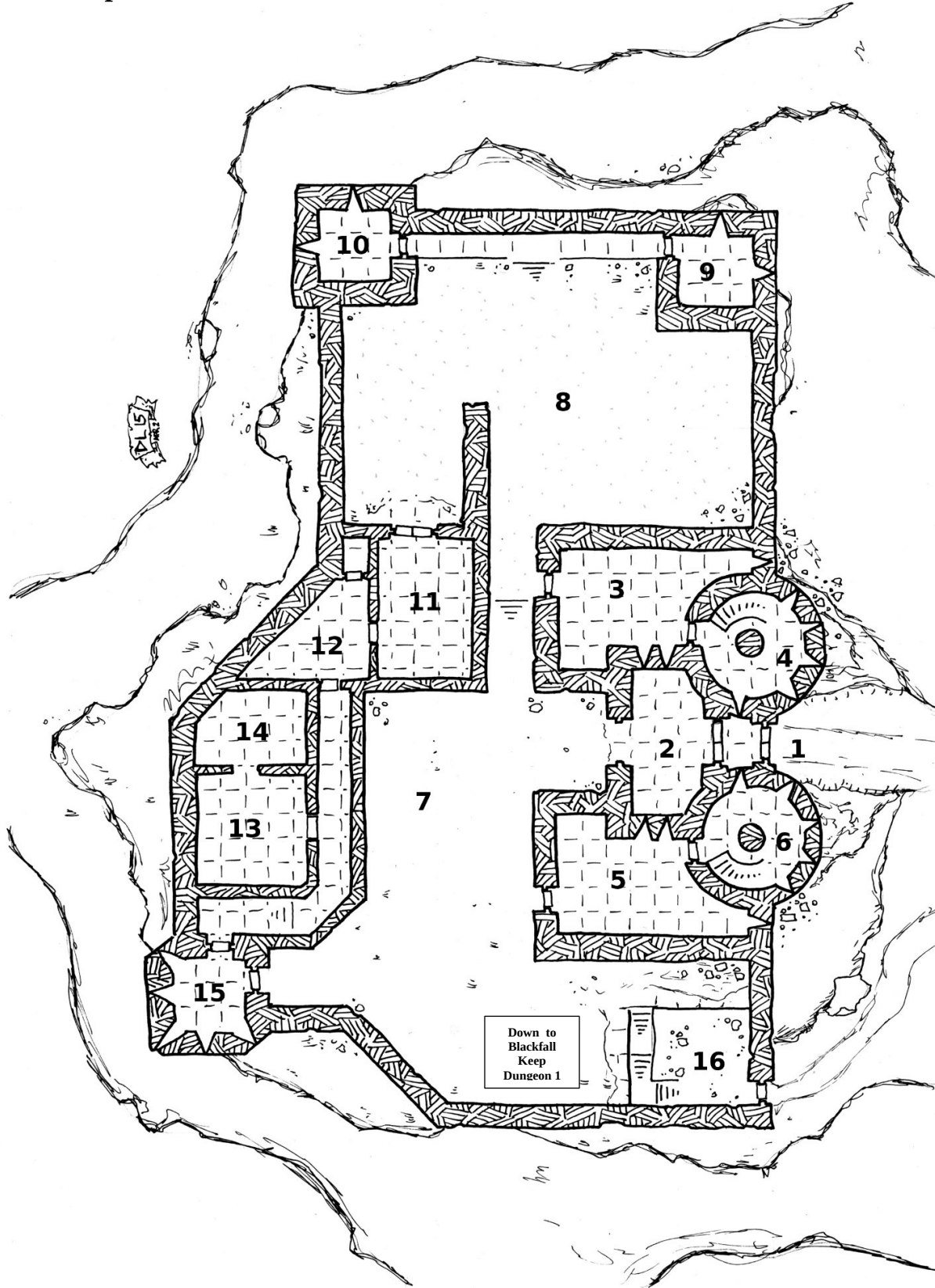


APPENDIX: MAPS

The Water Gate / The Monastery of the Feathered Prophets



Blackfall Keep



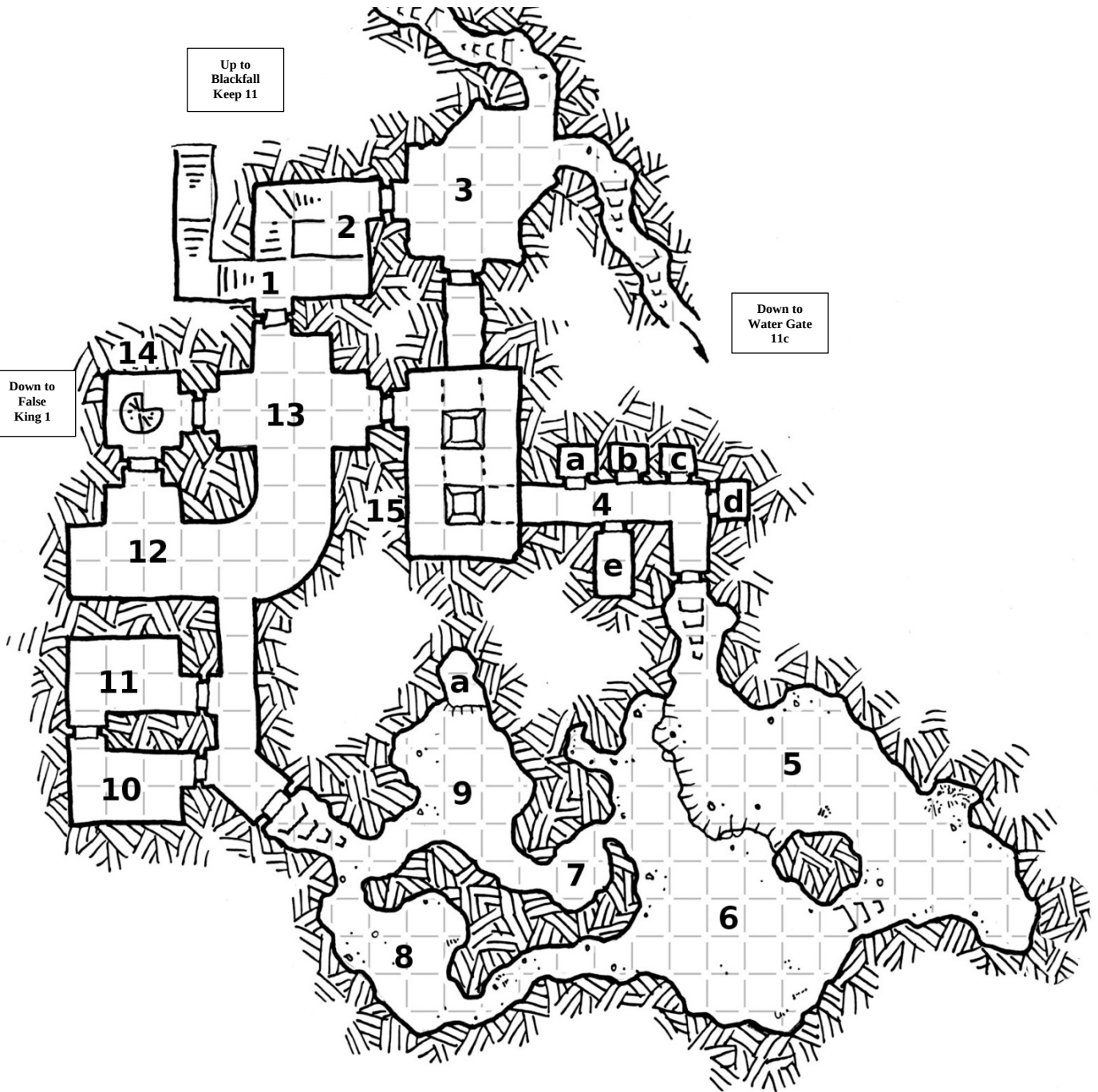
Blackfall Keep Dungeon

Down to
Queen's
Level 1

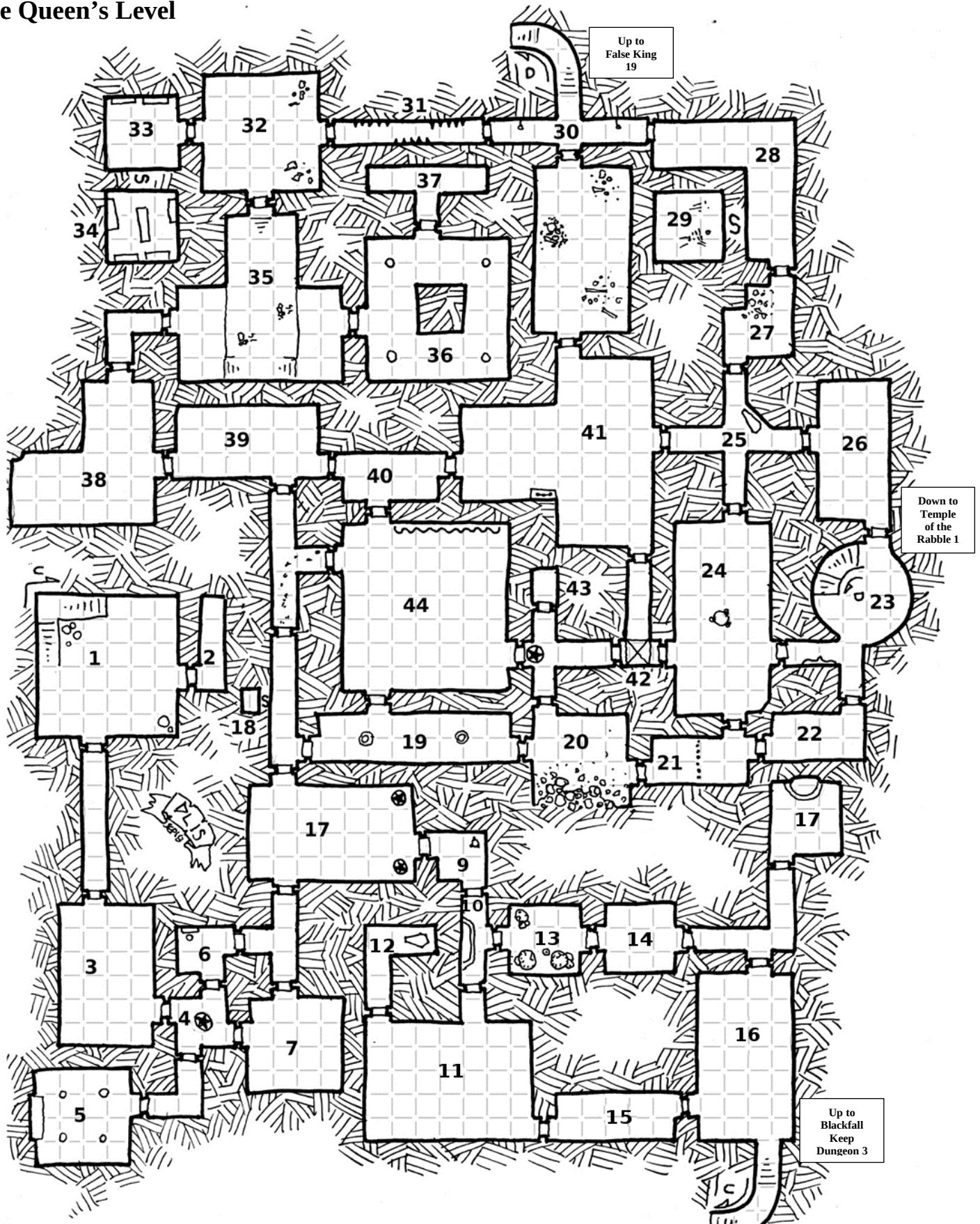
Up to
Blackfall
Keep 11

Down to
Water Gate
11c

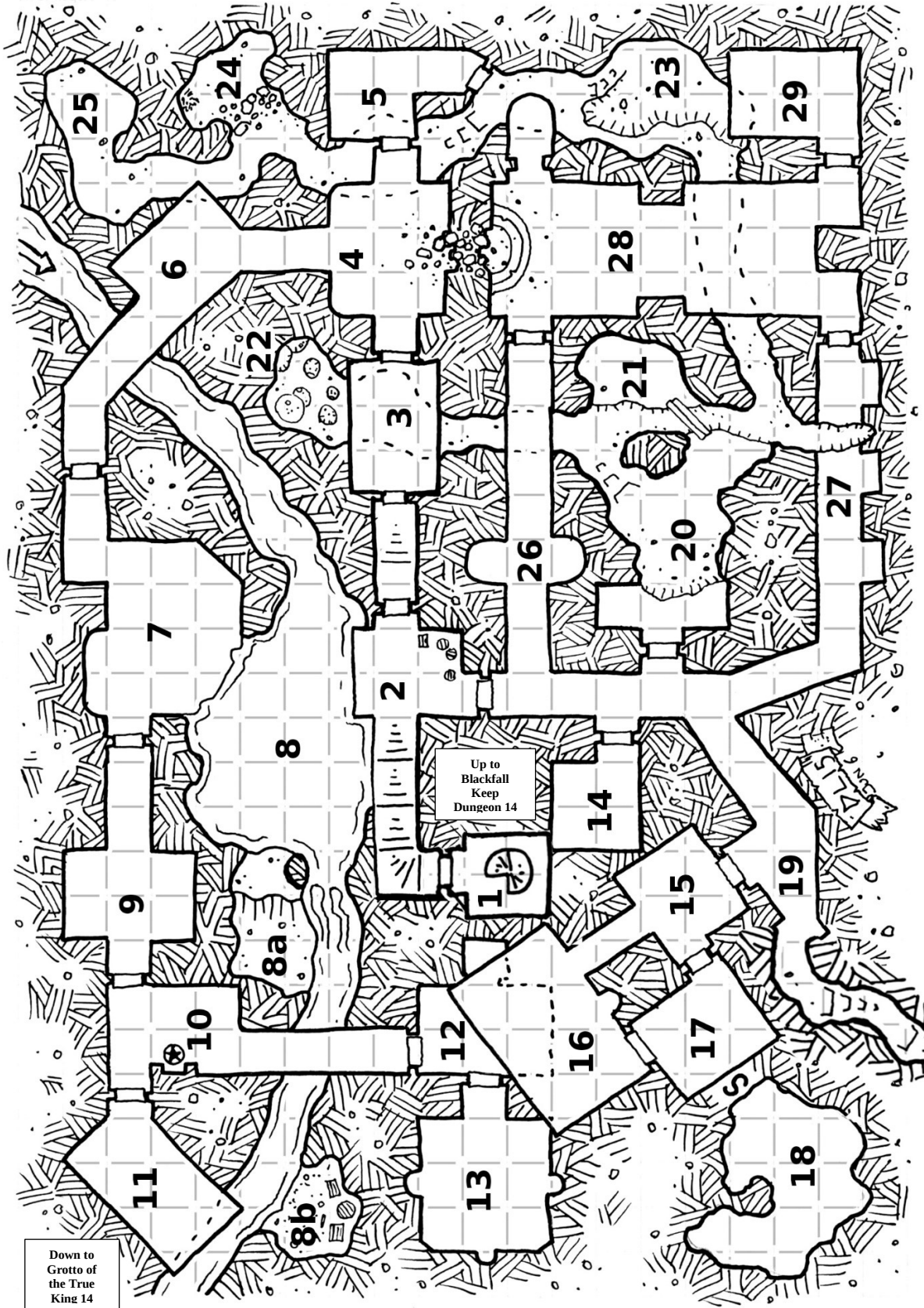
Down to
False
King 1



The Queen's Level



The Hall of the False King

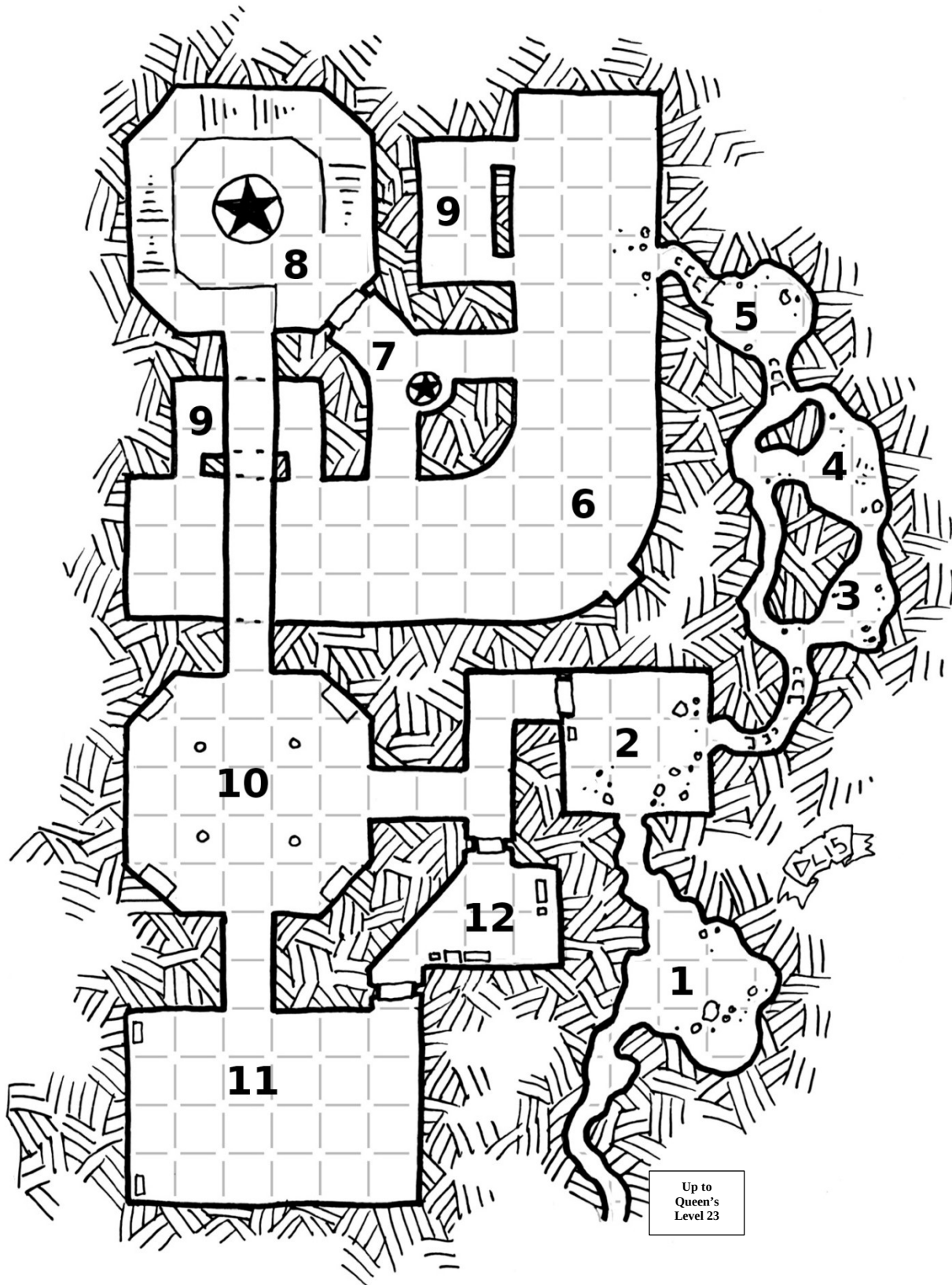


Down to Grotto of the True King 14

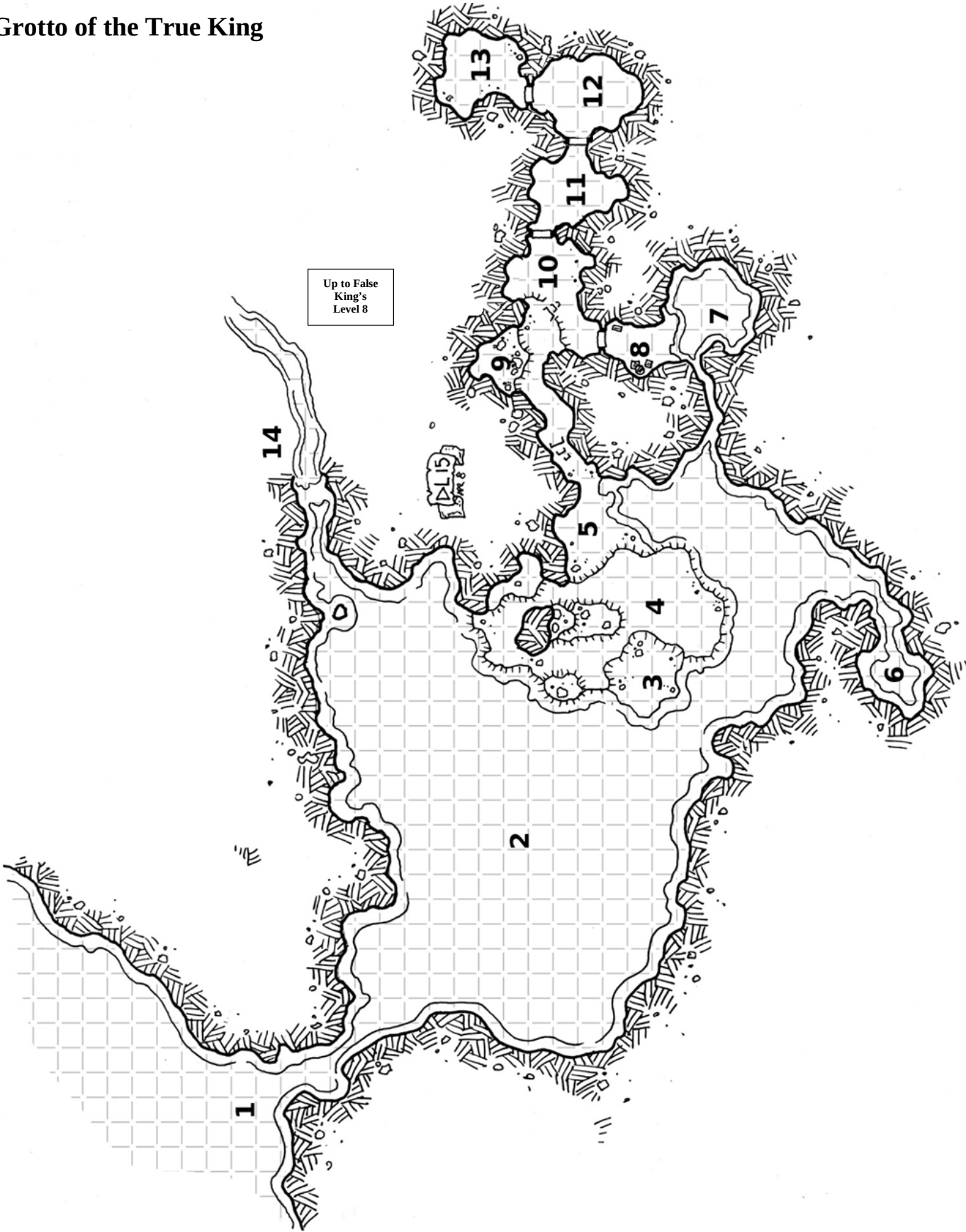
Up to Blackfall Keep Dungeon 14

Up to Queen's Level 30

The Temple



Grotto of the True King



CREATURE AND NPC STATISTICS

Creature Statistics

Creature	Statistics
Abgarat Serpent	Giant Poisonous Constrictor: HD 8; hp 41; AC 3[16]; Atk 1 bite (3d6+ poison) and constrict (3d4); Move 12 (swim 9); Save 8; Special Poison, constrict, immune to poison, silence and invisibility.
Ashkaras the Skinweaver	HD 6; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); Special: Gains abilities, immune to sleep and charm.
Ashtarath the Bright	HD 11; AC -1[20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.
Azmuth the Crafty	Giant Constrictor: HD 6; hp 33; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict
Blood Demon	HD 9; AC 0[19]; Atk 2 claws (1d3/1d3), 2 bite (2d8/2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.
Bugbear, Goblin-kin	HD 5-6; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8)+0/+2; Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.
Caryatid Column	HD 5; AC 5[14]; Atk 1 stone sword (2-8); Move 6; SD Snap wpns.
Dancing Man	Fay Creature: HD 1; AC 8[11]; Atk 1 weapon (1d6); Move 18; Save 15; CL/XP 5/400; Special: Magic abilities.
Doppelganger	HD 4; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 5/240; Special: Mimics shape, immune to sleep and charm.
Dragon, Blue Crystal	HD 10 (40hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: spits lightning.
Drake, Water	HD 4; AC 3[16]; Atk 1 bite (2d4) or acid water stream (2d8); Move 6 (Fly 24/Swim 18); Save 8; CL/XP 5/240; Special: acid water stream, non-detection, flies.
Dumaris the Vigilant	HD 4; hp 4-32; AC 3[17]; Atk 1; D 1-8 spiked club; Move 9; Save 8; Special: Mental magic, immune to visual magics.
Elemental, Air	Air Elemental (8HD): HD 8; AC 2[17]; Atk 2 strike (2d8); Move (Fly 36); Save 8; CL/XP 9/1100; Special: Whirlwind. Air Elemental (12HD): HD 12; AC 2[17]; Atk 2 strike (3d8); Move (Fly 36); Save 3; CL/XP 13/2300; Special: Whirlwind. Air Elemental (16HD): HD 16; AC 2[17]; Atk 2 strike (4d8); Move (Fly 36); Save 3; CL/XP 17/3400; Special: Whirlwind.
Elemental, Dark (Primordial)	HD 20; AC 0[19]; Atk 1d4 cold; Move 6; Save 4; Special: Radiant Cold, Envelop attack, Immunities.
Elemental, Earth	Earth Elemental (8HD): HD 8; AC 2[17]; Atk 1-4 strike (2d6); Move 6; Save 8; CL/XP 9/1100; Special: Tear down stonework, damage immunity. Earth Elemental (12HD): HD 12; AC 2[17]; Atk 1-4 strike (3d6); Move 6; Save 3; CL/XP 13/2300; Special: Tear down stonework damage immunity. Earth Elemental (16HD): HD 16; AC 2[17]; Atk 1-4 strike (4d6); Move 6; Save 3; CL/XP 17/3400; Special: Tear down stonework, damage immunity.
Elemental, Fire	Fire Elemental (8HD): HD 8; AC 2[17]; Atk 2 strike (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Ignite materials. Fire Elemental (12HD): HD 12; AC 2[17]; Atk 2 strike (3d8); Move 12; Save 3; CL/XP 13/2300; Special: Ignite materials. Fire Elemental (16HD): HD 16; AC 2[17]; Atk 2 strike (4d8); Move 12; Save 3; CL/XP 17/3400; Special: Ignite materials.
Elemental, Water	Small: HD 8; AC 2[17]; Atk 2 strike (2d8); Move 6 (Swim 18); Save 8; CL/XP 8/800; Special: overturn boats. Medium: HD 12; AC 2[17]; Atk 2 strike (3d8); Move 6 (Swim 18); Save 3; CL/XP 12/2000; Special: overturn boats. Large: HD 16; AC 2[17]; Atk 2 strike (4d8); Move 6 (Swim 18); Save 3; CL/XP 16/3100; Special: overturn boats.
Ettin	HD 10; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; CL/XP 10/1400; Special: None.
Eyes of the King	Fay Creature: HD 4+4; AC 1[18]; Atk random spells; Move 3; Save 13; CL/XP 6/400; Special: random spell effects, regenerate.
Faedaor	Fay Creature: HD 1-13; AC 6[13]; Atk 1 rapier (1d4+1) at +2 to hit; Move 12; Save 12; CL/XP 6/400; Special: Spells and Spell-like Abilities.
Ghoul	HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch
Ghoul Master	HD 5; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 6/400; Special: Immunities, paralyzing touch
Goblin, Goblin-kin	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
Golem, Clay	HD 12 (50hp); AC 7[12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells
Golem, Stone/Crystal	HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.
Grey Ooze	HD 3; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons
Hobgoblin, Goblin-kin	HD 2 or 3; AC 5[14]; Atk 1 weapon (1d8)+1/+1; Move 9; Save 17; CL/XP 1/15; Special: None.
King's Ransom (Demon)	HD 11; AC -1[20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.
Marble Guardian, Large	HD 60 hp; AC 5[14]; Atk fist (4d8); Move 6; Save 11; Special: Immunities, spell-like immunities.
Mermaid	HD 1+3; AC 7[12]; Atk 1 weapon (1d6); Move 1 (Swim 18); Save 17; CL/XP 1/15; Special: Breathe water.

Night Fairy	HD 1; AC 6[13]; Atk 1 weapon (1d2 or 1); Move 18; Save 15; CL/XP 5/400; Special: Magic abilities, poison use.
Ogre	HD 4+1; AC 5[14]; Atk 1 weapon (1d10+4); Move 9; Save 13; CL/XP 4/120; Special: None
Quillman	HD 3+4; AC 6[13]; Atk 1d6 Quills 1-2hp each; Special Surprise Camouflage (75%) in woodlands
Ratman	HD 1; AC 9[10]; Atk 1 bite (1d6+poison) or weapon; Save 17; Move 12; CL/XP 2/30; Special: Diseased bite, Thief Skills.
Raven, Giant	HD 3; AC 5[14]; Atk 1 bite (1d8); Move 2 (Fly 20); Save 14; CL/XP 4/240; Special: None.
Ravenkin	HD 8+1; AC 2[17](human)/ 4[15](mixed)/ 6[13](Giant Raven); Atk 2-12 or by wpn; Save 10; Move 12/18/24; Special: Shapechange, +1 or silver wpn to-hit, Immune to mind-affecting spells.
Sand Horror	HD 14; AC 8[11]; Atk 1-8 tentacles (1d8 damage); Move 12; Save 12; Special: Grasp.
Scavenger Haunt	HD 4+4; AC 5[14]; Atk 2 claws/bite (1d8/1d8/1d6); Move 12 (fly 18); Save 11; Special: Immune to mind-affecting spells, slow.
Shadow	HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.
Shadow Creeper	HD 2; AC 0[19]; Atk shortsword (1d6); Move 9; Save 16; CL/XP 3/60; Special Detect Magic, Darkness, Thief Abilities.
Shadow Fiend	HD 8; AC 8/5/0 [11/14/19]; Atk 2 claws (2d4/2d4) bite (1d10); Move 12 (Fly 18); Save 6; Special: Gains strength in darkness, magical abilities, Constitution drain
Shrieking Fungus	3; AC 7[12]; Atk None; Move 1; Save 14; CL/XP 3/60; Special: Shriek.
Simean the Fungus Dweller	HD 2; hp 7; AC 7[12]; Atk 2 fists (1d2/1d2); Special: Immune to poison
Skeletal Horror	HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None
Skeleton	HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.
Spectre	HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.
Tireless Watcher	HD 4; AC 4[15]; Atk Gaze (paralysis)/draining touch; Move 6; Save 11; CL/XP 4/120; Special: Paralyzing Gaze, Draining Touch.
Troll, Goblin-kin	HD 7 to 9; AC 4[15]; Atk 2 claws (1d4) at +1/+3, 1 bite (1d8); Move 12; Save 11; CL/XP 8/800, 9/900, 10/1000; Special: Regenerate 1d8hp/round.
Troll, Giant, Goblin-kin	HD 9-11; AC 4[15]; Atk 1 weapon (2d8)-2/+6; Move 12; Save 8; CL/XP 9/1100, 10/1200, 11/1300,12/1400; Special: Throw boulders.
Tunnel Mite	HD 1; hp 2; AC 9[10]; Atk Nil; Move 9; Save 14; Special: Move Silently.
Unholy Priest	HD 6+4; AC 3[16]; Atk 1 fist (1d8); Move 6; Save 11; CL/XP 7/600; Special: Command Undead, Spells, hit only by magic weapons.
Vampire	(7HD): HD 7; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss. (8HD): HD 8; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss. (9HD): HD 9; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; AL C; CL/XP 12/2000; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss.
Vampire, Thrall	HD 5; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 11; AL C; CL/XP 7/800; Special: Immune to non-magic weapons, only killed in coffin, regenerate (1/round), , charm gaze, possible permanent hit point loss.
Voice of the King	Sea Devil: HD 2+1; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: None.
Vulture, Giant	HD 3; AC 5[14]; Atk peck (1d6); move 3 (Fly 30); CL/XP 4/120; Special: Speech, immunities.
Water Spirit	HD 4; AC 4 [16]; Atk drowning; Move 12; Special: Immunities, regeneration.
White Ghul	HD 4; AC 0[19]; Atk 2 claws (1d6/1d6); Move 18; Save 9; Special: Spell-like abilities.
Zombie	HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm

