

Judges Guild



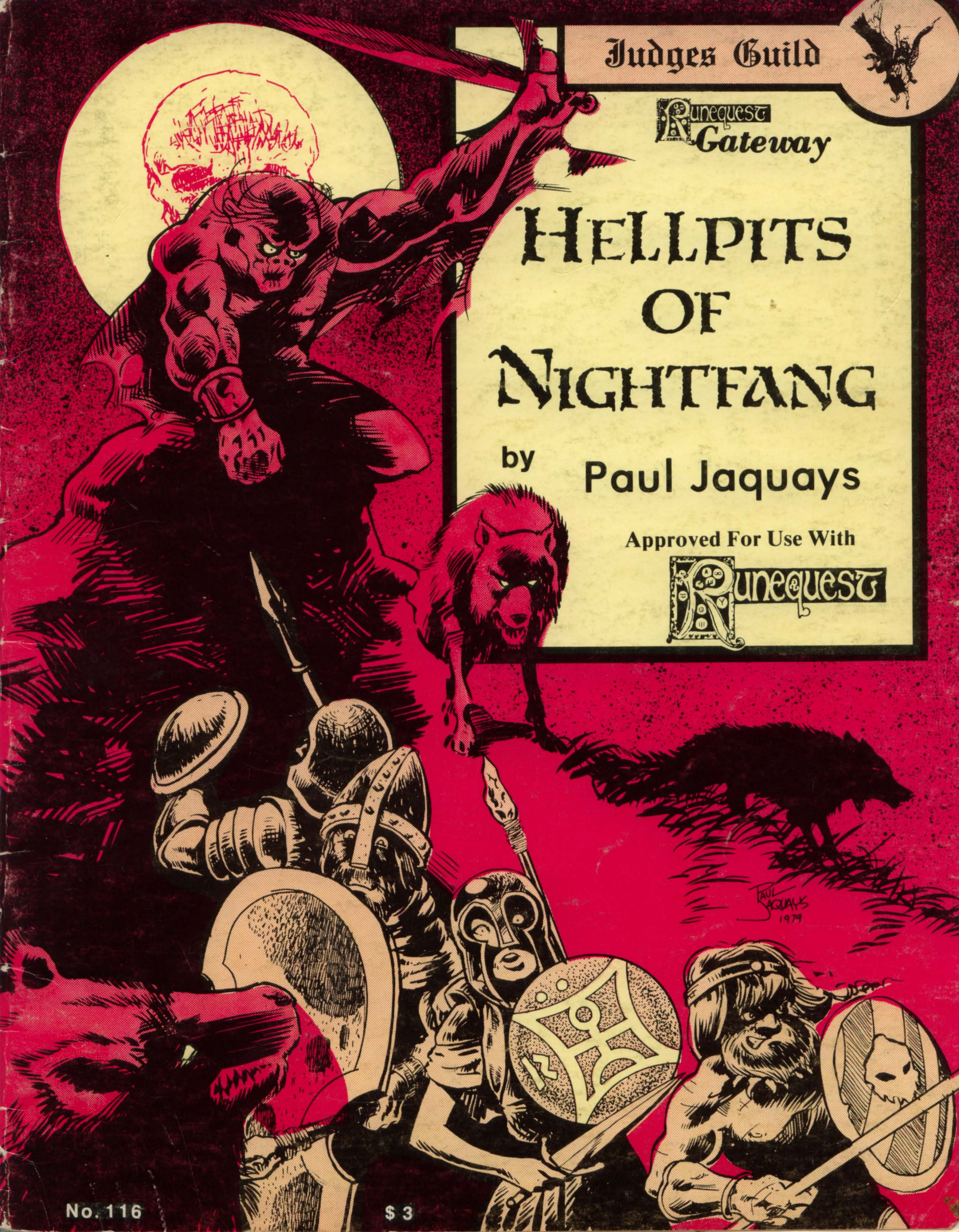
Runequest
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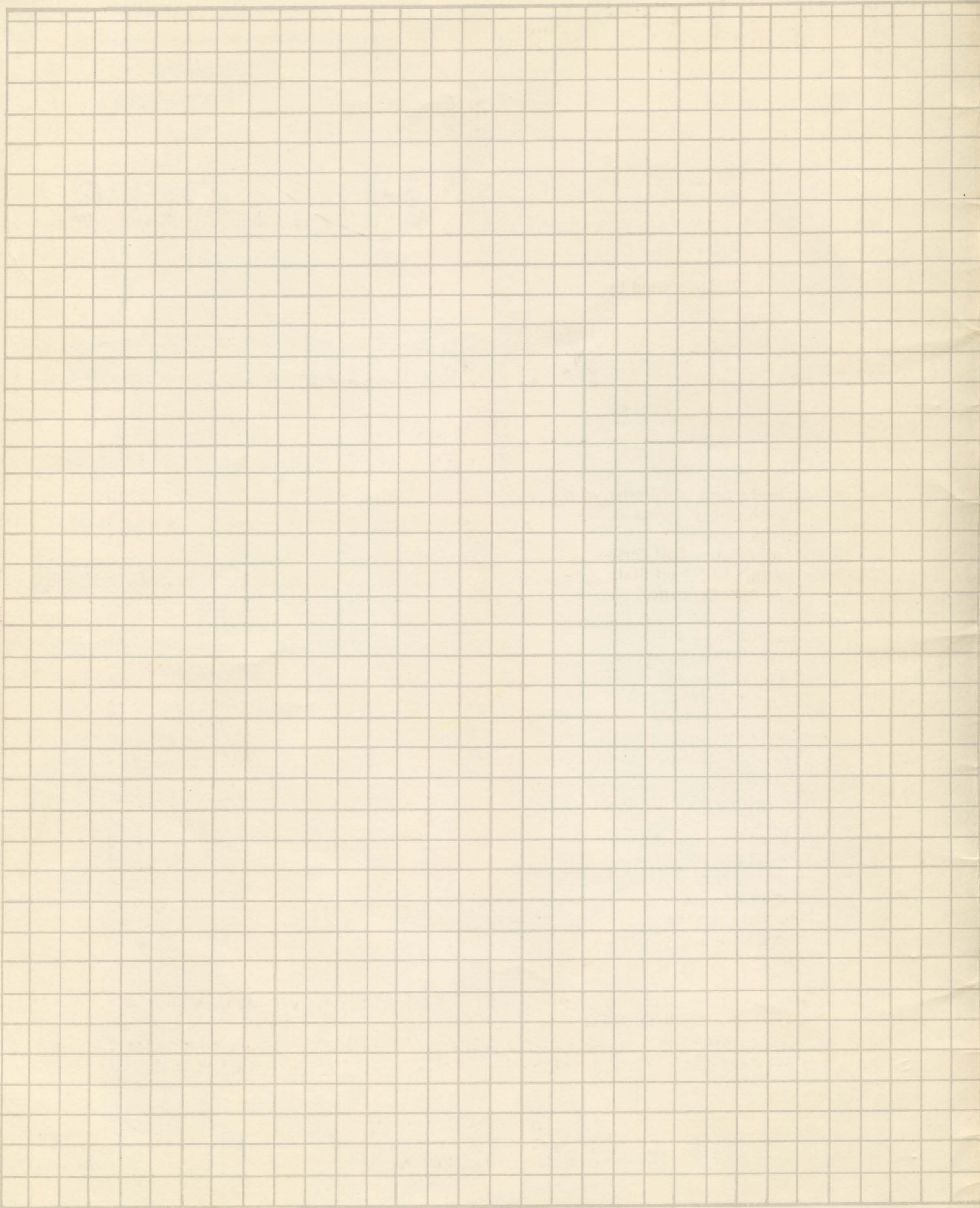
HELLPITS OF NIGHTFANG

by Paul Jaquays

Approved For Use With

Runequest





HELLPITS

OF

NIGHTFANG

Written and Illustrated by

Paul Jaquays

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Introduction and Designer's Notes

This booklet is a complete Runequest adventure. It is not set in the world of Glorantha and no Gloranthan deities are listed. This may pose a problem for some, since in Runequest, magic and religion are bound together. However, I have had comments that scenarios are much easier to plug into existing campaigns if the Judge doesn't have to go through a prepared adventure and change the religions to fit his own world. As an attempt to sidestep this issue, I have made all the gods and deities generic. That is to say, I don't mention names. The Judge may simply substitute whatever death god he is using in his campaign for the one I have listed.

Instead of taking up a lot of space to explain what all the abbreviations are for in this adventure, I will just state that I am using standard Runequest abbreviations and that my way of setting up a character is in no way unique or different from any other similar prepared adventure. Any questions? Refer to your rules. As an afterthought, I should mention that I have used the generic terms Coppers, Silvers and Gold Pieces for the monetary system rather than the Gloranthan Clacks, Lunars and Wheels.

This adventure was compiled using the 1st edition of the rules and as such does not incorporate any changes that may have been made in the expanded 2nd edition.

Any questions, additions or corrections to this volume should be directed to Paul Jaquays, c/o Judges Guild, 1165 N. University Ave., Decatur, IL., 62526. Any questions requiring a personal answer should enclose a self-addressed stamped envelope.



Description of Areas

(The following is taken from **Snakepipe Hollow**, copyright 1979, by Greg Stafford and Rudy Kraft. The format they have used to write **Snakepipe Hollow** is possibly the best that this designer has seen for any fantasy role playing scenario, not just **Runequest**. Giving credit where credit is due, **Hellpits of Night-Fang** uses the **Snakepipe Hollow** description format.)

Initial Die Rolls: These are the percentage chances of certain events or creatures being in the given area. Some of the areas will always be empty or will always have something or someone in them. Such places will have "none" in this category. If a later roll contradicts an earlier roll, then results of the first dicing will take priority.

First Glance: This category gives the dimensions of the area along with any outstanding features.

Closer Looks: Gives significant details that a casual glance would not reveal. Some may be misleading and/or unimportant.

Exits: This section will specifically describe each of the possible ways in and out of the area, where they lead to, whether they slope up or down and any important details which need to be mentioned about passages between areas.

Hidden Spots: Included in this section will be the time that it takes one person to search a room (see Found Items section for an explanation of search procedure) and the chance of a found item being present. Also included is the existence of other items or places which can only be found via a Spot Hidden Item roll.

Traps: This category describes the locations of traps in the area as well as how they are set off and the effects that they will have.

Denizens: Monsters! Or at least semi-permanent room occupants. This section will give out pertinent information on whatever creatures live in the room. If the reading is "none", then no creature makes this area its regular abode, but it still may be possible for creatures to be present via Initial Die Roll.

Treasure: Describes the appearance, power, value and location of all treasure items found in the room (except those things listed under the Found Item category, which are explained in their own section).

Miscellaneous Notes: Assorted odds and ends of information which really don't fit into the other categories.

Found Items: Scattered about in the Hellpits are various interesting and/or useful things that have either been lost, cast aside or gone unnoticed.

Procedure: Under the Hidden spots category in each area will be the percentage chance of a found item being in that area, as well as the time it would take one person to search the room. The Judge rolls to see if a found item is present. If so, he then checks to see if the character has successfully made his or her Spot Hidden Item roll, and therefore found it. (Note: If two people search a room it will take half as long. However, only one will make the Spot Hidden Item roll, since each person is only searching half the area. The rules for a search by three or more characters are similar).

If the character fails to find anything, they may search the room again but during this second reconnoiter, the chances of a successful Spot Hidden Item roll are reduced to half normal.

If an item is found, the Judge refers to the Found Item Table and rolls a d10 to determine the thing discovered. A reroll should be made if the item determined could not possibly be hidden in that location. No item will be found more than once.



Found Items List for the Hellpits of NightFang

- 1) An intact ceramic urn full of troll skulls.
- 2) A silver ring with a Healing 3 matrix on it.
- 3) A black, stone figurine of a duck.
- 4) A 6 cm diameter blue, glass globe (solid) that will glow with a blue light if rubbed and held in hand. Radius of light is 5 meters. Removal from hand will douse light.
- 5) A bronze shortsword with a skull and crossbones etched on the blade.
- 6) A sealed glass bottle with some kind of fluid in it (wine).
- 7) A bag full of small, white stones.
- 8) An iron spearpoint worth 1000 Silvers.
- 9) A medicine bundle of sticks and feathers that will slow any fall made while carrying it so that the victim only has the breath knocked out of him at the most. Usable but once and then the bundle disintegrates.
- 10) A necklace made of human finger bones.

Vampire and Wolf Statistics

NightFang is the name given to this vampire by the local populace. His original name is long lost, so that not even he remembers it. NightFang is an old vampire and has seen the passage of many a century. However, he never has been prone to stay in one place, since vampirism is usually never too popular with local law enforcement officials. Formerly a high priest of an obscure deathrune cult, NightFang has continued to serve his deity by sacrificing half the power points that he drains in a special ritual to his nameless death deity (Author's Note: In an attempt to make this non-Gloranthan adventure more generic and easily adaptable to any **Runequest** campaign, no particular deities will be mentioned although powers and abilities may be alluded to.). In exchange for the sacrifices, the death deity has granted the vampire a number of skeletal servitors and a ghost to guard the holy altar.

Because of his sacrificial habits, very few of NightFang's victims ever become vampires themselves (Author's Note: The rules state that vampires "have all the traditional powers and problems imputed to them". I am going to assume that this means the ability to pass on vampirism is included.). One exception is the vampiress Coriana Maltseed, formerly a very young crofter's daughter who stayed out too late one night. The somewhat grisly appearing NightFang is attracted to the homely girl and enjoys having her about.

NightFang will often prowl about the surrounding wilderness with his subservient wolfpack or may appear as a senile old peasant in a lone, ramshackle hut in the forest.

If fighting in his lair, he will swiftly don his padded plate armor (easily accomplished by turning into smoke and inserting self into armor) and fight with both broadsword and touch.

The "Hellpits" are actually an exaggerated name for a trio of three, deep limestone sinkholes near a large river. At one time a tomb of some local hero was constructed in the largest hole. However, this was done during a period of heavy drought and when the rains came back again, the water would flood the tomb entirely. Currently there is about a meter's depth of stagnant water filling areas 13, 14, and 15.



Coriana Maltseed was a local crofter's daughter. One dark night the 15 year old girl was trysting with one of her local beaus, when a dark shape fluttered out of the sky, swiftly throttled her lover and then carried her off to a night that she remembers fondly, what little of it she can remember. Somewhere along the line she died. Although a tad on the homely side, Coriana still possesses certain ample charms that she occasionally flaunts to obtain a victim. Coriana is in the power and service of NightFang, but she does not serve his forgotten death deity. Her victims are her own. She is always accompanied by the wolf Doomlost, a powerful male of the species. Doomlost has developed quite a taste for powerless, bloodless human corpses.



NIGHTFANG (Human vampire, male)
 STR 30 CON 13 SIZ 13 INT 11 POW 11 DEX 16 CHA 14
 MOVE 10 DEFENSE 10%
 Touch (1D4+1D6) 75% SR 7 (D4 is taken from power,
 D6 from Hit Points)
 Bite (1D4+1D6) 75% SR 7
 Broadsword (1D8+1+1D6) 80% SR 5 Parry (20) 65%
 Medium Shield (12) 50%

1-4	Right Leg	V*/10
5-8	Left Leg	V*/10
9-11	Abdomen	V*/10
12	Chest	V*12
13-15	Right Arm	V*/8
16-18	Left Arm	V*/8
19-20	Head	V*/10
Total Hit Points.		14

Spells - Glance will Harmonize victim at no power cost.
 Skills - Listen 65%; Hide in Cover 75%; Move Silently 65%;
 Evaluate Treasure 45%; Spot Hidden Item 45%; Climbing 55%.
 V* - The armor of the vampire varies. If encountered as a wandering
 monster in the wilderness, he will normally have no armor and will
 appear as an ugly, old (but muscular) peasant. In his lair he will either
 occupy his suit of plate armor or will wear a suit of cuirboilli and comp helm.

CORIANA MALTSEED (Human vampire, female)
 STR 26 CON 12 SIZ 12 INT 15 POW 16 DEX 14 CHA 10
 MOVE 10 DEFENSE 10%
 Touch (1D4+1D6) 65% SR 7 (D4 is taken from power,
 D6 from Hit Points)
 Bite (1D4+1D6) 65% SR 7
 Mace (1D6+1D6) 50% SR 6 Parry (20) 50%
 Large Shield (16) 40%

1-4	Right Leg	-/8
5-8	Left Leg	-/8
9-11	Abdomen	1/8
12	Chest	1/10
13-15	Right Arm	1/6
16-18	Left Arm	1/6
19-20	Head	-/8
Total Hit Points.		12

Spells - Glance will Harmonize victim at no power cost;
 Befuddle, Darkwall.
 Skills - Riding 60%; Swimming 45%; Hide in Cover 50%;
 Move Silently 60%.
 Treasure - She always wears a 444 L golden necklace (good
 jewelry) and carries a mace of very fine workmanship worth
 at least twice the normal value of a light mace.

DOOMLOST (wolf, male)
 STR 18 CON 18 SIZ 12 POW 11 DEX 16
 MOVE 12 DEFENSE 10%
 Bite (1D6+1+1D4) 40% SR 7

1-2	Right Hind Leg	1/6
3-4	Left Hind Leg	1/6
5-7	Hindquarters	1/8
8-10	Forequarters	1/8
11-13	Right Fore Leg	1/6
14-16	Left Fore Leg	1/6
17-20	Head	1/7
Total Hit Points.		18

The Wolf Pack

The six wolves of the wolf pack will always be nearby the vampire, NightFang, when he is in the wilderness. They will also be found lairing in the Hellpits. The wolf pack will always number six (allowing that a reasonable time to summon any replacements for killed wolves has elapsed. Usually a time period of 1 - 3 hours). The wolves will always be adults of the species. The wolves will fight to the death for their master.

The statistics for these wolves are taken from Rudy Kraft's **Broken Tree Inn**, also available from Judges Guild (product No. 107).

Wolves

Characteristics	Average
STR - 2D6+6	13
CON - 2D6+6	13
SIZ - 2D6	7
POW - 3D6	10-11
DEX - 2D6+6	13
MOVE - 12	
Hit Points - 12	
Treasure Factor - 6	
Defense - 5%	
Bite (1D6+1) 30% SR 8	
Armor - 1 point skin	

The Wolf Pack

WOLF ONE

STR 15 CON 13 SIZ 7 POW 14 DEX 12
 MOVE 12
 DEFENSE 0%
 Bite (1D6+1) 30% SR 9

1-2	Right Hind Leg	1/3
3-4	Left Hind Leg	1/3
5-7	Hindquarters	1/5
8-10	Forequarters	1/5
11-13	Right Fore Leg	1/3
14-16	Left Fore Leg	1/3
17-20	Head	1/4
Total Hit Points.		12

WOLF TWO

STR 14 CON 9 SIZ 6 POW 6 DEX 14
 MOVE 12
 DEFENSE 5%
 Bite (1D6+1) 35% SR 9

1-2	Right Hind Leg	1/2
3-4	Left Hind Leg	1/2
5-7	Hindquarters	1/4
8-10	Forequarters	1/4
11-13	Right Fore Leg	1/2
14-16	Left Fore Leg	1/2
17-20	Head	1/3
Total Hit Points.8

WOLF THREE

STR 14 CON 11 SIZ 3 POW 9 DEX 15
 MOVE 12
 DEFENSE 10%
 Bite (1D6+1) 30% SR 9

1-2	Right Hind Leg	1/2
3-4	Left Hind Leg	1/2
5-7	Hindquarters	1/4
8-10	Forequarters	1/4
11-13	Right Fore Leg	1/2
14-16	Left Fore Leg	1/2
17-20	Head	1/3
Total Hit Points.9

WOLF FOUR
STR 17 CON 14 SIZ 7 POW 9 DEX 14
MOVE 12
DEFENSE 5%
Bite (1D6+1) 40% SR 8

1-2 Right Hind Leg 1/4
3-4 Left Hind Leg 1/4
5-7 Hindquarters 1/6
8-10 Forequarters 1/6
11-13 Right Fore Leg 1/4
14-16 Left Fore Leg 1/4
17-20 Head 1/5
Total Hit Points.13

WOLF FIVE
STR 16 CON 14 SIZ 10 POW 7 DEX 12
MOVE 12
DEFENSE 0%
Bite (1D6+1+1D4) 30% SR 9

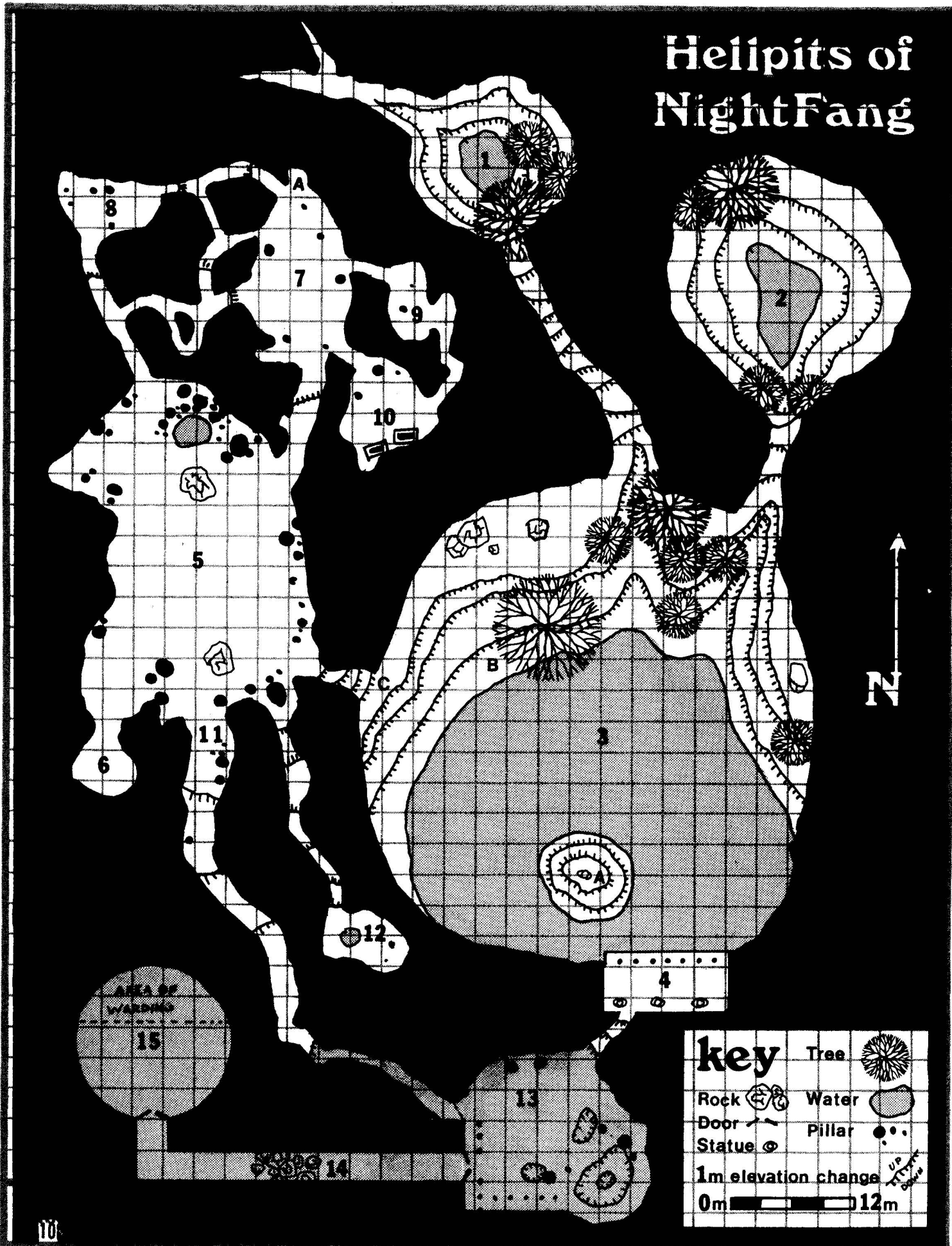
1-2 Right Hind Leg 1/3
3-4 Left Hind Leg 1/3
5-7 Hindquarters 1/5
8-10 Forequarters 1/5
11-13 Right Fore Leg 1/3
14-16 Left Fore Leg 1/3
17-20 Head 1/4
Total Hit Points.12

WOLF SIX
STR 12 CON 16 SIZ 8 POW 9 DEX 15
MOVE 12
DEFENSE 5%
Bite (1D6+1) 35% SR 8

1-2 Right Hind Leg 1/4
3-4 Left Hind Leg 1/4
5-7 Hindquarters 1/6
8-10 Forequarters 1/6
11-13 Right Fore Leg 1/4
14-16 Left Fore Leg 1/4
17-20 Head 1/5
Total Hit Points.15









Helpits of NightFang




AREA OF WARDING
15

key

Tree	
Rock	
Water	
Door	
Statue	
Pillar	

1m elevation change

0m  12m

UP
DOWN

The Hellpits, A General Description

As described before, the Hellpits of NightFang are actually a trio of limestone sinks. They have been used by man as quarries, tombs and swimming holes. Now they are long abandoned. The largest sinkhole is about 50 meters deep. The walls are extremely crumbly and would be almost certain death for any but a master climber. The smaller two sinks offer access to the larger, as their walls are less worn and some crevices and gullies lead into them.

On the scenario map (underground) the only areas that are open to the outside air (no ceiling) are Numbers 1, 2, and 3, the three sinkholes.

The water in the sinks is brackish, stagnant and scum covered. Only chaotic life could live in it. If boiled strongly, the water could be used for drinking water, otherwise disease may result.

The walls of the sinks and the cave are made of grey limestone and dolomite. Occasionally visible in the stone walls will be various fossils and small limestone and dolomite crystals.

There will always be a slight breeze stirring in the caves, moving in the direction of the sinkhole.

(1) The Smallest Sinkhole

Initial Die Rolls:

01 - 50	Nothing
51 - 85	1D4 Snakes
86 - 95	1 Wolf Page 8
96 - 00	1 Gorp

First Glance: The sinkhole is open to the air. It is approximately 40 - 41 meters deep and 15 meters in diameter. The bottom is bowl-shaped and filled with a shallow, 6 meter diameter stagnant pool. A long sloping creekbed, currently dry, leads gently down into the sinkhole. The walls appear to be made of grey rock with occasional streaks of grey-pink running horizontally. There seem to be several trees growing out of the rock at the base of the sink.

Closer Looks: It will appear that the only 100% safe way down is via the sloping creekbed. (Note: The walls are crumbly, but not as bad as those in sinkhole No. Three. Subtract 20% from a character's climbing ability.) Shaded behind the largest tree in the sinkhole is an entrance to a cave that appears to be about 1 - 2 meters wide.

Exits: Three ways out. The creek which leads gently upward for about 100 meters distance to the northwest. Climbing the walls which will subtract 20% from a character's climbing ability and the cave or tunnel leading downward to the south and connecting with sinkhole No. Three. The tunnel slopes sharply downward and has a low (1.5 meter) ceiling that occasionally dips as low as a meter in height.

Hidden Spots: Character who successfully make a Hidden Spots roll will discover a large patch of dolomite crystals that if carefully removed would be worth 100 Silvers. Also making a Hidden Spots roll (+20%) will reveal any hidden enemies such as gorps, snakes or wolves.

Traps: None, but characters walking down the tunnel to sink No. Three, must roll their Dexterity as a percentage or slip on the wet stone.

Denizens: If indicated above, one or more of the following may be present:

SNAKE ONE: STAKE SNAKE	1-6 Head	-/3
POW 4 SIZ 4	7-14 Body	-/4
MOVE 4	15-20 Tail	-/3
Spring (1D6+1) 25% SR 6 Range 3m	Total Hit Points.	9
Chaotic Feature: Reflects 1 and 2 point spells back at the caster.		

SNAKE TWO: STAKE SNAKE
POW 10 SIZ 1
MOVE 4
Spring (1D6+1) 30% SR 6 Range 3m

1-6 Head -/4
7-14 Body -/5
15-20 Tail -/4
Total Hit Points.12

SNAKE THREE: FANG SNAKE
POW 7 SIZ 2
MOVE 4
Bite (1D4+1D6 blade venom) 25% SR 10

1-6 Head -/4
7-14 Body -/5
15-20 Tail -/4
Total Hit Points.10

WOLF: Randomly select one from Wolf Pack. Page 8

GORP
POW 9 CON 9 SIZ 19
Envelopes (8 points of acid damage 100% SR 1
Chaotic Feature: Explodes when it dies, doing 3D6 damage to all
within 3 meters.
Hit Points: 11

Treasure: Lump of dolomite crystals worth 100 Silvers. These crystals will have an Encumbrance of three.

(2) The Second Sink Hole

Initial Die Rolls: None.

First Glance: This is a larger sinkhole than the first, about 24 meters in diameter and around 45 - 47 meters deep. The bottom is filled with an oblong, 6 x 12 meter pool that is about 2 meters deep. The walls appear to be made of a crumbly grey stone with streaks of grey-pink running through it. The walls are very steep. Several trees appear to be growing at the bottom.

Closer Looks: It appears that there is no way down except to climb. The water in the pool looks stagnant and putrid. If viewed from the bottom, the south tunnel will be obvious, however from the top, a hidden spot will be required. There appears to be a dark shape in the pool, partially obscured by scum and algae.

Exits: There are two ways in or out of this sink. The first is by climbing the rockwall. This is not recommended, since the stone is rotten and will deduct 25% from a character's climbing ability. The second is via the short tunnel from sinkhole Two to sinkhole Three. It is hidden from view by overgrowth.

Hidden Spots: From ground level, a 5 - 10 minute visual scan will reveal (if Hidden Spot is made) the location of the south tunnel. At the base of the sinkhole, a 10 minute search will have a 60% chance of uncovering a found item.

Traps: None, other than crumbling rockwalls, dangerous only if climbed. Drinking water will cause "wasting disease".

Denizens:

GORP

POW 17 CON 15 SIZ 20

Envelopes (8 points of acid damage) 100%

Chaotic Feature: +2D6 POW

Hit Points 18

Treasure: None.

(3) The Great Hellpit (Largest Sinkhole)

Initial Die Roll:

01 - 50 Nothing
51 - 60 Wolf Pack Page 8
61 - 80 1D3 Dragon Snails Page 14
81 - 90 1D6 Rock Lizards Page 15
91 - 96 Coriana Maltseed and the wolf, Doomlost Page 7
97 - 00 NightFang and 1 - 6 Skeletons Page 7 Page 19

First Glance: This is a very deep, very wide sinkhole, possibly 42 to 45 meters and 50 meters to the surface of the water. The walls are of the same grey stone as the smaller two sinkholes, but appear to be in terrible shape. There is a large pond covering most of the floor of the sink and many trees are growing down there. There seems to be an island in the pond.

Closer Looks: From the rim of the sinkhole may be seen several flat areas along the edge of the rockwall. The sides of the sinkhole seem to be almost unclimbable and any weight put on the rock causes it to crumble and powder. There may be as many as three openings in the north and west walls of the sinkhole. On the island it appears that a large man or statue is standing and on the south wall, it appears that there is a man-made structure of some kind, possibly a temple or a tomb. Occasionally, several creatures of various kinds may be seen basking in the sun or drinking at the brackish pool. The water in the pool is algae covered, but it does not stink like the two lesser pools.

From the bottom of the sinkhole, the following descriptions is available: The trees grow fairly thickly down here and provide a good deal of shade during the brief period when the sun at zenith shines directly into the hole. The front of area Four is directly visible and identifiable as the facade of a rock-cut tomb. A Greek-like pediment is supported by 7 stone pillars, all carved out of the native rock and beginning to show the wear and tear of nature. On the island in front of the tomb (4) is a massive marble statue of a regal man, garbed in robes. The man is bearded and has eyes that glint and glimmer in the sun. The once-white marble is stained greenish now due to algae and flooding, but the sculpture is still intact.

From the large tree (B) a mummified corpse hangs. It has been strung up by the neck and had arrows thrust into the eye sockets. A death rune has been carved into the flesh of the chest. The body has been hanging there for decades.

A trio of cave entrances will be visible. Two in the north wall and one in the west wall. Alongside the west wall opening are a number of scrawlings on the rock that if carefully studied will reveal themselves as damaged death runes, scratched out or covered with dried mud.

Exits: Obviously, climbing the walls would be one way of entrance and egress. However, the rockwall of this ancient sink is so rotten and crumbling that the merest weight or stress seems to send the rock cascading into the sink below. So bad is it, that it will subtract 55% from a character's climbing ability, regardless of the precautions he or she takes. To a 40%+ climber, this rottenness of the rock will be immediately evident. In the north and northwest wall, there are a pair of openings that lead to the lesser sinkholes (see No. One "Exits" for further details). In the west wall, opening "C" leads sharply upward to Room 5. There will be a slight breeze coming out of this hole.

Hidden Spots: A 30 minute search of the sinkhole will definitely turn up one found item. Searching the body on the tree will reveal 10 Coppers and a tarnished bronze key. If a hidden spot is made on the statue (A) it will be obvious that there are gems on it of some kind. If a hidden spot is made on the tomb,

it will seem that there are dark shapes back in the shadows and possibly an opening of some kind in the rear. Hidden spots made on the rockwalls will reveal the location of stationary rock lizards and rock lizard lairs. Hidden spots made in the water will reveal dark shapes lurking near the bottom that could be dragon snails.

Traps: Rotten rockwall and drinking unpurified water will require humanoids to roll to avoid contracting "the shakes".

Denizens:

WOLF PACK: See Wolf Pack Page 8

Dragon Snails

DRAGON SNAIL ONE	1-8 Shell	8/8
STR 29 CON 12 SIZ 27 POW 9 DEX 7	9-14 Forebody	4/7
MOVE 3	15-20 Head	4/7
Bite (1D6+2D6) 25% SR 8	Total Hit Points.	16
Chaotic Feature: Regenerates one hit point per round in hit location of choice until dead.		

DRAGON SNAIL TWO	1-8 Shell	8/8
STR 24 CON 11 SIZ 33 POW 10 DEX 6	9-14 Forebody	4/7
MOVE 3	15-20 Head	4/7
Bite (1D6+2D6) 30% SR 8	Total Hit Points.	17
Chaotic Feature: Capable of leaping up to 10 meters.		

DRAGON SNAIL THREE	1-8 Shell	8/9
STR 25 CON 13 SIZ 31 POW 11 DEX 7	9-14 Forebody	4/8
MOVE 3	15-20 Head	4/8
Bite (1D6+2D6) 35% SR 8	Total Hit Points.	18
Chaotic Feature: Its spirit will attack the character who killed it after it is dead.		

DRAGON SNAIL FOUR (Two-headed)	1-8 Shell	8/8
STR 27 CON 13 SIZ 25 POW 7 DEX 5	9-14 Forebody	4/7
MOVE 3	15-20 Heads	4/7
Bite (1D6+2D6) 40% SR 8	Total Hit Points.	17
Bite (1D6+2D6) 40% SR 8		
Chaotic Features: Two heads and it reflects one point spells back at the caster.		

The dragon snails dwell primarily in the water and they will seek to attack any creature that crosses the surface of the water. These snails are big, vicious and always hungry. They tend to use the rock lizards and wolves as their main source of food.

The Rock Lizards

The rock lizards dwell mainly on the walls of the largest sinkhole, although they will occasionally be found in the depths of the caverns. They are slow and dull-witted, but methodical. They rarely ever give up a pursuit. If the walls of the sink are scaled, it is 60% likely that the climber will run into a rock lizard who has slowly positioned itself to be conveniently in the path of the climber. Occasionally one of the lizards will fall, but unless they fall into the water (and hence become snail food) the drop rarely harms them.

LIZARD ONE

STR 12 CON 12 SIZ 13 POW 9 DEX 8

MOVE 4

Claw (1D6+1D4) 25% SR 10

Bite (1D10+1D4) 25% SR 10

1-2 Right Hind Leg 3/3
 3-4 Left Hind Leg 3/3
 5-7 Hindquarters 3/5
 8-10 Forequarters 3/5
 11-13 Right Fore Leg 3/3
 14-16 Left Fore Leg 3/3
 17-20 Head 3/4
 Total Hit Points.12

LIZARD TWO

STR 14 CON 15 SIZ 11 POW 15 DEX 8

MOVE 4

Claw (1D6+1D4) 25% SR 10

Bite (1D10+1D4) 25% SR10

1-2 Right Hind Leg 3/4
 3-4 Left Hind Leg 3/4
 5-7 Hindquarters 3/6
 8-10 Forequarters 3/6
 11-13 Right Fore Leg 3/4
 14-16 Left Fore Leg 3/4
 17-20 Head 3/5
 Total Hit Points.15

LIZARD THREE

STR 15 CON 14 SIZ 11 POW 14 DEX 8

MOVE 4

Claw (1D6+1D4) 25% SR 10

Bite (1D10+1D4) 25% SR 10

1-2 Right Hind Leg 3/4
 3-4 Left Hind Leg 3/4
 5-7 Hindquarters 3/6
 8-10 Forequarters 3/6
 11-13 Right Fore Leg 3/4
 14-16 Left Fore Leg 3/4
 17-20 Head 3/5
 Total Hit Points.14

LIZARD FOUR

STR 9 CON 12 SIZ 15 POW 8 DEX 8

MOVE 4

Claw (1D6) 25% SR 10

Bite (1D10) 25% SR 10

1-2 Right Hind Leg 3/3
 3-4 Left Hind Leg 3/3
 5-7 Hindquarters 3/5
 8-10 Forequarters 3/5
 11-13 Right Fore Leg 3/3
 14-16 Left Fore Leg 3/3
 17-20 Head 3/4
 Total Hit Points.12

LIZARD FIVE

STR 13 CON 15 SIZ 19 POW 7 DEX 8

MOVE 4

Claw (1D6+1D4) 25% SR10

Bite (1D10+1D4) 25% SR 10

1-2	Right Hind Leg	3/4
3-4	Left Hind Leg	3/4
5-7	Hindquarters	3/6
8-10	Forequarters	3/6
11-13	Right Fore Leg	3/4
14-16	Left Fore Leg	3/4
17-20	Head	3/5
Total Hit Points	15

LIZARD SIX

STR 13 CON 13 SIZ 20 POW 10 DEX 12

MOVE 4

Claw (1D6+1D4) 25% SR 10

Bite (1D10+1D4) 25% SR 10

1-2	Right Hind Leg	3/4
3-4	Left Hind Leg	3/4
5-7	Hindquarters	3/6
8-10	Forequarters	3/6
11-13	Right Fore Leg	3/4
14-16	Left Fore Leg	3/4
17-20	Head	3/5
Total Hit Points	13

Treasure: 10 Copper pieces and bronze key on body of hanging corpse (key will unlock a chest in 15). The key contains the intelligence portion of a bound spirit. When inserted into the locked chest, it will be recombined with the power portion of the spirit. The spirit will immediately attempt spirit combat with whomever holds the key as per a ghost. If the spirit is defeated it will remain bound in the key (whether or not the combating character has bind spirit or not) and the winning character will possess a now magical key that has the ability to open any lock it is inserted into. The character, being in mind-link with his bound spirit will know this immediately. The spirit, who goes by the name Tumblerbane is INT 16, POW 15. The spirit also knows the following spells: Detect Gems, Lightwall, Shimmer. Tumblerbane works in this fashion: Roll a random number on a D10 to represent the difficulty of a lock's construction, or preassign a number/difficulty to a lock. Then go to the Resistance Table and cross Tumblerbane's current power against the difficulty rating and roll as you normally would to overcome resistance. Each try costs Tumblerbane one power point which can be regained as per normal power. Judge special locks or greater than 10 in difficulty



are recommended as occasional foils to this device.

The gems on the statue. There are three large gems on the statue. They are fairly well covered with muck and dried algae. The eyes are deep red spinels (very good gemstones) worth 580 Silvers each and on the chest of statue is a flawed, dark green alexandrite (quite large) worth 89 Silvers. If a Hidden Spots roll is made while looking over the statue, it may be noticed that the head of the statue seems to be separate from the body. If the head is removed, the body will be hollow and will contain rotten canvas sacks (which shred and powder upon touch) holding 930 Coppers, 280 Silvers and 640 Gold Pieces.

(4) The Tomb of Hrothmir the Bold

Initial Die Rolls: None.

First Glance: This area is carved out of the rock and is rectangular, 6 x 12 meters in dimension. Seven pillars, placed at 1.5 meter intervals line the north face of the chamber, opening up onto the large sinkhole. Three humanoid statues stand along the south wall of the room. The floor is smooth and covered with dried algae, as is almost everything else in the room. An opening is visible in the south wall between two of the statues.

Closer Looks: The walls seem to be carved with eroded bas-relief carvings of what appears to be a horn-helmeted warrior in scenes of battle and triumph along with an occasional frame showing a beast-horned god in the act of blessing the horned warrior. The carvings themselves are fairly crude, even by the standards of the day, as are the statues on the south wall. The west-most statue is a fertility goddess with about three dozen pendulous breasts and a featureless face. (Whether or not the face ever had features is debatable.) The center statue is of a powerful warrior clutching a spear and shield, wearing a horned helmet (aha, this is obviously the man in the murals). Carved on the shield are the runes that spell out the name Hrothmir the Bold. The statue has had the nose chipped off. The eastern statue is of a frail-looking old man in tattered robes. The old man holds a stone ball and a wand. Possibly he was a great user of magic who was associated with the heroic Hrothmir.

The slight breeze stirring up from the southern tunnel brings up the odor of stagnant, musty water and torchlight will reveal the reflection of light on water in Room 13.

Exits: The front of the tomb opens up on the stagnate pond in the large sinkhole. It is about a one meter drop from the floor of the tomb to the surface of the water. The tunnel to the south slopes downward to Room 13, the floor of which is water covered.

Hidden Spots: A 10 minute search will have a 20% chance of turning up a found item.

Traps: None.

Denizens: None.

Miscellaneous Notes: Any character familiar with local history will know that Hrothmir was a full-fledged hero who died in mortal combat (a legend in itself how he died) over 300 years previous. Legend has it that the tomb of Hrothmir was or is protected by a cult spirit that keeps at bay all living creatures.

(5) Holyground of Death and Doom

Initial Die Rolls:

- 01 - 55 Nothing
- 56 - 60 1D3 Rock Lizards Page 15
- 61 - 70 NightFang Page 7
- 71 - 95 NightFang, Coriana and Doomlost Page 7
- 96 - 00 A Death-worship service in progress, with NightFang, Coriana, Doomlost, all the wolves and all the skeletons (see Miscellaneous below)

First Glance: This is a large, irregular cavern hung with stalactites and stalagmites. Approximate size is 18 x 30 meters. The north end of the room is punctuated by a small pool and a large rock; the south end by five openings. The floor of the cavern is flat but irregular. The sound of dripping water is constant. The walls are made of the same grey, streaked stone as the sinkhole. The hanging stalactites and pillar-like stalagmites are more crystalline though.

Closer Looks: Upon examination, the rock will seem to have dark, reddish stains upon it (blood). The north rim of the pool seems to be ringed with glittering crystalline stalagmites, that form a glistening drapery of stone. There are various bones scattered about on the floor of the cavern.

Exits: The north exit is about 1.5 meters wide and leads to Room 8. The northeast opening about 2 meters wide and leads to Room 7. The southwest exit is almost 3 meters wide and leads to Room 6. The south, center (11) exit is almost 4 meters wide and slopes downward to Room 13. The southeast exits join to form a very narrow (a meter at the widest) corridor with a low (1.5 meter) ceiling that leads upward to Room 12. The eastern opening leads outward and downward to the large sinkhole.

Hidden Spots: It will take 40 minutes to search the room. There is a 100% chance of one found item being in here and an additional 35% chance of a second object being found. Any search of the room will immediately reveal the skeletons in Room 6, which would have begun to attack by the time they were discovered anyway. If a Hidden Spot is made on the pool, there will be visible a shiny glint and glimmer in the bottom of the 3 meter deep body of water.

Traps: The pool is a very dangerous trap. The water is cold and tends to act with the strength of a potency 20 poison against a characters Constitution. Failure to resist indicates that the character's Constitution is temporarily lowered by one point and that a random part of the body is paralyzed. Usually an entire hit location will be paralyzed. Until the victim is set out in the sunlight, he or she will slowly become more and more paralyzed. It works as follows: Say that a character dips his hand in the water. The Judge determines that he didn't resist the effect of the water, rolls a 20 for hit location, determining that the victim's head and neck are paralyzed. Two turns later the paralysis has spread to the victim's left arm and in another 3 turns his right arm is affected. However, when the chest is paralyzed the victim will die in four minutes or less, since both the lungs and heart become paralyzed.

If the entire body is immersed at once and the poison is not resisted, the victim dies at once.

Denizens: Moonskull, a guardian spirit of death, INT: 15, POW 20. Moonskull is a bound spirit that has been granted to the vampire NightFang in exchange for the power which he sacrifices to the nameless death god. Moonskull will attack any living, sentient creature that approaches within 24 meters of the pool (all area of the room except the south wall). If the spirit senses more than one intruder, it will summon the ten skeletons from Room 6 while it engages each intruder in turn in spirit combat. The spirit will also summon the vampire to its aid if the going is rough. While in combat in this room only, NightFang will have his Power doubled. Also, half the power he drains from victims while in combat will be added to the power of the guardian spirit, temporarily.

Treasure: In the bottom of the paralysis pool are the following: 48 Coppers, 9 Silvers and 4 Gold Pieces.

Miscellaneous: The Initial Rolls section above indicates the possibility of a "Death Worship Service" being in progress. This indicates that the vampire, NightFang, is conducting a formal ceremony in which he sacrifices half the power of a captured victim to the nameless god which he serves. If the service is in progress, all eyes will be trained on the altar area in the north part of the room. All eyes means, two vampires, seven wolves, ten skeletons and a guardian spirit who will have withdrawn his detection radius to a mere 12 meters. A very quiet group of adventurers might actually be able to avoid any kind of contact with the creatures and wisely run away. There will also be a victim who will be screaming appropriately until the vampire removes all his or her blood and power.

(6) Lair of the Skeleton Guardians

Initial Die Rolls: None.

First Glance: The room is a 6 meter diameter irregular cave with a 3 meter ceiling. Standing stock still in the room are ten human skeletons garbed in cuirboilli and medium shield, bearing one-handed spears. If the skeletons are approached within two meters or if summoned, they will fight all living, sentient creatures.

Closer Looks: They still look like skeletons.

Exits: Room 6 is linked to Room 5 via a short passage.

Hidden Spots: Once the room is empty of skeletons, it may be searched thoroughly in about 5 - 10 minutes. There is a 20% chance of finding a found item if a Hidden Spot roll is made.

Traps: None.

Denizens: There are ten armored skeletons in the room.

SKELETON ONE

STR 12 SIZ 12 POW 1 DEX 10

MOVE 7

Armor: 3 points

One-Handed Spear (1D6+1) 50% Parry (15) 50%

Medium Shield (15) 50%

1-4	Right Leg	3/-
5-8	Left Leg	3/-
9-11	Abdomen	3/-
12	Chest	3/-
13-15	Right Arm	3/-
16-18	Left Arm	3/-
19-20	Head	3/-

SKELETON TWO

STR 12 SIZ 12 POW 1 DEX 11

MOVE 7

Armor: 3 points

One-Handed Spear (1D6+1) 55% Parry (15) 55%

Medium Shield (12) 55%

SKELETON THREE

STR 9 SIZ 8 POW 1 DEX 14

MOVE 7

Armor: 3 points

One-Handed Spear (1D6+1) 70% Parry (15) 70%

Medium Shield (12) 70%

SKELETON FOUR

STR 12 SIZ 12 POW 1 DEX 13

MOVE 7

Armor: 3 points

One-Handed Spear (1D6+1) 65% Parry (15) 65%

Medium Shield (12) 65%

SKELETON FIVE

STR 12 SIZ 12 POW 1 DEX 9

MOVE 7

Armor: 3 points

One-Handed Spear (1D6+1) 45% Parry (15) 45%

Medium Shield (12) 45%

SKELETON SIX

STR 9 SIZ 6 POW 1 DEX 8

MOVE 7

Armor: 3 points

One-Handed Spear (1D6+1) 40% Parry (15) 40%

Medium Shield (12) 40%

SKELETON SEVEN

STR 11 SIZ 13 POW 1 DEX 10

MOVE 7

Armor: 3 points

One-Handed Spear (1D6+1) 50% Parry (15) 50%

Medium Shield (12) 50%

SKELETON EIGHT

STR 10 SIZ 12 POW 1 DEX 10

MOVE 7

Armor: 3 points

One-Handed Spear (1D6+1) 50% Parry (15) 50%

Medium Shield (12) 50%

SKELETON NINE

STR 9 SIZ 8 POW 1 DEX 10

MOVE 7

Armor: 3 points

One-Handed Spear (1D6+1) 50% Parry (15) 50%

Medium Shield (12) 50%



SKELETON TEN
STR 12 SIZ 11 POW 1 DEX 13
MOVE 7

Armor: 3 points
One-Handed Spear (1D6+1) 65% Parry (15) 65%
Medium Shield (12) 65%

Treasure: None.

(7) The North Hall

Initial Die Rolls:

- 01 - 30 Nothing
- 31 - 65 The Wolf Pack Page 8
- 66 - 70 NightFang Page 7
- 71 - 85 NightFang and the Wolf Pack Page 7 Page 8
- 86 - 95 Coriana and Doomlost Page 7
- 96 - 00 All of the above

First Glance: The room appears to be roughly, but irregularly oval-shaped, 9 x 18 meters. It is a cave and has the same streaked grey walls as the other rooms in this area. There are several skins and rugs strewn about on the floor and several pieces of wood furniture stand along the wall. Hanging on the wall are numerous weapons and shields, marked with the runes of varying cults and tribes.

Closer Looks: There are several exits and entrances in both the east and west walls. The weapon and shields all appear to be in very good shape. At the north end of the hall is a large draped object (A). The drapery is a heavy bear-skin rug. When the drape is removed the object will be revealed as a golden cross (see Treasure). The furniture in the rooms consists of two heavy wooden chairs of no real value, but of good construction and an oaken table. The weapons consist of 1 longbow, 2 broadswords, a heavy mace, 4 daggers and 12 spears. There are 3 small shields, 4 medium shields and 2 large shields.

Exits: On the west wall are three narrow openings ranging from 1 - 2 meters in width. They lead directly or indirectly to Room 8. On the east wall, the north opening leads to Room 9 and the south opening leads to Room 10.

Hidden Spots: Separate rolls must be made for each of these hidden spots. A medium shield has a Protection spell matrix inscribed upon the back of it. A heavy mace has a 2 point bludgeon spell matrix on it. Behind one of the small shields is an opening which contains the treasure of the vampires. It is guarded however, by a nest of fang and weapon snakes (see Traps and Denizens). There is a 40% chance that anyone making a spot hidden roll while in the room will uncover a found object.

Traps: Nestled on top of the vampire's treasure are four snakes (see Denizens).



Denizens:

SNAKE ONE (Fang Snake)	1-6 Head	-/3
POW 11 SIZ 3	7-14 Body	-/4
MOVE 4	15-20 Tail	-/3
Bite (1D4+1D6 blade venom) 25% SR 10	Total Hit Points.	8

SNAKE TWO (Fang Snake)	1-6 Head	-/5
POW 11 SIZ 6	7-14 Body	-/6
MOVE 4	15-20 Tail	-/5
Bite (1D4+1D6 blade venom) 25% SR 10	Total Hit Points.	14

SNAKE THREE (Weapon Snake, female)	1-6 Head	-/4
POW 11 SIZ 1	7-14 Body	-/5
MOVE 4	15-20 Tail	-/4
Mace (1D6) 25% SR 10 Parry (12) 25%	Total Hit Points.	11

SNAKE FOUR (Weapon Snake, male)	1-6 Head	-/6
POW 7 SIZ 6	7-14 Body	-/7
MOVE 4	15-20 Tail	-/6
Sword (1D6+1) 25% SR 10 Parry (12) 25%	Total Hit Points.	17

Treasure: Along with the snakes inside the hole is the following: 4260 Coppers, 80 Silvers, 2000 Gold Pieces and an unattuned power storage crystal (10 points storage capability). There is also a golden buckle set with many small amethysts (good jewelry) worth 438 Silvers and a rather gaudy mask of an old woman (costume jewelry) worth 69 Silvers.

Other treasure in the room consist of the heavy mace with the 2 point bludgeon matrix on it and the medium shield with the protection matrix. Also, there is the golden cross. The cross was once stolen from a more acceptable death-rune cult by the vampire NightFang. The cult from which it was taken is willing to pay 2000 Silvers for its return. Any other person buying the cross would only give 200 Silvers for it.

(8) The Room of the Bronze Man

Initial Die Rolls: None.

First Glance: This is another cave/room. The walls seem to have several pieces of parchment tacked to them, but the dominating feature of the room is standing suit of bronze plate armor. The armor is so complete that it can stand by itself. Leaning against the wall nearby is a broadsword made of bronze.

Closer Looks: The suit of armor is of excellent construction and is in very good shape. However, it will only fit a human male of Strength 15, Size 13 (NightFang's vital statistics). The inside of the plate is lined with 1 point of padding, so it will effectively protect for up to 7 points of damage per round. The parchment on the wall shows the layout of several nearby villages and also shows the layout of some wealthy homes, detailing traps, guards and family schedules.

Exits: The east wall exit leads to Room 7 through a very narrow corridor then forms a "Y". The southern opening leads to either Room 5 or Room 7, depending on which branch of the "Y" one takes. This corridor is about 2 meters wide through its main length.

Hidden Spots: 10% chance of a found item.

Traps: None.

Denizens: None.

Treasure: Suit of armor with padding worth 310 Silvers. Broadsword worth 30 Silvers. Maps are worth at least 20 Silvers each, minimum.

Miscellaneous: What is a fully joined suit of armor doing in a vampire's lair? Good question. Vampires don't have any natural armor and must rely on normal armor for protection. If you can afford it, why not get the best? NightFang merely has to turn into smoke and slip into the armor to don it, simple as that.

(9) Wolf Lair

Initial Die Rolls:

01 - 80 Nothing

81 - 00 1 - 6 Wolves Page 8

First Glance: This is a rather small cave chamber, roughly 4 x 7 meters. The floor is littered with bones and piles of wolf dung. The room reeks of long occupation by not too cleanly animals.

Closer Looks: Not much to be seen by looking closer.

Exits: The northwest exit leads to Room 7. The southeast exit to Room 10.

Hidden Spots: 10% chance of finding a found object.

Traps: Other than accidentally stepping in a fresh pile of wolf dung, nothing.

Denizens: See Wolf Pack Page 8

Treasure: None.

(10) Lair of the Vampires

Initial Die Rolls:

01 - 75 Nothing

76 - 00 Vampires resting in coffins, Doomlost and 1 - 4 wolves will be on guard. Page 7 8

First Glance: Another cave-like room. The main distinguishing feature of this area are the two massive stone sarcophagi at the south end of the room. The room's dimensions are roughly 9 x 12 meters.

Closer Looks: The coffins are carved of white marble and have various carvings on them. They look like they were made for very wealthy persons. If empty, the lids will be ajar and dirt will be visible in the bottom of the coffins. If closed, it will take a resistance roll to overcome the weight, using the character's Strength score divided by 2 as the attacking force. The resistance of the coffin lids is 10.

Exits: The northwest exit leads to Room 7. The east exit leads northwest to Room 9.

Hidden Spots: If the coffins are searched, a string of pearls worth 500 Silvers will be found. There is also a 25% chance that a found object will turn up.

Traps: None.

Denizens: None.

Treasure: 500 Silvers pearl necklace.

((11) The Corridor to the Tomb

Initial Die Rolls: None.

First Glance: This is a long, natural corridor that narrows as it proceeds south. The last 15 or so meters are filled with a 1 meter depth of stagnant scummy water. The corridor is about 51 meters long and varies in width from 4.5 to 1 meter. It slopes steadily downward from Room 5.

Closer Looks: Not much more to be seen by looking closer.

Exits: The north end of the hall opens up on Room 5. The south end in Room 13.

Hidden Spots: Searching the entire length of the corridor would take about 60 minutes and have a 60% chance of turning up a found item.

Traps: The point where the water begins is a sudden drop-off of 1 meter, but nothing more than that.

Denizens: None.

Treasure: None.

(12) The Pool of Bound Spirits

Initial Die Rolls:

- 01 - 20 Nothing
- 21 - 00 1D10 of Spirits

First Glance: This small chamber is reached by ascending a narrow passageway from Room 5. The room is roughly 8 x 5 meters in size and has a 1.5 meter diameter pool in its floor.

Closer Looks: The pool is very still and has a mirror-like surface. A Detect Spirit cast in this room would almost read off the scale (if that is possible).

Exits: The only way out of the room is via the narrow corridor descending northward to Room 5.

Hidden Spots: The room would take 10 minutes to search with a 40% chance of there being a found item present.

Traps: Touching or drinking the water from the pool (which is drinkable) will cause one of the spirits in the room to go into immediate spirit combat with the toucher or drinker. Only by leaving the room or defeating the spirit may the combat be terminated. If the room is re-entered the same spirit will attack again.

Denizens: There are 10 spirits in this room, whose mortal bodies were killed by the vampire. Their bodies are now the skeletons who serve NightFang. However, their spirits were somehow trapped into the pool in this room. Touching the pool will initiate spirit combat with one of these ghosts.

- 1) Salttongue: INT 15, POW 11
- 2) Farseer: INT 14, POW 16
- 3) Lone: INT 11, POW 16
- 4) Ringeye: INT 10, POW 22
- 5) Foehammer: INT 16, POW 13
- 6) Garth: INT 10, POW 19
- 7) Longbone: INT 10, POW 17
- 8) Darkfir: INT 12, POW 15
- 9) Foamfollower: INT 15, POW 19
- 10) Woodwind: INT 11, POW 16

Treasure: None.

(13) The Flooded Outer Chamber of Hrothmir's Tomb

Initial Die Rolls: None.

First Glance: This is a fairly large cavern room, 18 x 15 meters in size, with parts of the south and west walls carved and squared off. Obviously the room is filled to a one meter depth (in most places) with scummy, stagnant water. There is a pair of corroded bronze doors in the west wall and a series of stone columns is set at 1.5 meter intervals along carved-out sections of both the west and south walls.

Closer Looks: Will reveal that the bronze doors are all but unopenable due to corrosion and lime-stone sludge on the floor. A little careful poking about on the floor will reveal that the floor is not level and that the water is over three meters deep in some places. The floor is very slippery. Stepping into one of the deeper areas will require the immediate rolling of the character's Dexterity as a percentage, three times. Otherwise, the character immediately slips down under and must make a swimming ability roll or possibly start drowning. Character must also roll his power as a percentage or he will have swallowed some of the water (see Traps below). The carved sections of the walls have bas-relief murals depicting the hero, Hrothmir, slaying incredible numbers of trolls.

To open the doors to area 14, a character(s) must roll 1/4 their Strength as a percentage (these doors ARE jammed tightly).

Exits: The northwest corridor is natural and leads to Room 5. The northeast corridor is roughly carved and leads upwards to Room 4. The west corridor is 3 meters wide and leads to Room 15.

Hidden Spots: A 30 minute search will turn up the three sinks in the floor. Also there will be a 20% chance of discovering a fairly intact ceramic urn containing 1 - 10 crumbling troll skulls. There is an additional 35% chance of uncovering a found item.

Traps: As stated before, the floor is extremely slippery. Any character moving at its full movement allowance (modified) must roll its Dexterity as a percentage or slip and fall. He or she must then roll his or her Power as a percentage to avoid taking in the scummy water. This is important since the water is disease-carrying. Drinking or ingesting any of the water means that the character has contracted "wasting disease"

Denizens: None.

Treasure: None.

(14) A Blocked, Water Filled Corridor

Initial Die Rolls: None.

First Glance: This 3 meter wide hall is blocked off about half-way down its length with large, heavy boulders. It is blocked in such a way that there is no room to climb over the rockpile. It will take approximately four man hours to remove enough rock for one person of size 12 or larger to crawl through. It will then be apparent that the corridor is 35 meters long and the ceiling is 2 meters high.

Closer Looks: The corridor takes a turn northward and ends at another pair of corroded bronze doors. The walls may have had frescoes or other paintings inscribed on them. The water has damaged them beyond all recognition now. The bronze doors are not as badly corroded as the ones in Room 13. To open, divide a character's Strength by 2 and roll as a percentage.

Exits: North into Room 15 via bronze doors and east into Room 13 via another pair of bronze doors.

Hidden Spots: None.

Traps: Drinking water will give "wasting disease".

Denizens: None.

Treasure: None.



(15) The Burial Vault of the Hero, Hrothmir

Initial Die Rolls: None.

First Glance: This is a carved, circular room, 15 meters in diameter with a 4 meter ceiling. At the north end of the chamber is a 1.5 meter high pedestal. Upon the pedestal is a box. Standing about 6 meters in front of the pedestal is a tall, dark, stone statue of a massive, nude, muscular man wearing a bull-horned helmet. The statue is at least 3 meters tall. The room is a meter deep in water.

Closer Looks: The pedestal is roughly the size and shape of a sarcophagus and a good close look will reveal a lid. The box appears to be made of corroded bronze bound with rusted iron. There is a keyhole in what appears to be a lock on the lid of the box. The stone statue's eyes will begin to glow once the room is entered. If the room is not left immediately, it will begin to lumber forward to attack.

Exits: The only way in or out of the room is via the bronze doors in the south wall.

Hidden Spots: A spot hidden roll will reveal the location of a slim wooden rod stuck vertically into the floor along the dotted line on the map. There are four of them. One each against the east and west walls, one centrally located between them and the fourth against the north wall. They are the wands required for the "warding" rune spell. Unless searched for, they will not be seen. It will take 30 minutes to properly search the room.

Traps: Drinking the water will cause "wasting disease". The area of the sarcophagus is protected by a four point warding spell. Thus it will effectively work as a four point countermagic spell and as 4 x multi-spell disruption spell. There will be no warning noise.

Denizens: The Guardian!!

THE GUARDIAN

STR 24 CON - SIZ 29 INT 5 POW 19 DEX 5

MOVE 5

Fist (1D8+2D6) 50% SR 9 Parry (17) 25%

1-4	Right Leg	4/18
5-8	Left Leg	4/18
9-11	Abdomen	4/18
12	Chest	4/19
13-15	Right Arm	4/17
16-18	Left Arm	4/17
19-20	Head	4/18
Total Hit Points.		53

The guardian is actually a gift from Hrothmir's god to guard the mortal remains of the hero. It is a medium-sized gnome (earth elemental) entrapped in a stone statue and given ease of mobility by various motion spells. The gnome has the ability to walk and attack with its fists as if they were heavy maces. The statue will attack any creatures, living or unliving that enter the room and continue to attack until the opponent is destroyed or has left the room. Inscribed on the forehead of the creature is a combination of the magic and earth runes. To prevent its spells from being tampered with the monster is also protected by a counter-magic 3.



Treasure: The lock on the bronze and iron box contains the power portion of the spirit, Tumblerbane (see area 3, Treasure). The lock on the box has a difficulty of 4. Inside the box are many ancient coins which might be worth more than their face value to a collector. 80

Coppers, 27 Gold Pieces and a single Silver coin on a chain. Also there is a small box containing a single, small ruby, valued at 300 Silver coins. In the sarcophagus (roll Strength as a percentage to remove lid) is a crumbling skeleton of a tall man. He may have once been dressed in fine clothing. What remains is an iron bastard sword (worth 3000 Silvers alone) with a spirit trapping crystal on the hilt (power storage of 10), an iron helm with ivory horns and a spirit trapping crystal (power storage of 5) mounted on it. While worn, this helm will heal one point of damage per round as long as there is power to make it work. Normally it will take power from either stored power in the crystal or from a bound or allied spirit or finally it will drain power from the wearer. Known as Hrothmir's Helm, this magic item will be known by any who are familiar with the lore of Hrothmir. Stealing from tombs is never looked well upon and stealing from the tomb of a hero is tantamount to sacrilege. However, if the relic(s) are turned over to the cult that Hrothmir served, there might be a reward in order, since the items could be used for heroquesting. The final item in the crypt is a golden shield, set with opals and garnets worth 960 Silver coins. It too is a relic, but it is non-magical and was used only as a dress shield. It has no combat value.

Miscellaneous: The cult that Hrothmir served should probably be still in existence. It was a beast/earth cult. Like most legendary heroes, Hrothmir was never reputed to have died (even though he did). His place of burial was thought to be long lost. Many have sought to heroquest after the route of Hrothmir, but none have been truly successful. By use of the Hrothmir relics, it may be possible.



Treasure Vault

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