

Terror in Tosasth

A Basic Fantasy Role-Playing Game Adventure Series
For 3 to 6 Player Characters, Levels 1 to 8



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Terror in Tosasth

Release 18

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Introduction

Like the mummified corpse of a king long forgotten, lying dreamless in a tomb hidden by innumerable layers of sand, mysterious treasures lure the imagination of true adventurers. Men have not long settled here on the edge of wilderness, and few are those who recall the tales of their grandmothers. Yet, the other folk remember a time when Elves and Dwarves built kingdoms that rose up, clashed and tumbled down again. Offer a Dwarf a mug of ale or flatter an Elf and you may coax a tale of **Tosasth** (TOH-sosth).

Despite the benefit of longer lives, only vague details may be conjured from Elven memory about the once-great city that now is little more than a graveyard teeming with the undead. "Stay away from that cursed valley," they will advise. Perhaps the stories told by their fathers were parables only, myths meant to illustrate the folly of hubris, for among the various horrors professed to dwell in **Tosasth**, a curious mind will discover a singular

theme. Long ago, Elves and Dwarves who grew from parallel limbs of the tree of life, made war that ended in terrible catastrophe.

The series of adventures in this tome offer thrilling danger, spectacular loot and the answer to the mystery of Tosasth.

The player characters begin with a familiarity with the town of **St. Orlan** and two nearby villages, **Muleshoe** and **Milltown**. They have heard that **Tosasth** lies somewhere to the West but nothing more. Through exploration and investigation, they may begin to unravel the mystery.

Acknowledgments

Aside from the material provided by the Basic Fantasy Role-Playing Game community, I found inspiration in maps by Paths Peculiar (Niklas Wistedt), Dyson Logos and donjon.bin.sh—but I drew everything using mipui.net and GIMP. I also used a random watabou (Oleg Dolya) city map. Most of all, I found great inspiration in the enthusiastic players in our ongoing campaign.

*If you might be a player in any of these adventures, **stop reading now!** Heed not this warning and risk spoiling your fun!*

Game Master's Background

This document describes many locations of various sizes that are tied together by the mystery of Tosasth, a city filled with undead. You could use some parts in your campaign and ignore the thread of the backstory, but it might be more fun to use all of the parts as a skeleton on which to hang your own ideas, choosing other prepared material or writing your own adventures. Of course, you could just read this material for inspiration.

My assumption is that you intend to run a long campaign in the traditional style where players are the primary driving force. I do not intend that you run the players through a series of modules. Aside from that approach generally being counterproductive to the aim of high adventure, the material here is unlikely to advance the PCs to high enough level to survive the later challenges. You must mix in other challenges, hopefully ones your players help you find by making unexpected choices in the game.

The meat of this adventure is in Tosasth, but the PCs must discover it and choose to go there when they are ready. In **The Mountain Manor of Elab Jarr** and **Strange Extrusion**, they ought to find copies of *Ode to Tosasth*. It contains clues to the history of the ruined city, and they might pursue research which could turn up information in a range of veracity or plausibility. Refer to the rumor table below. The book of poems could be found in any forgotten library which are often found in dungeons.

Underneath the Temple by Martin Teasdale presents an opportunity to inspire more interest in Tosasth. The succubus in that adventure may have come to the temple after the priests made a visit to Tosasth, a fact that might be revealed when the demon is defeated. You may wish to change patron of the temple to be St. Orlan and place it in the city of the same name.

As further encouragement, you may stage one or more zombie attacks on St. Orlan with a clear indication that the zombies came from the direction of Tosasth. The PCs may stumble upon The Zombraire's Estate by Russ Westbrook as they head towards Tosasth, in which case you are advised to place **Ebahi's Hideout** in the graveyard behind the estate.

It's likely **Ebahi** will escape when first encountered, as the PCs are unlikely to expect a vampire or be able to cope with it turning into gaseous form. Even if they merely disturb his hideout in some way, he is likely to flee to his ancestral tomb near St. Orlan and begin a campaign of terror. Stories of a vampire kidnapping children or attacking townspeople will draw the PCs into a quest to hunt down **Ebahi**. St. Orlan will offer a reward, perhaps money or perhaps a herd of sheep. They will find him in the **Ebahi Family Tomb**.

The PCs will learn about how the Elves of Tosasth buried their dead in underground tombs, of which there are several around St. Orlan. They may find a map to other tombs inside the **Ebahi Family Tomb**. They will also learn about great treasure left in Tosasth by some of the Elves buried in these underground tombs. Searching out the lost tombs can be very rewarding, will strengthen the party and encourage them to find even more treasure in Tosasth.

Traveling on the old road to Tosasth, the PCs will meet **Dacha**, a hermit Dwarf. He will warn them about a white dragon who guards the mountain pass. He will also forbid them to investigate his nearby mine. Overall, he will discourage them from their quest, primarily because his mine hides a secret shame, which they may learn if they choose to ignore his warning and explore **Dacha's Mine** anyway.

Tosasth may be reached underground by exiting the mine and visiting the Dwarven town of Dinfaldir. Stairs there lead to the surface at the southern end of the valley. Otherwise, the party may reach Tosasth over the mountain pass and likely will fight the white dragon there.

If they've collected several books about sealed mansions in Tosasth, the PCs will want to find the treasure there. Heavy clouds blot out any sunlight that might keep the undead at bay. A hex crawl through the city will eventually turn up both the old mansions and several undead leaders warring over districts. The party may even be approached by one or more of these gang lords in order to draw them into warfare.

Within the city are several magical gates to the realm of **Haderax**, a god of death. These gates bring forth the undead steadily, such that the city is always replenished. A systematic removal of all undead is impossible until after all gates are destroyed.

The most prominent landmark of Tosasth is the cathedral on the north side of town. If the party has teamed with **Rellora Imelel**, she will urge them to go there first. She knows more of the lore than she lets on and will seek to cross through the gate in order to close it from the other side. When the gate is closed, the party should earn a substantial reward in XP, which will encourage them to find and destroy the other gates for which they should earn additional awards. Consider it a gift of the gods.

As the gates are destroyed, the replenishment of undead slows. When the party destroys the last gate, a terrible failsafe triggers: the gigantic iron golem called **Molokotu** climbs out from **Nimue's Tower**, toppling it, then begins a wild march toward the ancient Dwarven city of Doukreg.

Molokotu is made in the image of **Molok**, a demon worshiped by cults, including some in ancient Tosasth. Some people of the current age recognize Molok's distorted features and the bull's horns protruding from his skull. More than one handbook written for would-be adventurers promotes shrines to **Molok** as exceedingly worthy of raiding.

Rumors, Legends and Fantasies

The following are nuggets of information the PCs might learn by talking to NPCs or reading old books. Roll 1d4 and 1d10 to choose one at random.

1,0 Elves are not immune to vampirism, and when they fall they bring along all memories of mystical powers. Few foes are as wicked as the vampire who can also cast spells.

1,1 Our grandfathers hunted a vampire in the swamps north of town. When cornered, the beast disappeared into a whiff of mist.

1,2 Only Elves pronounce Tosasth elegantly. Polite humans will say "TOH-sawth". Everyone else says "toe sauce".

1,3 Followers of St. Irevia can produce a candle that while lit offers complete protection from the undead to all within its circle of light.

1,4 The god of life is neither Human nor Halfling nor Elf nor Dwarf but in fact a being of pure energy beyond our comprehension.

1,5 The god of death called Haderax is real and dwells in another land beyond the reach of mortals.

1,6 The undead escaped from the realm of Haderax and still plague us today, but the faith in the Anointed One may save us.

1,7 Haderax and the father of the Anointed One once did battle.

1,8 Fetching treasure out of a well can reverse a wish made by he that deposited it.

1,9 Haderax is neither good nor evil. Not all those who worship him are wicked. They say he also protects the virtuous who honor his will.

2,0 The vampire queen Talanashta still rules over Tosasth.

2,1 Long ago, Dwarves and Elves made war.

2,2 A potent drug is made from the black lotus.

2,3 Tirdeg and Argarid are dragons owned by ancient Dwarves.

2,4 Zombies cannot see you if you remain perfectly still.

2,5 Deep underground dwell an ancient race of fishmen with goggling eyes.

2,6 An ancient graveyard in the marshes north of St. Orlan hides the remains of a wealthy king.

2,7 Infinite realms exist, and you can reach them if you only know where to find an entrance.

2,8 Green, the color of life, is unlucky when found underground.

2,9 Gnolls are organizing and may soon make war on us.

3,0 Dwarven renegades once summoned a demon named Chindrorth.

-
- 3,1** Cave worms are more frog than snake, and delicious, too, if pickled.

 - 3,2** To browse ancient books is to invite curses.

 - 3,3** Ancient Elves buried their dead in caves.

 - 3,4** All manner of bugs infest the underground caverns. Sometimes they escape to the surface.

 - 3,5** Underground rivers and lakes teem with delicious fish.

 - 3,6** Dwarves live in underground villages.

 - 3,7** Miners warn of brown lung disease.

 - 3,8** Tommyknockers are mischievous imps who steal your best tools.

 - 3,9** If you hear knocking in the mines, trouble is near. The tommyknockers are looking out for you.

 - 4,0** White dragons hunt in the mountains.

 - 4,1** Demons love most of all to corrupt the most pious.

 - 4,2** Milltown is a nice town with one weird event in its history, the old kook Elab Jarr.

 - 4,3** The recipe for Jarr's Ale was lost long ago.

 - 4,4** Elves turn monsters into statues that return to life when disturbed.

 - 4,5** In the netherworld, dogs walk and talk like men. They breathe fire, too.

 - 4,6** A Bone of St. Jaludi was tossed down the well in Slateholm many years ago.

 - 4,7** Vampires can never die of starvation, but if they don't drink blood, they may go insane.

 - 4,8** Elves unleashed the curse of the undead upon all people.

 - 4,9** Necromancers cause the bones of beasts and men to rise again, even those of dragons and giants.

Obscure Details

Many area descriptions have obscure details (non-obvious elements that may be interesting to the characters) marked with a ►. When the party is not in battle, roll a passive perception check as if the characters were searching for secret doors. That is, 1 in 6 with a +1 for INT 15+ and +1 for being an Elf. If a character conducts an active search, reveal one obscure detail automatically.

This mechanism provides an incentive for players to ask questions with the trade-off of risking a wandering monster roll.

Saint Orlan

The town of St. Orlan in the western lands is named after the holy figure. The people maintain a small temple in his honor. The population is approximately 1,700 people spread over about 50 acres. A wooden wall surrounds a patchwork of buildings. Two odoriferous districts, stinking of tanners and butchers, are nestled outside the walls. Fishermen on the Beleniassa River sell their catches from stands in the small river district. Imposing wooden towers allow guardsmen to watch over the north and south gates.

Saint Orlan is known for resisting many temptations in his journey west after he rose out of the Eastern Ocean on the head of an octopus. (The month of Octopus is named after him.) Along his path, undead arose to tempt him with powers and treasure, all of which he refused. When he reached the shores of the western ocean, he battled the lich Putah and was burned to ash that scattered to the wind.

The best inn in St. Orlan is The Iron Knight, kept by a retired soldier named Alas Balle. Meals are excellent and beds are soft. Those with less to spend will find The Red Mark in the odoriferous district. It is little more than a shack with a few benches inside and a stable out back. Sanzir rents flea-infested blankets and a spot near the fireplace by the night.

Six ancient Elven tombs are hidden around St. Orlan. Without clues, a party would need to search for 2d6 hours in a one-mile hex before stumbling on an entrance, assuming they are in a hex that contains a tomb.

The tombs are all similarly constructed, with the same types of monsters and graves. This is partly for verisimilitude and partly for making a better challenge for players who might develop techniques as they go from tomb to tomb.

Milltown

People of great ambition dwell in the village of Milltown, a day's walk into the mountains south of St. Orlan. Several milling and lumber operations

supply goods to nearby towns, and the hard-living workers there consider ale-drinking their primary recreation.

Muleshoe

Four families built homesteads near each other seven miles down the western road out of St. Orlan. They represent the western frontier of the area cleared of most monsters and wild beasts. The homes are built where the ancient road heads north to Tosasth. Ten miles up this road, the hermit Dwarf Dacha warns any travelers to turn back.

After the vampire Ebahi leaves his hideout, the families of Muleshoe will notice some evidence of his presence within a few miles of the settlement. If the visions described below related to the Ebahi Family Tomb are shared with the people of Muleshoe, they will recognize the oak with the fallen limb.



Lah's Retreat

The high priest named Lah retreated from normal life many years ago, followed by faithful monks. His retreat is a day's journey east of St. Orlan. Bent with age, the holy father speaks slowly past this

wiry, gray beard. He welcomes anyone coming to him in peace, offering wisdom for free and divine services for generous donations to the church.

Although his monks appear as humble and contemplative, many are former holy warriors, Clerics of 3 – 7th level. Lah himself is a 20th level Cleric and despite presenting an attitude of retreating from the complications of life, has keen interest in the politics of the area. Though not sanctioned by the organized church, Lah commands respect from all holy officers in the area, including those at the temple of St. Orlan.

Lah is always calm, kindly and generous. Although he once lead great crusades, helping to tame this land, he recognizes his human life ebbs, and his ability to influence the world has diminished. Yet, he strives to encourage those heroes he recognizes to go forth and produce worthy deeds of their own.

As Lah's generosity is well-known, the PCs will likely seek advice or healing. They may also be summoned once they begin to attract attention. Lah is aware of the evil that lurks in Tosasth and will ask the PCs to investigate and eventually destroy the problems there. For the righteous, he will offer healing at a discount. He will freely discuss solutions to the particular problems posed by the undead, such as the effect of life draining.

One story Lah may offer is that of **Saint Irevia**, who was a brave explorer of dark spaces in search of the undead. She was known for her enthusiasm for the abundant life of the natural world, and also *the miracle of the protective candles*. A few monks at Lah's Retreat can produce these candles, which produce a protective circle against the undead, but they must have the wax of giant bees. The PCs might stumble upon a hive, or they may practice bee lining, described in the **New Monsters and Magic** section.

Another story Lah may relate is of **Saint Jaludi**, a legendary fighter of the undead. Parts of his skeleton were turned into relics. A **Bone of St. Jaludi** is a powerful weapon versus the undead, allowing non-Clerics to turn them. This item is also described in the **New Monsters and Magic** section. Finding one of these bones is an adventure in itself.

The Mountain Manor of Elab Jarr

Introduction

This adventure is intended for 1st level PCs.

Elab Jarr was a wealthy eccentric who became obsessed with the afterlife as he aged. He slowly burned away his fortune on a mountain retreat above **Milltown**, researching secrets better left unknown. One day he stumbled into town naked, his leathery skin marked with small abrasions. He collapsed at the feet of the statue of **Saint Orlan**, his dead hands clasped rigidly in final prayer.



The good people of town buried him in the shadow of the small church. The shrewd climbed up the mountain road to loot his home. Most of them returned the next day telling tales of demons belching green fire. That was about 150 years ago. Today, no prudent person gives a second thought to exploring the old manor up the mountain road.

Recently an ogre was chased away from **Tom Shepherd's** field, stealing two of his kids. That is, two young goats, though as told, anyone hearing the story would naturally assume his children were kidnapped. Tom and his man **Gord** "chased the ogre to the road that leads to old Elab Jar's place" then gave up. Tom will argue strongly against anyone going after the kids despite describing the loss as regretful, though he will not express an appropriate level of sorrow because it's only a couple of baby goats, not his children.

The town Cleric, **Father Lionel**, will betray his fear of the manor in the form of righteous anger if asked about Elab Jar. When he cannot dissuade the party from investigating, he will threaten to curse them for visiting the manor. He claims Elab Jar communicated with the gods worshiped by nearby barbarians, such gods being considered demons and devils by the church.

Barod the Fat, sheriff of Milltown, has been running a scam to send unwary travelers up to the manor. The "ogre" was just one of his barbarian bandits who grew impatient waiting to catch unsuspecting merchants or pilgrims, fooled by the replacement of signs warning of danger with signs advertising an inn.

Charlot, innkeeper of **The Seven Staves**, will pay for a lost recipe for Jarr's Ale that might be found in the manor library. Her initial offer will be 2d6 x 10 gp. Characters can negotiate for a higher reward by making a counter-offer and consulting a reaction roll. On success, she adjusts halfway towards the PC's offer, otherwise she refuses to bargain further. The recipe genuinely can be found inside the manor, but Charlot will be disappointed to find its active ingredient is the ground bone marrow of corpses which she will find unacceptable. She will, however, honor the deal regardless.

Hooks

1. Walking along the main road into Milltown, the party may see the sign warning anyone to stay away from **Jarr Manor**. Two pilgrims coming from the town will happen to be there to explain the seriousness of the warning and that there are rumors of an ogre recently seen running up the road.
2. Coming into town, the party meets two pilgrims pulling handcarts, one of which has broken a wheel. They ask the party to help carry the broken handcart to the church grounds, their destination. Once there, **Father Lionel** will offer the party a meal and a blessing against the violence of ogres.
3. **Sam**, one of several mill owners, arrives at **The Seven Staves** and is overheard to call for a strong drink on account of just hearing news of an ogre threatening the town. He heard second hand of a kidnapping at **Tom Shepherd's farm**. He thinks someone ought to tell the sheriff to do a better job. If anyone talks to him about it, **Charlot** will interrupt as she serves him a drink, making an offhand comment about **Jarr's Ale** being better for calming nerves. Alas, the recipe being lost, she cannot serve it.

Getting There

The road to the manor starts on the main southern road and is clearly marked with signs warning against evil at the end of the road. The hike to the top takes most of a day. Near the end of the road, an ancient oak has fallen across the road. A trail shoots off to the left here and winds around the base of a tower of rock. The main road cuts switchbacks into the north face of the tower to arrive at the manor.

Climbing over the fallen tree is merely inconvenient. After a brisk 15 minute walk, PCs will find themselves at a single-story stone house with unlocked double doors and windows barred with iron. Inside are hallways covered in rotted rugs that belch clouds of musty air under shuffling feet.

The side path in front of the fallen tree ends at a clearing separated from a cliff wall by a deep chasm. Another old oak has been chopped down to span the chasm to a ledge on the other side and an open passage. See area 21. Bandits have been waiting for new marks to come explore the dungeon, but it's been three weeks. Their attention is lax.

Manor Key

1. Kitchen:

Through a filthy east window, a **skeleton** in this kitchen can be seen stirring a dry cauldron with an immense wooden spoon.

When the door opens, the skeleton swings the spoon at the nearest intruder. Any miss with the spoon crashes into racks of spices and pot. **Count each miss.**

Cookie the Skeleton: AC 13, HD 1, #At 1, Dam 1d6 wooden spoon, Mv 40', Sv F1, MI 12, XP 25

HP 8 □□□□□ □□□

Mixed in the worthless kitchen implements is a clay jar of **Korumnoon**, a spice only grown 300 leagues to the south. Roll over the number of misses by the skeleton on d10 to find the jar unbroken, worth 100 gp.

► A trap door under a table reveals a 2x2 cooler for holding ice and food, holding only desiccated vegetables.

► A copper coin stamped with a cactus.

► A large wash basin has a loose pipe going into the floor.

2. Library:

Windows on the east and west walls reveal a **tidy library** with two long bookcases separated by a desk. Dusty wax partly covers the base of a brass candlestick next to a page of parchment weighted down with an inkwell.

The door opens easily, gently ruffling the parchment as it draws air from the room. A momentary musty odor rises and falls.

Some of the text on the parchment is smeared by a hand dragged across wet ink. The most legible part is "...unspeakable practices conducted from days before history. Our unsuspecting patrons are cannibals who may someday rise again. I cannot be saved..."

For every 10 minutes spent searching, roll 1d10 on the following table, re-rolling duplicates.

1 Scroll of Protection from Undead

2 Scroll of Five Magic-User Spells: esp, light, locate object, magic missile, web.

3 A book titled *A History of Yarn*. Reading it for one hour near bedtime increases the chance of falling asleep.

4 A book titled *On the Theory of Optimal Division of Labor Between Humans and Elves*, a cursed book. If read to completion, -1 INT permanently.

5 A book titled *Gustusopedia*, a catalog of spices. Any character flipping through this book will happen upon a page about **Korumnoon**. (See Room 1)

6 A red leather copy of *Ode to Tosasth*. (See Player Handouts).

7 A ledger showing shipments of ale to Milltown.

- 8 A book titled *The Life of The Anointed One*, a standard church text. If read to completion, +2 on rolls requiring knowledge of the church.
- 9 A recipe in wooden tube for Renewal Ale, which includes the blood of puppies as a primary ingredient.
- 10 A recipe for Jarr's Ale in a bone tube. Ingredients include ground corpse marrow.

3. Bedroom:

An unlocked door opens to a well-furnished bedroom in decaying state. A clean stripe of floor winds from the door to under the large bed where the mattress has collapsed through the frame like a sinkhole. Several books are stacked on a nightstand.

A green slime oozed under the bed recently. It will reach out to anyone attempting to lift up or move the bed. The bed itself is quite dry and flammable. If lit on fire, treat the slime as being hit with flaming oil, and everyone in the room must save vs. Poison or suffer -1 CON for 1 hour.

Green Slime: AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12, XP 125

May be scraped off in first round of contact, else frozen, burned, or cut away. A **cure disease** spell will destroy it. Dissolves normal metal or enchanted wood in a turn and normal wood in 2d4 rounds. Turns victims in to green slime in 6+1d4 rounds.

HP 8 □□□□□ □□□

- Under the bed is a locked safe containing a bar of platinum worth 50 pp, the deed to Tom Shepherd's farm, and a rolled parchment with the recipe for Jarr's Ale, which relies on ground corpse marrow as its main ingredient.
- A small portrait of a dog in gilded frame lies face down on the nightstand. The frame is worth 85 gp.
- The books on the nightstand are ruined with pages stuck together. A silver bookmark worth 2 sp can be pulled out of one of them.
- An iron key opens any of the doors in the mansion.

4. Bathing Pool:

Stone stairs lead down to a dim room dominated by a **4' deep bathing pool** filled with a perfectly still greenish liquid. Coins and jewels lie on the bottom.

A gelatinous cube makes up the bottom two feet of liquid. Anyone examining the pool will be attacked. The treasure inside the cube amounts to 10 gp and four gems worth 310 gp.

Gelatinous Cube: AC 12, HD 4*, #At 1, Dam 2d4 + paralysis, Mv 20', Sv F2, MI 12, XP 280

Any character hit by a gelatinous cube must save vs. Paralyzation or be paralyzed for 2d4 turns.

HP 8 □□□□□ □□□

Anyone entering the pool must save vs. Spells or be cursed with undeath. The soul will be trapped in the body for 10-60 years after death, during which time madness sets in. At the conclusion of this punishment, the body rises again as a skeleton.

- The gold coins are hexagons and of Dwarven origin.
- The gems are amber with tiny insects embedded within. Torchlight tricks the eye with false movement.
- A silver goblet worth 50 gp hides in a shadowed corner.

5. Dining Room:

Glass windows fill all four walls of this dining room.

- A brass candelabra once polished might fetch 10 gp.
- Tin plates, cups and utensils will fetch 25 gp but weigh 100 lbs.
- A sealed jar on the sideboard contains a unique mold. Save vs. Poison or be cursed for 1 day with hallucinations of enemies. Every round of battle, roll under WIS or be distracted and unable to do anything else.

6. Chute Room:

A round shield rests face down, covering a hole that stretches down to the ceiling of room 17. Beside a squat stool are bundles of sage. If adventurers have come in through the back entrance, a juvenile bandit will be waiting here with a lighted torch, ready to drop smoking sage bundles down the chute. The bandits will not attempt their trick if anyone unexpectedly comes from above.

The bandit potentially waiting here is really just a kid, easily scared and having no loyalty to his band who've nicknamed him Turds.

"Turds" (Spencer): AC 13, #At 1, Dam 1d4, Mv 40', Sv NM, MI 7, XP 25

STR 13 (+1), INT 6 (-1), WIS 15 (+1)

Equipment: leather armor, dagger

HP 2 □□

► A raven spreads its wings majestically on the front of the shield which is of exceptional quality and worth 25 gp.

► A spider crawls out of a sage bundle and bites the character. Save vs. Poison or take 1 point of damage.

7. Ossuary:

Hearty, merry singing can be heard through the locked door leading into an ossuary, half-filled with neatly stacked bones. A hallway near room 6 is packed with rubble to seal off this area.

Skeletons here are chanting a work song as they dance around a massive mortar and pestle. One of the skeletons is sorting through bones and clumsily attempting to assemble them into complete skeletons. Occasionally a positive match of two bones creates a cracking sound followed by the two parts sticking together and thrashing around.

The skeletons will take no notice of intruders unless directly confronted, in which case they immediately attack.

Skeletons: AC 13, HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25

Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to sleep, charm or hold magic.

HP 3 □□□ (Arthur)
8 □□□□□ □□□ (Bendle)
6 □□□□□ □ (Carko)
7 □□□□□ □□ (Davin)
1 □ (Elmer)

► The giant pestle is lined with fine, white dust.

► There's rattling underneath an overturned bucket. If lifted, an animated mouse skeleton scrambles out of the room.

8. Basalt Sarcophagus:

The door to this room is mortared shut and must be forced open. A basalt sarcophagus dominates the room beyond.

The peaked lid of an ornate basalt sarcophagus bears figures in high relief casting shadows down its length. The nearest side depicts a priest, mouth agape and hands held over fire bursting from a cauldron. On the opposite side a large protrudes from the surface nearly enough to grasp your hand around.

A wight waits patiently inside, taking care not to make any sound. If released, the wight will leap out to wrap its feral limbs around the least-armored person nearby, greenish slobber dripping from its mouth. It will continue to hold on as a grappling move while gnawing the face of its victim with toothless gums. If the victim dies, the wight will attempt to flee.

Sir Torpul (Wight): AC 15, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175

Struck only by silver or magic weapons. Half damage from burning oil.

HP 12 □□□□□ □□□□□ □□

Among the desiccated funeral garments left in the sarcophagus is a topaz worth 1,000 gp.

► Symbols on the sarcophagus make it clear it's of the common religion of the Anointed One.

► A large flower with ten petals carved on the end of the sarcophagus represents a holy order of knights.

► The carving of the sword is not part of the top and may be pried off to reveal a real **Longsword +0** underneath. It glows with a yellow light nearly as bright as a torch when held. It can hit creatures only hit by magical or silver weapons.

9. Basalt Sarcophagus:

The door to this room is mortared shut and must be forced open.

A basalt sarcophagus dominates the room. It depicts a lady reclining under an oak. The triangular top is decorated with carvings of roses.

A wight waits patiently inside, taking care not to make any sound. If released, the wight will leap out to wrap its feral limbs around the least-armored person nearby, greenish slobber dripping from its mouth. It will continue to hold on as a grappling move while gnawing the face of its victim with toothless gums. If the victim dies, the wight will attempt to flee.

Lady Masteline (Wight): AC 15, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175

Struck only by silver or magic weapons. Half damage from burning oil.

HP 9 □□□□□ □□□□

► Dried up rose bouquets lean against the sarcophagus.

► Two platinum pieces are found in the coffin.

10. Collapsed Room:

The door to this room hangs limp, its lock mechanism mangled and ruined. The door swings in easily to reveal a short passageway that opens to a large room whose floor has collapsed, leaving only narrow ledges on north and south edges.

One end of an aging hemp rope wraps around a rusty spike wedged between two floor stones. The other end remains unseen in the inky blackness of the collapsed floor.

Any weight greater than 100 pounds will stress the rope, causing a failure in 2d6 rounds. Thieves can descend 20'/round. Other classes can descend 10'/round. If the rope fails, roll 1d4 and consult the following table.

- | | |
|---|-------------------------------|
| 1 | The rope breaks near the lip. |
| 2 | The stone pulls free. |
| 3 | The spike snaps. |
| 4 | The spike bends. |

Results 1-3 cause anyone hanging on the rope to fall up to 80' into rubble.

► Below, in the rubble, a mummified body wearing fine **Leather Armor +2** drapes over a pyramidal boulder.

► A deep moan bounces up from the 4' crack.

► Rubble covers a ruined sarcophagus, empty. Inside it, a platinum bracelet is crushed beneath a rock, unrepairable but worth 3 pp for the raw metal.

► Faint dripping can be heard through a 4' crack in the natural wall of the collapsed area. The glint of a single gold piece may be seen about 10' down the passage through the crack if light is shone.

Use the crack as an entrance to caves of your own invention, or end the passage in more rubble.

11. Granite Sarcophagus:

A green door bears a central knocker.

The door swings inward easily to reveal a sealed granite sarcophagus. A mural on the west wall depicts a knight in green armor on a horse with sword aloft. An empty, dusty plate rests on a small table.

A ghoul hides in a small chamber beyond a secret door. If anyone uses the door knocker or otherwise makes loud noise, the ghoul will prepare to throw

open the door and attack. First, it will peer through a peephole that matches the eye of the horse in the mural.

If the party has been quiet, the ghoul remains in a stupor, starving from years without food. Opening the secret door will grant a round of surprise to the party.

The sarcophagus contains an oak coffin which in turn contains an inert mummy. Inside the wrappings is the body of a man wearing a gold necklace worth 25 gp.

The small chamber beyond the secret door keeps a small chest and a small bedroll. Inside the chest are 100 gp, an emerald ring worth 75 gp and green silk scarf of negligible worth.

The Green Knight (Ghoul): AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100

Save vs. Paralysis or be paralyzed for 2d8 turns; elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 12 □□□□□ □□□□□ □□

► The eye of the horse is a hole. If the ghoul is awake, its eye is darting around on the other side of the hole.

► The horse's reins are an actual strap that when pulled opens the secret door.

12. Granite Sarcophagus:

A knocker is affixed to the center of a yellow door.

The door swings inward easily to reveal a sealed granite sarcophagus. A mural on the west wall depicts a lady kneeling at a brook to pick a lily. A dried lily on a dusty plate rests on a small table.

The sarcophagus contains an oak coffin which in turn contains an inert mummy. Inside the wrappings is the body of a woman wearing a gold necklace worth 25 gp.

Behind a secret door, a chamber is filled completely with fetid ooze infested with **rot grubs**, 100 in number. If the secret door opens, approximately 3,600 gallons of liquid spills in the room. Whoever stands in front of the door must

save vs. Dragon Breath, applying the STR bonus, else be toppled over. The first round, the ooze fills the main room 2' deep. Anyone in the room with exposed skin touching the ooze may be attacked by one or more of the ten rot grubs.

In the following four rounds, the ooze will flow out the open door into the crypt, dropping the level by half: 12", 6", 3", 1". It will spread down the hallway in both directions approximately 20'. Anyone standing the ooze will have 1d10 rot grubs crawling up his or her legs, seeking exposed flesh. If not yet borrowing, they may be crushed automatically, one per round. Grubs beneath the flesh require burning or cutting in the first two rounds, inflicting the typical 2d6 points of damage to the victim.

The small chamber beyond the secret door keeps a small chest and a small bedroll. Inside the chest are 100 pp and an emerald ring worth 75 gp.

10 Rot Grubs: AC 10, HD 1 HP, #At 1 bite, Dam special, Mv 5', Sv F1, MI 12, XP 10 ea.

WIS check to notice attack. May be killed in two first rounds by cutting or fire, doing 2d6 points of damage, else victim dies in 1d3 turns.

Note: Each box below represents a single rot grub.

HP 10 □□□□□□□□□□

► The lily in the mural is a knob that can be pushed to release the secret door.

► The mummy clutches a letter in her hands that crumbles when handled.

13. Graves of the Children:

The blue door with a central knocker swings inward easily to reveal two child-sized sarcophagi made of granite. They are sealed shut. A mural on the west wall depicts a boy and girl holding puppies.

Each sarcophagus contains an oak coffin which in turn contains an inert mummy of a child. Each child wears a silver bracelet worth 10 gp.

The secret door is trapped with sleeping gas. Save vs. Poison plus CON bonus or fall asleep for 1d4 rounds.

When the secret door is opened, two zombie children shuffle out, attacking indiscriminately, including anyone asleep. The zombie girl wears a tiara worth 100 gp as long as it's not destroyed during combat. Both wield silver swords.

2 Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to sleep, charm, or hold magic.

HP 8 □□□□□ □□□ (Janey)
8 □□□□□ □□□ (Silvester)

► The silver swords are inscribed "Janey Jarr" and "Silvester Jarr".

14. Storage:

Bottles, mostly empty and uncorked, are stacked in racks set against the west wall. Boxes of dry food sit against the east wall. The locked south door shows no evidence of recent use.

- An unopened bottle of Jarr's Ale.
- A set of crystal goblets worth 50 gp.
- 3 unopened bottles of wine.

15. Greenhouse:

Dense vines prevent easy passage into this humid greenhouse. The gurgle of water can be heard.

When the vines are disturbed, a cactus man shouts a greeting, cautious but strong. The cactus man has lived in the greenhouse for unnumbered years, all his needs provided by the water and sunlight in the greenhouse. He is peaceful and generally ignorant but willing to fight for his home.

Gresp (Cactus Man): AC 15, HD 5, #At 2 claws or hug, Dam 1d8/1d8 or 2d8, Mv 40', Sv F5, MI 9, XP 360

See **Unusual Monsters**.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

► A spring feeds water into a fountain, the water then flows to various stone containers and out a 4" drain in the floor.

► A book rests on a small table next to a lounge chair, another copy of Ode to Tosasth.

16. Bedroom:

Three beds are spaced equally, each with a trunk at the foot.

Skeletons occupy two of the beds. They rise and attack the moment anyone enters the room.

2 Skeletons: AC 13, HD 1, #At 1 wooden spoon, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25

Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to sleep, charm or hold magic.

HP 8 □□□□□ □□□ (Margritte)
8 □□□□□ □□□ (Petra)

- A diary kept by a servant in the middle trunk.
- A comb made of bone worth 1 gp.

17. Smoke Trap:

This room **smells strongly of sage and smoke**. Charred barrels are pushed against the walls of this room. Ash is piled on the floor in the center of the room.

Unless held open, the door to this room closes on its own.

Bandits have been fooling people into entering this room, barring the door closed from the outside and then tossing burning sage down a shaft from room 6 in order to suffocate their victims. During the run of such an event, a bandit will loudly slam the door closed and then hide in the stairwell leading to room 6. After waiting a few moments, the bandit will peer around the corner to time a dash towards the door to bar it.

Manny (Human Fighter 1): AC 12, #At 1, Dam 1d4, Mv 40', MI 9, XP 25

STR 16 (+2), INT 7 (-1), WIS 15 (+1), DEX 8 (-1), CHA 15 (+1)

Equipment: leather armor, dagger

HP 8 □□□□□ □□□

► The door to this room has a bar to keep people in.

18. Loot Storage:

A lingering **smell of smoke** hovers over seven open boxes.

The boxes contain different types of loot taken from victims. Any item typically carried by a traveling merchant might be found among the boxes. The haul in total is worth 350 gp if it could be transported away. Each box weighs approximately 200 pounds.

- 124 gp in a sack.
- A silver dagger in a scabbard engraved with a palm tree.
- A sack of letters.

19. Quarters:

Six hammocks span the east-west width of this room, four occupied by **sleeping Dwarf bandits**. Another Dwarf and a burly human sit at a table with cards in hand.

The bandits expect no trouble but may be aware of visitors if they came in through room 20. They will surrender if obviously outmatched, and will freely admit to working for **Barod the Fat**. Between them all, they hold 17 gp.

Kahl (Human Fighter 5): AC 11, #At 1, Dam 1d8 +1, Mv 40', MI 9, XP 360

STR 14 (+1)

Equipment: Longsword +1, Potion of Plant Control

HP 24 □□□□□ □□□□□ □□□□□ □□□□□
□□□□

5 Dwarf Fighters: AC 13, #At 1, Dam 1d6, Mv 40', MI 9, XP 25

STR 15 (+1), INT 7 (-1), WIS 7 (-1)

Equipment: leather armor, shortsword

HP 3 □□□ (Baldo) 4 □□□□ (Jed)
1 □ (Sam) 4 □□□□ (Carl)
1 □ (Snuffy)

► Baldo is hiding a pearl worth 25 gp in his pocket.

20. Back Entrance:

The moment anyone enters this bare room, **Manny the bandit throws open the door** and announces, "you'll never take me alive and you can't have my gold!" He brandishes two daggers and waits only long enough to make sure the visitors will respond, then dashes out of the room. He will wait at the door to room 17 until he hears the party come within earshot but not sight, at which point he'll slam the door to room 17 shut and run to the nearby stairwell to wait.

If all goes as planned, the party enters room 17, Manny bars the door and then joins Turds in room 6 where they light bundles of sage to drop down the chute. People typically pass out from the smoke and the bandits pick over their belongings.

Manny (Human Fighter 1): AC 12, #At 1, Dam 1d4, Mv 40', MI 9, XP 25

STR 16 (+2), INT 7 (-1), WIS 15 (+1), DEX 8 (-1), CHA 15 (+1)

Equipment: leather armor, dagger

HP 8 □□□□□ □□□

21. Bridge:

A **makeshift bridge** made from a fallen tree crosses a 30' deep chasm to allow access to a ledge with an open passage into the rock wall.

The log wobbles when crossed. The ruins of a footbridge rot in the floor of the chasm. Giant rats feast on refuse, dead bodies and excrement discarded into the chasm.

10 Giant Rats: AC 13, HD 2 HP, #At 1 bite, Dam 1d4
+ 5% chance of disease, Mv 40' Swim 20', Sv F1,
MI 8, XP 10 ea.

5% any victims bitten sicken in 3d6 hours.

HP 2 □□

3 □□□

3 □□□

3 □□□

3 □□□

1 □

3 □□□

2 □□

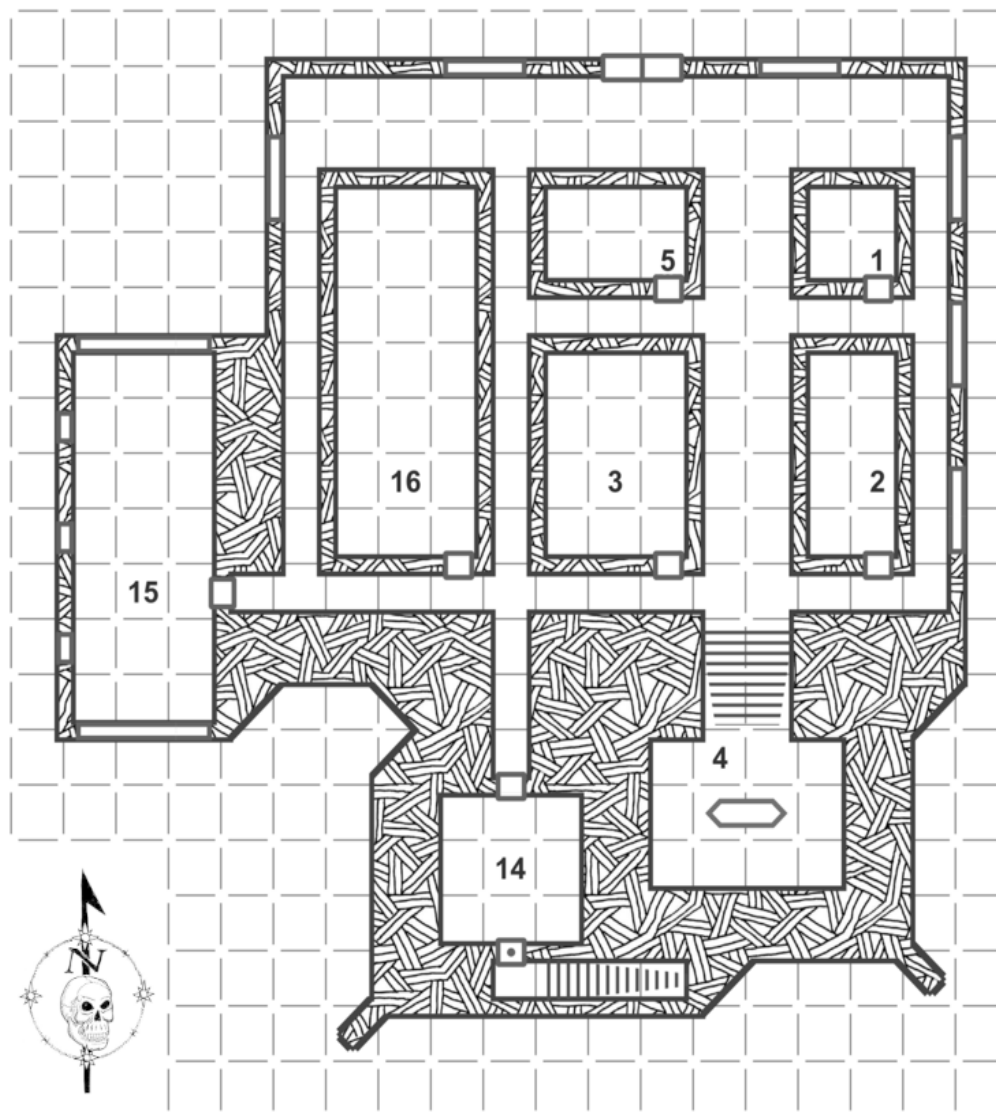
1 □

3 □□□

► When anyone walks over the fallen tree, a stone falls loudly into chasm, causing rats to scurry and alerting the bandits of a visitor.

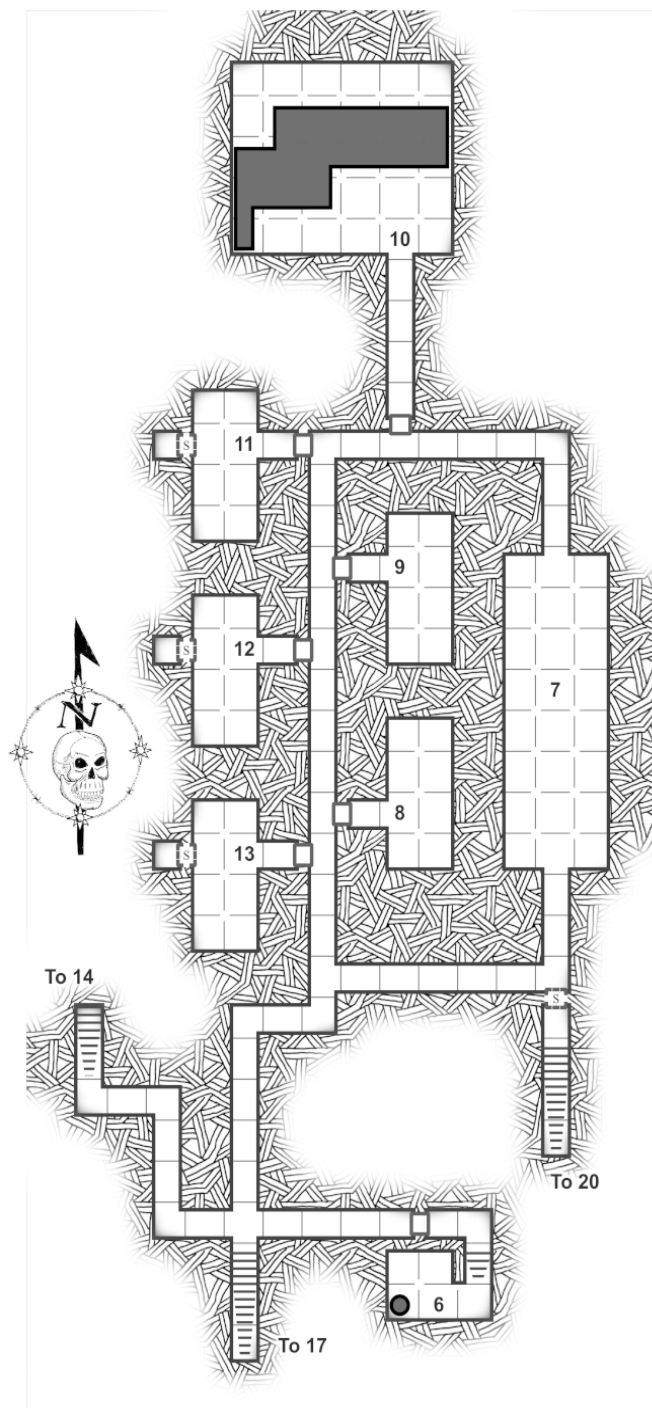
Maps

Ground Floor



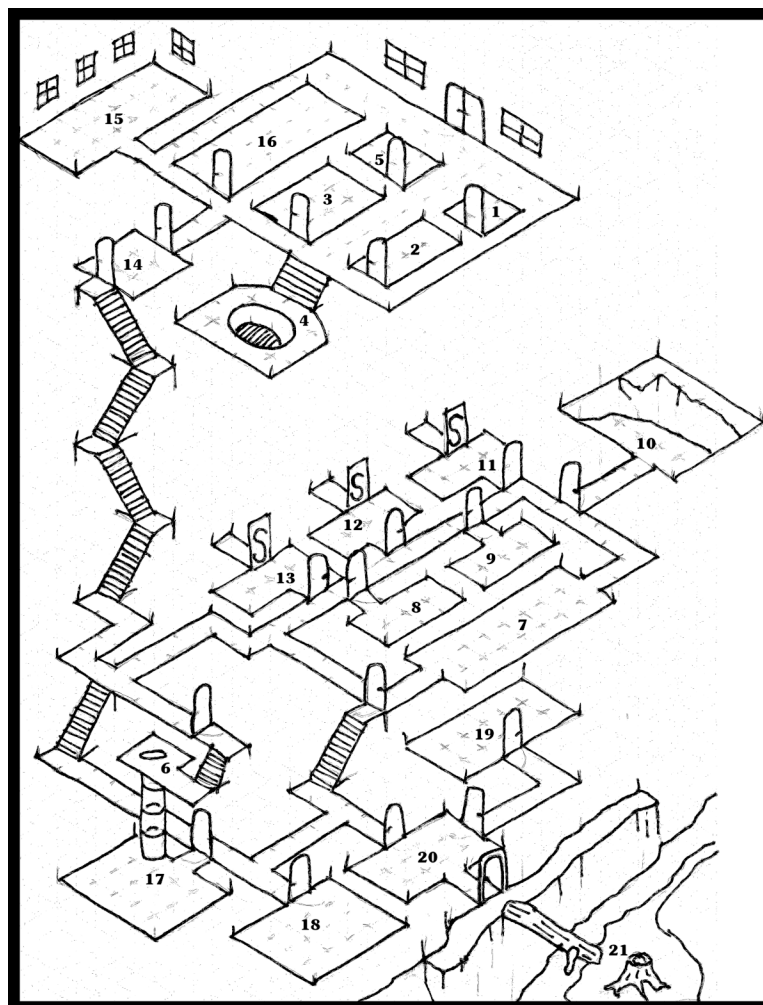
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Upper Catacombs



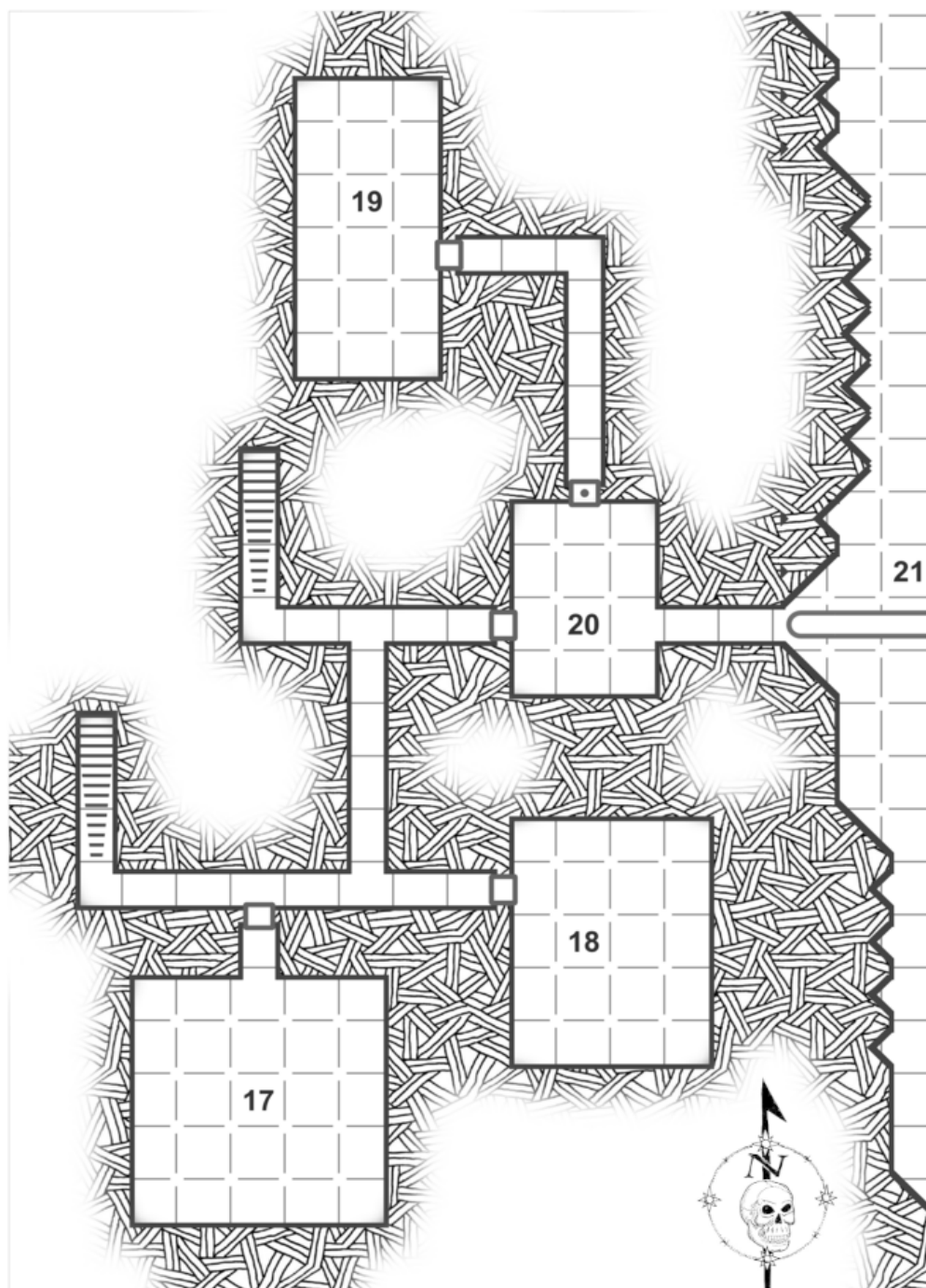
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Three-Dimensional View



Scale: 1 Square is 5'

Lower Catacombs



Scale: 1 Square is 5'

Strange Extrusion

Introduction

This adventure is intended for 3rd level PCs.

A gray stone tower appeared recently, pushing upward from a hill, a rude violation of an otherwise serene grassy field. Thick at the base and tapering slightly at the top, it rises taller than 15 men standing boots on shoulders (100'). Halfway up, brief flashes of light come from a rough opening. Around the back of the tower, another opening, only 10 feet off the ground, reminds you of a cruel mouth. Ragged curtains hang from the top of the hole and a thick rug spills out and hangs down only two feet, ending in tattered threads.

The central shaft is smooth, free of masonry joints, and not climbable by the unskilled. (Flying demons have no use for stairs.) Empty sconces for torches are set midway down each hallway, able to support at most 200 lbs. No light shines in the hive but through the two doorways open to the outside.

First Floor

A box of swords holds the rug in place. If the rug is pulled out or climbed, the box will come forward and spill downward. Save vs. Death Ray (+/- DEX bonus) to avoid 1d6 points of damage.

1. Storage Room:

Filled with smashed boxes and trash, a thorough search turns up a few loose gems and a potion. For every turn searching, roll 1d6 and check the following table. Re-roll duplicates.

- | | |
|---|---|
| 1 | Tumbling from an upturned sock, a stone large enough to fill a Halfling's palm displays swirls of blacks, reds and browns. (Sardonyx 50 gp) |
| 2 | A crude diorama features a jagged green mountain made of green stone (Malachite 10 gp) among tiny paper palms and a painted-on lake. |
| 3 | A dark red stone cut to resemble a heart rattles inside a wire cage. (Garnet 100 gp) |

- | | |
|---|---|
| 4 | A doll missing limbs stares at you with its one remaining eye, punctuated by an inset bluegreen iris. (Turquoise 10 gp) |
|---|---|

- | | |
|---|---|
| 5 | Viscous liquid fills a brown glass bottle sealed with red wax. (Potion of Invulnerability) |
|---|---|

- | | |
|---|---|
| 6 | The giant caecilia from Area 2 squirms into the room. |
|---|---|

2. Garbage-Eating Cave Worm:

A maw filled with translucent teeth chomps noisily on rotting bags of root vegetables. Coins jingle as a massive serpentine body with slimy frog skin rises from tumbling bags to focus two beady black eyes on the shifting light from the doorway.

Giant Caecilia: AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9, XP 555

Swallows small demi-humans on 19 or 20, causing 1d8 points of damage per round.

HP 25 □□□□ □□□□ □□□□ □□□□
 □□□□

Among the fetid potatoes and turnips are 13 bags of coins totaling 2,700 cp, 1,900 sp, 1,100 ep, and 1,200 gp.

► A platinum coin engraved with a harpy.

► A bent pie tin with a hand-sized patch of crust still attached.

Basement

50 feet below the first level, a cramped landing offers four short hallways. Mixed sounds of growling, cooing and crunching evade direction of origin.

3. Cockatrice Nest:

The uniformly gray form of an orc holding playing cards in one hand and a mug in the other wears an astonished expression as it pauses mid-stride a few feet from the entrance. Beyond this fine

statue are others resting in toppled pieces. Out of sight, a low ooh-oo crowing bounces down the hallway.

Among the cards on the gambling table are 1,100 gp, a silver bull's head belt buckle (900 gp), a silver comb (800 gp), a bat-engraved silver cup (900 gp).

Cockatrice: AC 14, HD 5, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7, XP 450 ea.

If touched, save vs. Petrification or be turned to stone.

HP 26 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐
 24 ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

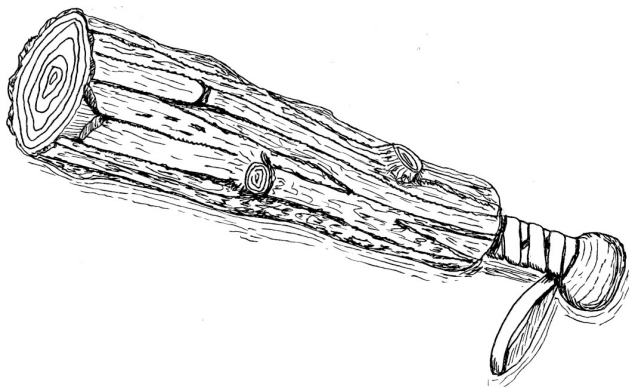
► Woven into a nest of fabric strips and straw, a hat pin shaped like a goose (1,200 gp) clings to moth-eaten cap.

► Three cards stick to the underside of the table.

4. Rust Monster Feasting:

Soft, intermittent crunching like teeth on ice cuts through a faint metallic odor. A dark red tail waves gently, attached to an oblong, scaled body head-first in a pile of toppled weapon racks.

Unruined in the junk swords and maces, a **Wooden Club +3** offers a leather-wrapped handle and loop.



Rust Monster: AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7, XP 405

Non-magical metal instantly destroyed on touch. Non-magical metal weapons do half damage. Magical weapons permanently lose one "plus" per touch. Makes a morale check to stop attacking after feeding.

HP 31 ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

5. Cannibal Minotaur Prison:

Closing off the room, a heavy, locked iron gate suffers a 2' rusted hole at floor level. Backs to corners, four gaunt minotaurs face each other, growling. The largest grips a giant, bloody thigh bone.

Impatient negotiation gives way to desperate attempts at bar-bending (40%), snatching through the gate, or more treacherous cannibalism.

Minotaur: AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by bone club 1d6 + 2, Mv 40', Sv F6, MI 11, XP 500 ea.

HP 26 ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐ (Hesdane)
 35 ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐ (Jarman)
 22 ☐☐☐☐☐☐☐☐
☐☐ (Grantag)
 22 ☐☐☐☐☐☐☐☐
☐☐ (Taruk)

6. Wraith Tomb:

An oaken door swings easily to reveal three black sarcophagi lining the far wall. Bones overflow an iron basket in the middle of the room next to another filled with filthy clothes.

Wraiths wait patiently, peering through cracks to burst out in surprising fury. Each wears a hideous bracelet depicting the decapitation of dogs. One wraith keeps a scroll in his belt tucked in his belt.

Each of the 3 bracelets might fetch 1,110 gp if the buyer could look past the disturbing design. The scroll contains five Magic-User spells: **growth of plants**, **haste**, **mirror image**, **polymorph other**, and **ventriloquism**.

Wraith: AC 15, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320 ea.

Immune to sleep, charm, or hold magic.

HP 17 □□□□□ □□□□□ □□□□□ □□ (Raz)
 14 □□□□□ □□□□□ □□□□ (Kox)
 11 □□□□□ □□□□□ □ (Gor)

► A silver key that fits all doors in the tower rests in Gor's pocket.

Second Floor

Hellhounds and zombies face off across opposite rooms. An open doorway drops 50' to the ground. Another drops 50' down the shaft to the first level.

7. Hellish Kennel:

Paws of an overgrown, snarling dog hold down a charred, twitching body. Smoke curls from the nostrils of six other such beasts as they glare across at the zombies in area 8.

The hounds maintain their orders to keep the zombies corralled but are easily distracted, in which case zombies may stumble forward.

7 Hellhounds: AC 15, HD 4**, #At 1 bite or 1 breath, Dam 1d6 or 4d6, Mv 40', Sv F4, MI 9, XP 320 ea.

Breathes fire 1-2 on 1d6 up to a maximum of 4 times per day. Cone of fire is 10' x 10' and does 4d6 points of damage. Save vs. Dragon Breath for half damage.

HP 17 □□□□□ □□□□□ □□□□□ □□
 Breath: □□□□
 21 □□□□□ □□□□□ □□□□□ □□□□□ □
 Breath: □□□□
 26 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □
 Breath: □□□□
 20 □□□□□ □□□□□ □□□□□ □□□□□
 Breath: □□□□
 13 □□□□□ □□□□□ □□□
 Breath: □□□□
 13 □□□□□ □□□□□ □□□
 Breath: □□□□
 16 □□□□□ □□□□□ □□□□□ □
 Breath: □□□□

8. Zombie Containment:

Hellhounds in area 7 keep zombies in this area from wandering out. Without the attention of the hellish beasts, they pour out, pushing outward, possibly pushing characters out the door to fall down the shaft 70' (7d6) or outside 50' (5d6).

Zombies move forward to grapple and then shove characters left (1-2), right (3-4) or forward (5-8) into the hellhounds. A zombie missing a grapple attempt will still mindlessly push in the random direction, either falling downwards or engaging in battle with the hellhounds.

21 Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to sleep, charm, or hold magic.

HP 12 □□□□□ □□□□□ □□
 11 □□□□□ □□□□□ □
 5 □□□□□
 15 □□□□□ □□□□□ □□□□□
 4 □□□□
 11 □□□□□ □□□□□ □
 2 □□
 12 □□□□□ □□□□□ □□
 11 □□□□□ □□□□□ □
 5 □□□□□
 14 □□□□□ □□□□□ □□□□
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 11 □□□□□ □□□□□ □
 2 □□
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 11 □□□□□ □□□□□ □
 5 □□□□□
 15 □□□□□ □□□□□ □□□□□
 4 □□□□
 11 □□□□□ □□□□□ □
 2 □□

Third Floor

Four doorways open directly to the shaft. Each offers a scant 5' landing and ends in a door made either of oak or iron. Pounding and animal cries echo across the gaping shaft.

9. Experiments:

Behind an oaken door, **meowing** is heard. Inside, the half-eaten corpse of a gigantic mouse oozes blood and gooey innards. Cats **polymorphed** into owlbears move about the room. They screech and attack.

4 Owlbears: AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9, XP 360 ea.

A successful hit with both paws indicates a hug attack for 2d8 points of additional damage.

HP 27 ☐☐☐☐☐☐ ☐☐☐☐☐☐☐
☐☐☐☐ (Oliver)
 24 ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐ (Milo)
 18 ☐☐☐☐☐☐☐☐☐☐☐☐ (Jack)
 22 ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐ (Simba)

10. Whipping Worms:

Seven-foot long worms with white heads and purple bodies heave slimy bodies up to whip six tentacles in all directions.

Tentacles can target three different foes each round. The worms prioritize paralyzing, then feeding.

3 Tentacle Worms: AC 13, HD 3, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9, XP 175 ea.

Save vs. Paralysis or be paralyzed 2d4 turns. Feeds on paralyzed victims, doing 1 point of damage every 1d8 rounds.

HP 15 ☐☐☐☐☐☐☐☐
 11 ☐☐☐☐☐☐☐
 11 ☐☐☐☐☐☐☐



Ruined clothing, armor and weapons gleams with worm drool. A search reveals a coffer wrapped in cord and a cleaver-shaped shortsword forged of black metal. 1,000 gp rattle around inside the coffer.

The sword's hilt features a pommel formed with the delicate features of a turbaned warrior. Its name, **Wurmslayer**, glows faintly down the blade and when spoken glows as brightly as a torch for an hour, invokable once per day. It otherwise functions as a **Shortsword +1**.

► The ruined armor is sized for Elves.

► A cloth bracelet has Elven runes that spell "Father Forest".

► A brass whistle is clogged with dark goo.

11. Rampaging Bone Golem:

A rapid crashing of metal against stone plays a cacophonous racket, a drum solo composed in hell.

Beyond the iron door, a four-armed skeleton swings four maces wildly. Smashed furniture litters the room.

Bone Golem: AC 19, HD 8, #At 4 maces, Dam 1d6/1d6/1d6/1d6, Mv 40', Sv F4, MI 12, XP 945

HP 39 ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

12. Gargoyles And Statues:

Four obese, winged statues sit cross-legged, each holding a bowl in their laps. Each bowl gathers a handful of gold coins and a gem or two.

Two gargoyles masquerade as statues, waiting to surprise. They delight in darting up or down the shaft to escape melee momentarily.

2 Gargoyles: AC 15 $\frac{1}{2}$, HD 4**, #At 2 claws/1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11, XP 320 ea.

Surprises 1-4 on 1d6.

HP 8 ☐☐☐☐☐☐ (Grumz)
 17 ☐☐☐☐☐☐☐☐ (Ukkor)

The bowls contain a garnet (500 gp), an opal (1,500 gp), a jade token (500 gp), and 27 gp.

► Each statue bears a carved nametag: Grumz, Ukkor, Emra and Obo.

► A ragged scrap of paper bears the following, in common: "Oh Haderax, forgive my indulgences."

Fourth Floor

Doorways open directly into two symmetric rooms: one filled by a black globe, the other a tilted bed.

13. Black Globe:

A polished chain suspends a 5 foot black globe over a wide, brass basin with a dark red stain at the bottom. On the floor below the basin sits a squat pot partially filled with ash.

On any round that a living creature enters this room, there's a **1 in 6 chance a lightning bolt** will spring from the globe, striking a random target for 2d6 points of damage.



Pouring a quart of blood in the basin and heating it lights the globe with inner fire. A demon's face appears and offers to grant a Wish. Offer accepted, the demon casts **quest** on the victim, requiring the murder of an innocent. A successful save vs. Spells cancels the quest and the globe tumbles into tinkling shards. Failing the save both imposes the quest and grants the wish immediately after the quest is complete.

The demon will converse prior to closing the deal, always lying as needed, perhaps posing as an innocent wizard in an extra-dimensional prison. Even after completing the prank, the demon will carry on deception for the sake of amusement.

14. Shayde Calarook's Bedroom:

In one corner stands something like a bed tilted at 45 degrees with leather straps hanging at the side. In the other corner, a tidy chair hides

beneath a small desk. A backpack hangs from a hook. Charcoal defines a pentagram in the center of the room, blobs of wax encircling it.

The desk has a single drawer, trapped: Save vs. Spells or be **polymorphed** into a cave bear. Unlike the **polymorph other** spell, the subject retains intellect. If **polymorphed**, make a second save to avoid destroying armor and clothes. The **polymorphed** bear cannot grip like a human nor do other tasks that require human hands. It can speak in a clear voice.

In the drawer is the journal of **Shayde Calarook**, as inscribed in common on the first page. The rest of the text remains unreadable, written in an unknown cypher, indecipherable even by Read Languages. However, there are a few maps that might be matched to known areas. Some pages contain drawings, including a diagram comparing cats and owlbears.

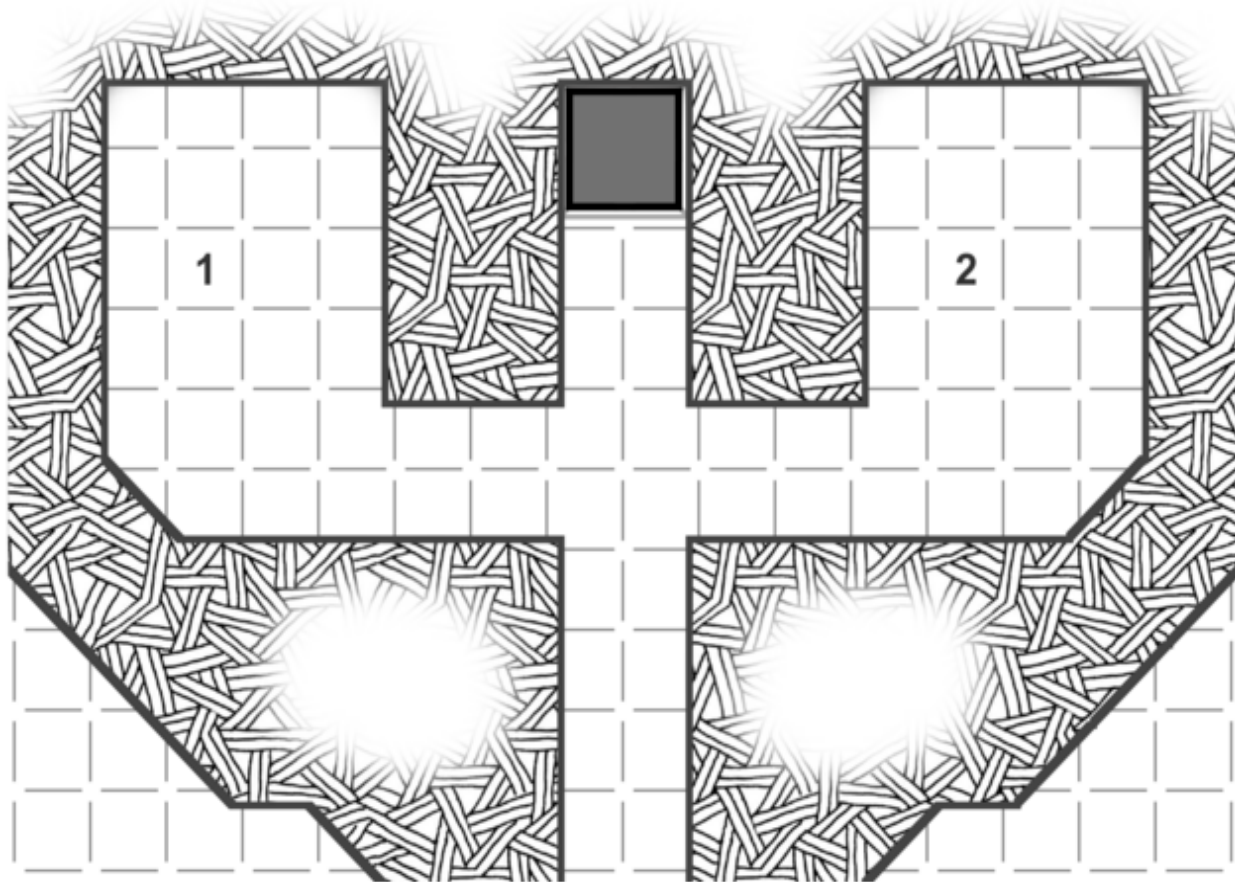
The backpack contains a **spellbook** with: **lightning bolt**, **locate object**, **floating disc**, and **polymorph other**. Some pages were torn out.

The backpack also contains **Fortune's Flute**, playable but once per week. Following the playing of pleasing melody over at least a turn, the musician benefits from one lucky moment in the following hour. The player may declare any one die roll to have the best possible result. The flute's melody can be heard by all within 120 feet, typically triggering a check for wandering monsters.

The backpack also hides a **half-sized scroll** containing six words: *candle*, *ladder*, *manacles*, *mirror*, *rope*, *whistle*. The possessor may read any word aloud to produce that item either in hand or within 10 feet. The item's name is seen to be crossed out. The item remains for a day or until dismissed by the user, at which point, the name loses its mark. The scroll works up to three times a day.

► A copy of *Ode to Tosasth* holds up one leg of the desk.

► Embedded in translucent wax are bee body parts.

Maps**Ground Floor**

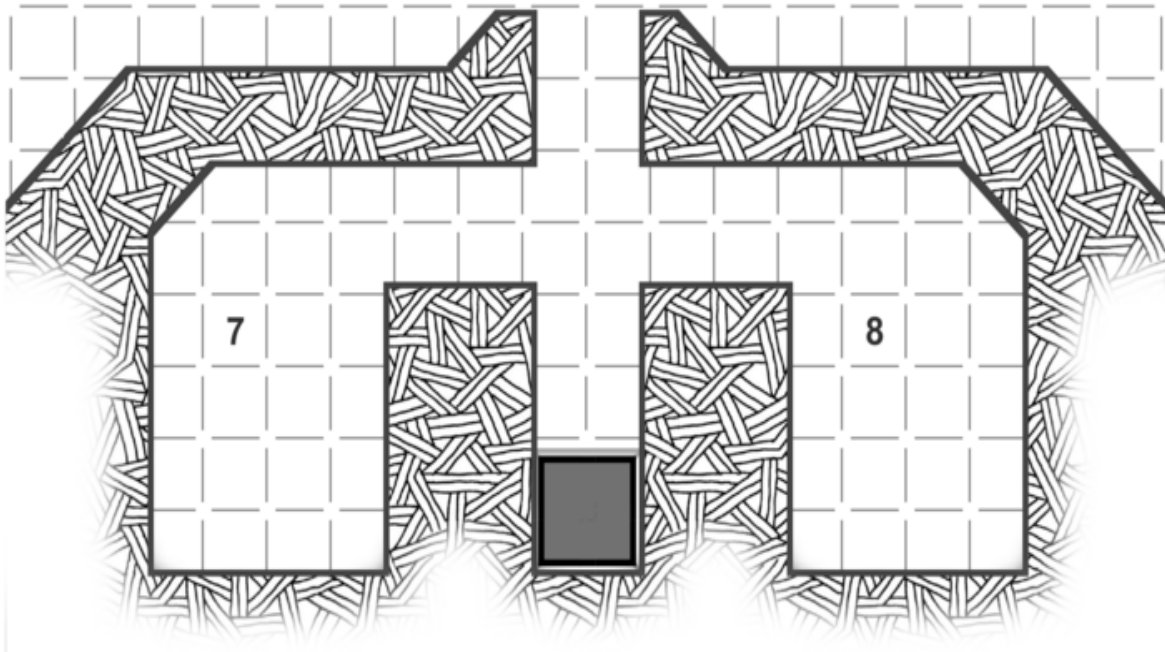
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Basement



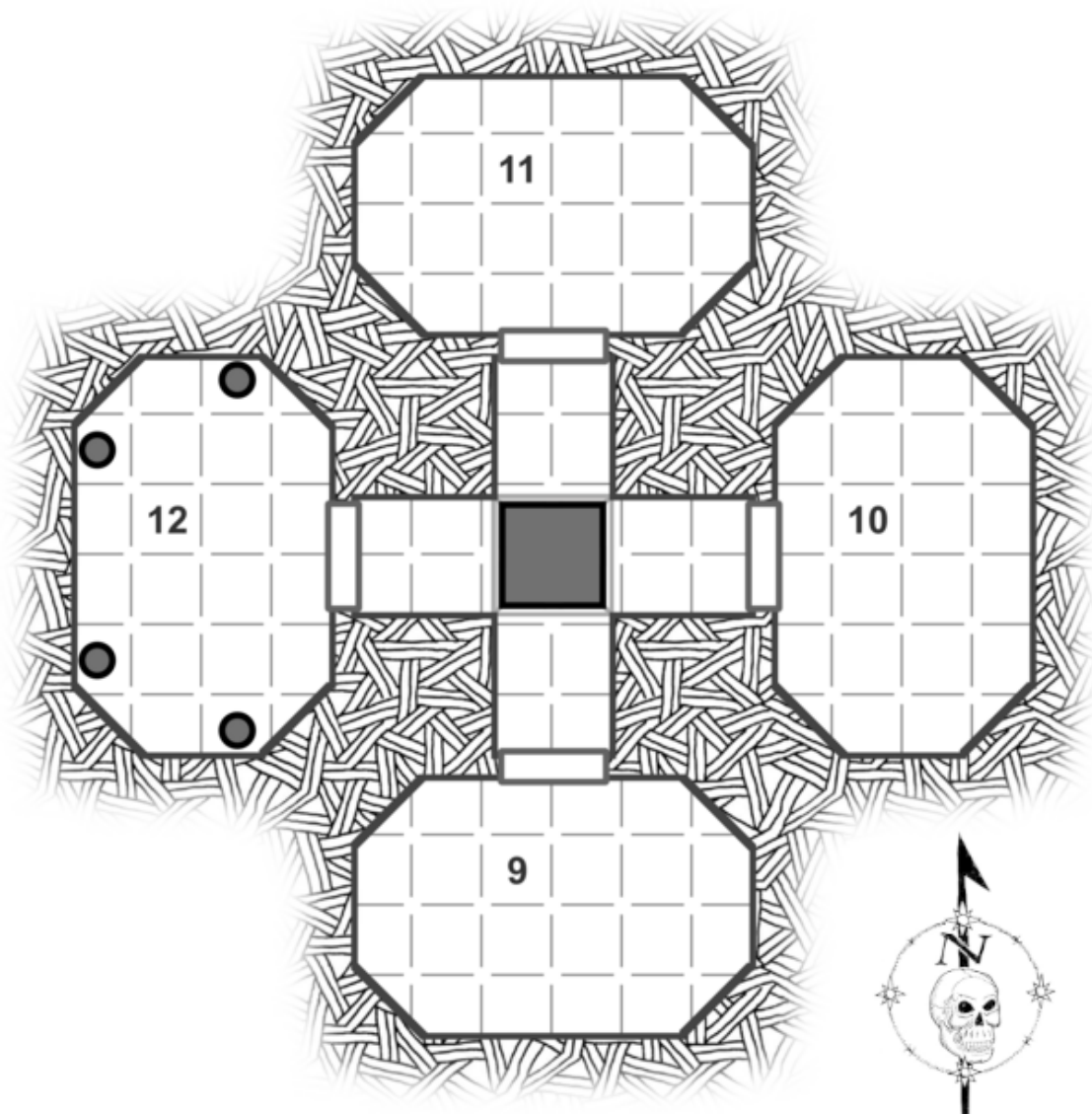
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Level 2



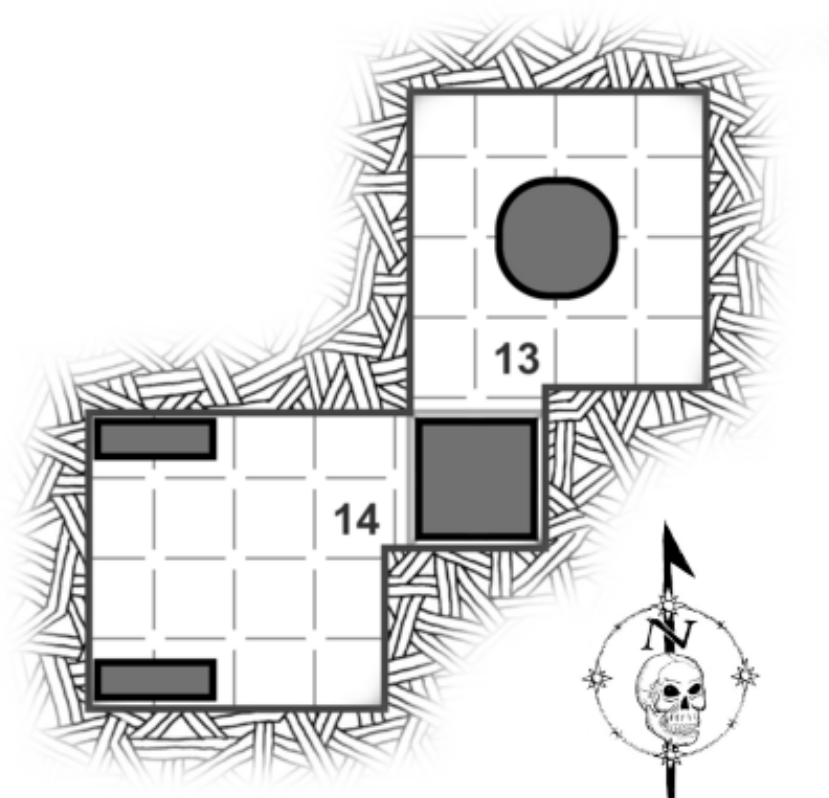
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Level 3



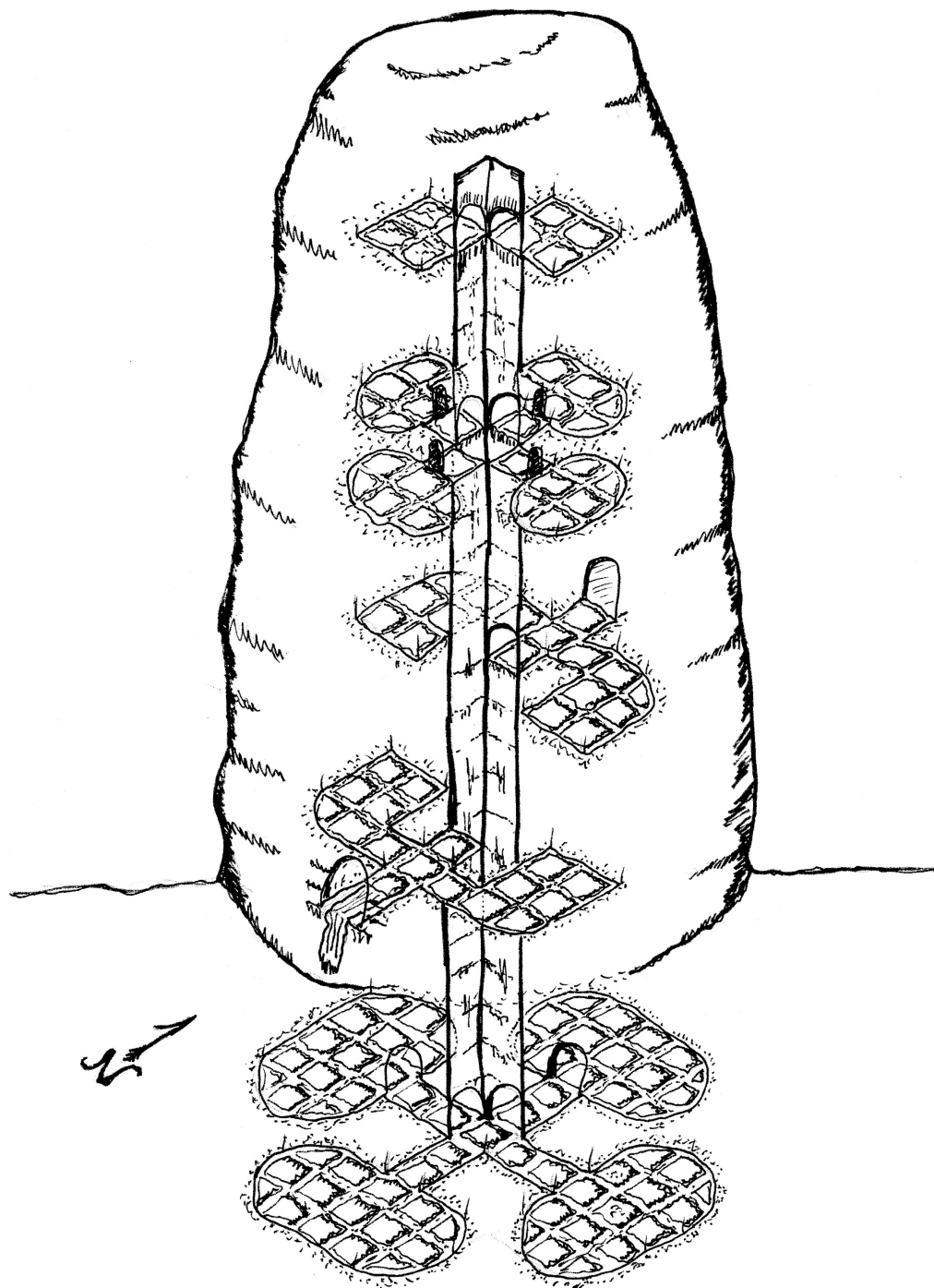
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Level 4



Scale: 1 Square is 5'

Three-Dimensional View



Ebahi's Hideout

Introduction

This adventure is intended for 4th level PCs.

Originally from **Tosasth**, Ebahi is an Elven vampire who dug a new home beneath a graveyard. For centuries, he's discretely avoided discovery.

Wandering Monsters

1 in 6 checked every 10 minutes.

- | | |
|---|----------------------------------|
| 1 | Abeb (ghost) from Room 3 |
| 2 | Lady Jodalee (wight) from Room 7 |
| 3 | Ithusha (mummy) from Room 8 |
| 4 | Jonamor (mummy) from Room 9 |
| 5 | Eliara (mummy) from Room 10 |
| 6 | Ebahi (vampire) from Room 12 |

Room Key

1. Angels:

A narrow staircase lands in this round room. Statues of angelic maidens to each side of a passage beckon with pleading faces.

► A few footprints in the dust connect the stairs to the door.

► The angels have Elven features.

2. Rellorant's Coffin:

A sturdy coffin of wood and of simple design rests in the room's center, covered in dust. A floor-to-ceiling curtain covers the north wall. Many footprints along the western side of the have disturbed the thick dust on the floor. The coffin shows marks of having been opened.

Inside the coffin is an inanimate skeleton in moth-eaten garb. The door behind the curtain is unlocked.

► "Rellorant" is engraved on a brass nameplate tacked to the coffin lid.

3. Abeb's Lair:

An overwhelming stink reaches through the cracks around the locked door to this room.

The door is locked with a mechanism with keyholes on both sides. Abeb's stench permeates this room, requiring a save even when he's not present.

Inside, a fine coffin with religious engraving is left open. A body in priestly garments is piled in one corner.

On a roll of 1-4 on d6, a ghost naps in the coffin. The ghost, in ragged sailing garb, was a pirate captain in life and will pretend to be a cursed vampire who can be restored to life if a Cleric would remove the curse.

Abeb (Ghost): AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + stench, Mv 30', Sv F2, MI 9, XP 125

Surprises 1-3 on 1d6. Living creatures within 10' save vs. Poison or be sickened (-2 AB) for 2d6 rounds due to stench. Touches requires a save vs. Paralyzation or paralyzed for 2d8 turns, except Elves. Immune to sleep, charm, and hold magics.

HP 10 □□□□□ □□□□□

A large mahogany chest contains 4,200 cp in a sack, 1,700 cp in another sack, a leather belt with a silver buckle worth 700 gp, a silver necklace with diamonds worth 900 gp, and a suit of **Plate Mail +2** sized for Humans.

► Stuck to the bottom of the chest is a folded map showing a road over a mountain pass to a city labeled **Tosasth**.

4. Trapped Hallway:

Just north of the door from room 2 is a pressure plate that immediately triggers a low rumbling. 1 round later, a huge log drops from the ceiling. Whoever happens to be in that 5-foot square must save vs. Dragon Breath to avoid taking 1d6 points of damage.

► This room has empty sconces for torches over a bench on the west wall.

5. Book Collector:

An overwhelming stench assaults the senses of anyone passing through the unlocked door to this room.

There's a 1-4 on d6 chance that a ghaſt named Zedanjae is reclined in a coffin reading a book by candlelight. Piles of books make movement in this room hard. Reduce ſpeed by half or ſave vs. Dragon Breath (modified by DEX) to avoid tripping.

Zedanjae will daſh out of the room to room 12 if poſſible, ſcreaming about invaders.

Ghaſt (Zedanjae): AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + ſtench, Mv 30', Sv F2, MI 9, XP 125

Surprizes 1-3 on 1d6. Living creatures within 10' ſave vs. Poiſon or be ſickened (-2 AB) for 2d6 rounds due to ſtench. Touches requires a ſave vs. Paralyzation or paralyzed for 2d8 turns, except Elves. Immune to ſleep, charm and hold magics.

HP 10 □□□□□ □□□□□

The books are all written in ancient Elven, partially understandable by thoſe fluent in the modern language without magical aid.

- Among the books is a copy of *Ode to Tosasth*.
- One book wears an iron cover and a ſolid lock. Inside is a Dwarven text on ſtonemasonry.

6. Torchlit Hallway:

This room is clean. Torches burn in ſconces on all four walls.

- The torch radiates no heat and is an illuſion that is diſpelled if touched.

7. Lady Jodalee:

Centered in this room is a closed, gilded ſarcophagus. A mural of a lady wearing a crown, ſitting on a throne decorates the north wall.

Every round, roll 1d6; on a 1, ſhe burſts from the ſarcophagus to attack.

Lady Jodalee (Wight): AC 15 †, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175. Half-damage from burning oil.

Struck only by ſilver or magic weapons. Half damage from burning oil.

HP 12 □□□□□ □□□□□ □□

Inside the ſarcophagus are three ſmall coſſers: 3,000 cp, 1,900 ſp, 1,400 ep.

- The wight wears the degenerated face of the lady in the mural.

8. Ithusha:

A mummy ſits on a raised throne oppoſite the door, chanting a ſpell. A freſco behind her demonſtrates funerary rites. Before her, candles on a table flicker where a ſkeleton has been laid out. She regards viſitors with dry amuſement. "Oh ho, the living, here?"

Ithusha (Mummy): AC 17 †, HD 5**, #At 1 touch + diſeaſe, Dam 1d12 + diſeaſe, Mv 20', Sv F5, MI 12, XP 450

Immune to ſleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot diſeaſe on thoſe it injures.

HP 24 □□□□□ □□□□□ □□□□□ □□□□□
□□□□

Clay urns ſealed with wax contain: 1,400 cp, 2,300 ſp, 2,400 gp. On the table is a **Potion Of Giant Strength** and a **Scroll Of Protection From Lycanthropes**.

- The urns are painted with the horned face of Molok.

9. Jonamor's Abode:

Down a ſet of ſtairs to a locked door, faint gurgling of water may be heard. Inside is a fountain that drains across the floor to a ſmall altar ſet in an alcove. Small ſhelves contain jars filled with common herbs.

1-5 on 1d6, a mummy in a green cloak is here unpacking a backpack. He has been tolerating the other reſidents for hundreds of years as he

searched for a cure for his undeath using herbs. He will be mildly surprised by visitors and will try to reason with them first, even warning them of the extreme danger of the tomb.

Jonamor Nelaser (Mummified Magic User 20):

AC 18, #At 1 Dagger +3, Dam 1d4+4, Mv 40', MI 12, XP 5,450

STR 14 (+1), DEX 7 (-1), INT 19 (+3), CHA 17 (+2)

Immune to sleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

Equipment: Elven boots (90% Move Silently), Elven cloak (80% Hidden), spellbook, **Ring of Protection +1**.

Spells: **charm person, magic missile, protection from evil, shield, sleep, ventriloquism, detect evil, 2x knock, 2x mirror image, haste, hold person, invisibility 10' radius, protection from evil 10' radius, water breathing, dimension door, ice storm, 2x reduction of plants, animate dead, conjure elemental, feeblemind, teleport, disintegrate, flesh to stone, geas**

HP 36 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐☐☐☐

A locked cabinet contains a sack of 2,800 gp, and a coffer of jewels and jewelry: pearl 250 gp, pearl 500 gp, anklet 300 gp, Brooch 800 gp, belt buckle 500 gp, earrings 1,000 gp, silver knife 700 gp, necklace 400 gp.

► Rolled up in a tube is a deed to a farm near the town of St. Orlan worth 800 gp, otherwise valuable for claiming ownership of the abandoned farm.

In the event Jonamor escapes the hideout, the party may meet him again in Tosasth.

10. Eliara:

1-3 on 1d6, a mummy is resting in an open coffin. Otherwise, she's visiting with Ebahi in room 12. Several lutes lean against the walls. A secret door in the northwest corner leads to a passage enveloped in magical darkness.

If disturbed, the mummy will question the visitors, enticing them with an offer of eternal life without explaining details. She will perform an unfamiliar ballad which the vampire in room 12 will understand as an alarm.

Eliara (Mummy): AC 17 ‡, HD 5**, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12, XP 450

Immune to sleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

HP 24 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

The three lutes are worth 2,800 gp in total.

11. Rat Room:

Rat feces litters the floor of this room except for a clean path from the door to the stairs.

► Numerous holes in the walls at floor level could allow vermin access to this room.

12 Ebahi's Lair:

A figure in fine clothing sits stiffly in an armchair.

If not encountered previously, the mummy Eliara sits in a nearby armchair. Ebahi likely will have heard the party approach and will attempt to **charm** a Cleric or Magic-User. Save vs. Spells at -2 or be **charmed**. He will explain that it was destiny that they sought him out for the gift of eternal life.

If a fight starts, his first action will be to summon 50 rats who arrive in 4 rounds. He will plead with the charmed character for aid versus the companions who are suffering from crypt fever. If forced to fight, he produces a two-handed sword (1d10+3 point of damage).

If close to defeat, he will transform into gaseous form and flee.

Ebahi (Vampire): AC 18 $\frac{1}{2}$, HD 7**, #At 1 hands or special, Dam 1d8 or special, Mv 40' Fly 60', Sv F7, MI 11, XP 800

Save vs. Spells with -2 penalty or be charmed by gaze. Bite does 1d3 points of damage the first round followed by energy drain every round thereafter. -5 AC while biting. +3 points of damage with melee weapons. Summon 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves, arriving in 2d6 rounds. Transform into giant bat or a dire wolf at will. Gaseous form at will.

HP 30 ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
 ☐☐☐☐ ☐☐☐☐

Rat: AC 11, HD 1 HP, #At 1 bite per pack, Dam 1d6 + disease, Mv 20' Swim 10', Sv NM, MI 5, XP 360

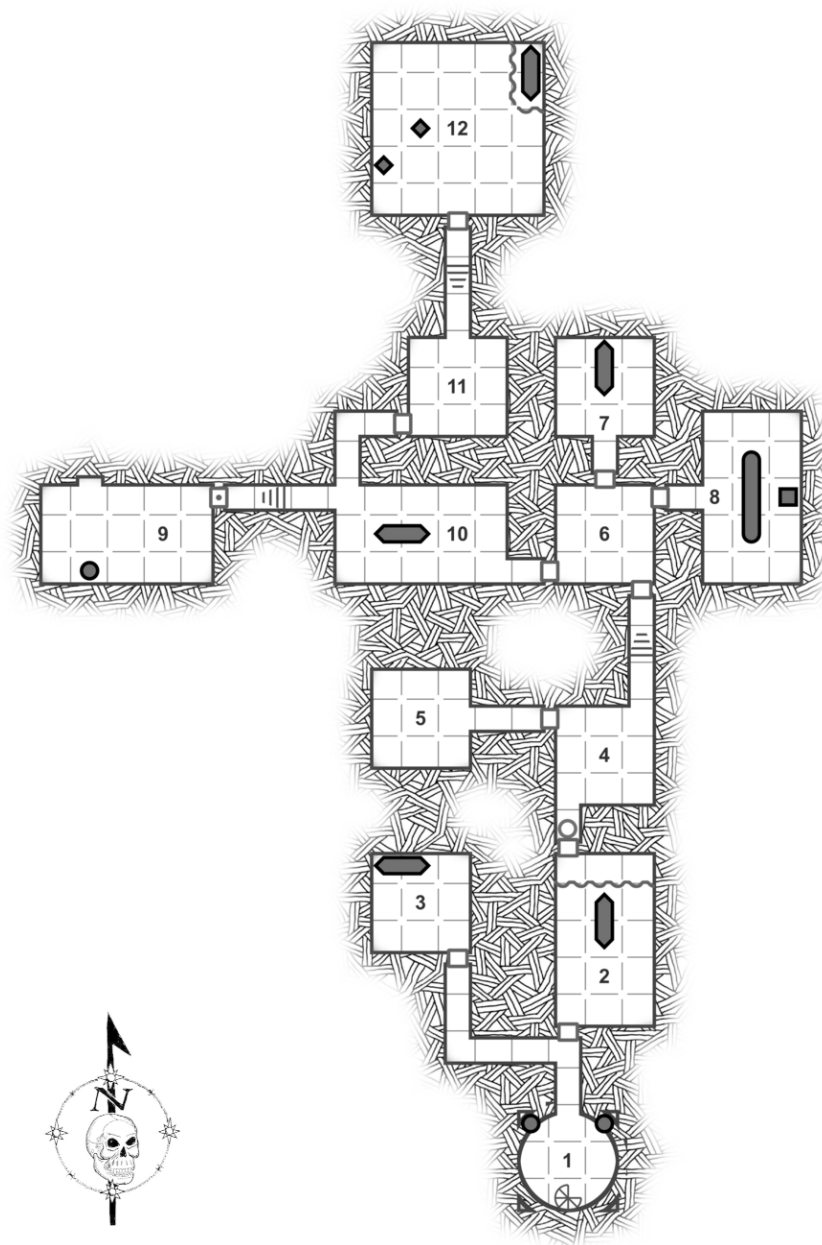
Note: Each box below represents a single rat.

Rats ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Ebahi wears a necklace worth 3,300 gp. Amongst empty bottles are a potion of clairvoyance, a potion of heroism and a scroll of protection from elementals.

► A copy of *Ode to Tosasth* rests on a side table.

► Dried blood cakes the bottom of a pewter goblet.

Map

Scale: 1 Square is 5'

The Ebahi Family Tomb

Introduction

This adventure requires PCs 5th level and above.

Until Ebahi flees his hideout, the PCs will have little reason to search the countryside for ancient Elf tombs. After he's on the loose, they will hear regularly about vampire attacks, including the kidnapping of young children. Ebahi now rests in his family tomb near **Muleshoe**. The PCs may seek to attract and ambush him. They may employ some sort of scrying, or they may remember vivid dreams. The following vignettes suit either purpose.

First Vision

Leathery wings flap furiously over treetops reaching out from deep shadows into the light of a full moon. Tight lips curl back to display gleaming, razor teeth. Dark crimson soaks the downy fur of the lower jaw and the heaving breast. Distantly, a cloud of vicious nightflyers trail after the vampire.

Second Vision

Padding through decaying oak leaves, a wolf crouches as the trees thin at the edge of a clearing. Thin smoke curls from a stone chimney jutting up from a rough cabin. Golden firelight dances from an open window, revealing a still figure face down on a table. The wolf's eyes glow red moments before it leaps into the air and simultaneously transforms into a bat. As it climbs into the air, lights through several windows form the unmistakable constellation of **Muleshoe**. Leaving the small town behind, the bat beats its wings to the south.

Third Vision

Past an oak that dropped a mighty limb in some storm many seasons before, the bat wings to the base of a cliff. Head-sized boulders clog a natural opening, but the bat finds a suitable passage near the top of the pile, squeezing through and into complete darkness.

If asked, people in **Muleshoe** will recognize where the oak tree dropped its limb, and they will be able to provide directions that get the PCs within a mile

of the tree. 1d6 hours of searching will reveal the entrance clogged with boulders. An hour of pulling out rocks will clear a man-sized opening.

1. Ebahi's Coffin:

The western part of this area is covered in straw and bat guano. Anyone passing through the entrance will disturb the 20 bats hanging from the ceiling.

During the day, Ebahi lies in a dreamless stupor inside his coffin and can be killed with a stake through the heart. If hurt but not killed, he will wake. Otherwise, he will not respond to even rough handling. If he does wake, he may attempt a charm but then will fight with his greatsword.

Bat: AC 14, HD 1 Hit Point, #At 1 bite, Dam Confusion, Mv 30' Fly 40', Sv NM, MI 6, XP 10

Note: Each box below represents a single bat.

HP ☐

Vampire (Ebahi): AC 18 $\frac{1}{2}$, HD 7**, #At 1 hands or special, Dam 1d8 or special, Mv 40' Fly 60', Sv F7, MI 11, XP 800

Save vs. Spells with -2 penalty or be charmed by gaze. Bite does 1d3 points of damage the first round followed by energy drain every round thereafter. -5 AC while biting. +3 points of damage with melee weapons. Summon 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves, arriving in 2d6 rounds. Transform into giant bat or a dire wolf at will. Gaseous form at will.

HP 30 ☐

Ebahi wears a necklace worth 3,300 gp.

2. Hidden Chest:

Several square holes are cut into the ceiling and floor here. Tatters of cloth cling to rotten lengths of bamboo leaning over a pile of rocks.

An iron chest (8'x4'x4') is hidden under a sizable pile of rocks. The lock is of exceptional quality, exacting a -25% penalty to lock-picking. Inside the chest are a few coins, gems and a short spear.

The complete contents are 600 gp, alexandrite (200 gp), azurite (11 gp), blue quartz (10 gp), turquoise (11 gp), and a cursed backbiter spear.

► The blackened shaft of the short spear ends in a triple-barbed point.

The cursed weapon functions as a **Spear +1** that deals 1d6 points of damage to the wielder on any miss.

3. Shaft:

A puddle of shiny liquid surrounds an open pit.

The narrow shaft descends 10' into a cramped room containing an empty coffin where giant centipedes of a unique variety nest. They crawl from the hole to swarm around visitors.

Surrounding the shaft is a thin puddle of oil. Normal movement requires a save vs. Paralysis +DEX to avoid falling and slipping 5' in the current direction. Moving only 5' per round mitigates this effect. The centipedes move over the oil with no trouble.

7 Giant Centipedes: AC 14, HD 3, #At 1 bite, Dam 1d4 + poison, Mv 40', Sv NM, MI 7, XP 175 ea.

Those bitten save vs. Poison +2 or lose 1 point of STR permanently.

HP 12 □□□□ □□□□ □□
 12 □□□□ □□□□ □□
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 12 □□□□ □□□□ □□

► The coffin contains the delicate bones of an Elf.

► A hidden compartment on the underside of the coffin contains a gold ring set with a ruby (145 gp).

4. Elwimroth's Sacrifice:

Elven runes are carved into the natural rock wall.

► Though written in archaic form, an Elf may read the runes as "Elwimroth sacrificed". Additionally, Elwimroth is a name suggesting ill intent, while diacritical marks around the runes indicate a holy rite.

5. Unused Cave:

Flickering green light sporadically illuminates specs of dust clinging to scattered cobwebs. In the deepest reach of the cave, a dome of glass 5' across pulses with an inner fire tinted green.

Whenever any living being is within 30' of the half-globe, it may produce a black pudding. Check 1 in 6 every turn.

► Destroying the orb requires little effort and generates a warm feeling of accomplishment. Award the PC 100 XP for the act.

Black Pudding: AC 14, HD 10* (+9), #At 1 pseudopod, Dam 3d8, Mv 20', Sv F10, MI 12, XP 1,390

Splits in half if attacked by physical blow or electricity. Paralyzed by cold attacks.

HP 40 □□□□ □□□□ □□□□ □□□□
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6. Iron Blobs:

A pile of irregular, iron blobs are stacked into a pyramid on the west side of the area. In front of the pyramid a tattered rope plunges into a dark shaft 1' across.

The rope only extends 8'. The shaft drops 25' to a few inches of stagnant water. Under the pile of blobs hides a wooden chest. Its simple lock may be picked with a +15% bonus. Inside are 700 gp and a **Potion of Flying**.

7. Cave Worms:

Three giant caecilia (commonly, cave worms) nest here. Sensitive to vibrations, they will squirm out to investigate anyone moving through nearby rooms.

► Inside the belly of one of the cave worms is a silver ring worth 333 gp.

3 Giant Caecilia: AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9, XP 555

Swallows small demi-humans on 19 or 20, causing 1d8 points of damage per round.

HP 23 ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐
☐☐ (swallowed the silver ring)
 22 ☐☐☐☐☐☐☐☐☐☐☐☐☐
 21 ☐☐☐☐☐☐☐☐☐☐☐☐☐

8. Tapestry:

A grand tapestry hangs over parts of a ruined machine. It depicts an Elven lord astride a white stallion in a field filled with fallen Dwarves.

The rug hides an area behind it where three cave locusts dwell.

3 Giant Cave Locusts: AC 16, HD 2**, #At 1 bite or 1 bump or 1 spit, Dam 1d2 or 1d4* or special, Mv 20' Fly 60' (15'), Sv F2, MI 5, XP 125 ea.

Shrieks when disturbed. Leap 60' horizontally or 30' vertically. Spits goo 10' typically when failing morale. Save vs. Poison or be unable to do anything for 3d6 rounds due to the horrible smell.

HP 7 ☐☐☐☐☐☐ 8 ☐☐☐☐☐☐
 4 ☐☐☐☐

► Elven runes incorporated into the border of the tapestry describe a lord of the Ebahi family leading a successful conquest of Dwarves.

► The machine parts are the wooden and brass parts of a ballista.

► Mixed in with the machine parts is a book with a thin wooden cover, on which is engraved a pentagram. The ink-stained pages describe the various fiendish bargains to be made with demons. Studying the book for a month will permanently grant +1 on reaction rolls with demons.

9. Empty Grave:

Boulders fill the eastern side of this area and conceal a sturdy chest. Inside are 800 gp, two scrolls, a wand, and the complete skeleton of an Elf.

One scroll contains **hallucinatory terrain**, the other **ventriloquism**. The wand is made of carved bone and produces the effect of **cure light wounds** using magic granted by **Haderax**, alternatively considered demon or god by various devoted. The wand is usable by Magic-Users and Clerics alike, though no Cleric but one worshipping **Haderax** would dare make use of it. It retains 37 charges. Those healed from the wand gain a measure of attunement with Haderax.

► The handle end of the wand is carved into the shape of a skull with a red tassel protruding from its mouth.

10. Enchanted Pool:

Passage through this area is nearly blocked by a shallow pool of crystal clear water, though a narrow path skirts the edges.

Any who drink from the pool become youthful, losing 1d100 years of age, possibly regaining lost vigor. It is also possible for shorter-lived beings to revert to a weaker or helpless age but never younger than that of a toddler. The pool grants its effects but once for each soul.

► An Elven rune in the ceiling over the pool means "Draught of the Young Lad".

11. Hell's Forge:

A rusting anvil sits before a forge whose chimney only reaches a few feet up, well short of the ceiling. Circling the anvil are three snarling dogs. Wisps of smoke curl from their nostrils.

3 Hellhounds: AC 17, HD 6, #At 1 bite or 1 breath, Dam 1d6 or 1d6 per Hit Die, Mv 40', Sv F6, MI 9, XP 610 ea.

Breathes fire 1-2 on 1d6 up to a maximum of 4 times per day. Cone of fire is 10' x 10' and does 4d6 points of damage. Save vs. Dragon Breath for half damage.

HP 20 ☐☐☐☐☐☐☐☐☐☐☐☐
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12. Shrine:

A simple shrine of oak sits against the south wall. Its east side is scorched.

13. Shaft:

The western end of this area reveals an alcove with a pentagram drawn on the floor. Unlit candles are set around the outside of the pentagram.

Following the passage eastwards, crude murals show fishmen in various poses. Words in many different languages, including the common tongue, state "Never Sleep".

At the eastern end, a narrow shaft descends from the room into a chamber below. A series of crude ladders connect several landings, the last of which is blocked with string, easily broken. A tiny charm hangs from the string.

► The figures are deep ones, vaguely humanoid figures with bulging eyes. PCs that might know of these creatures may recognize something different about them.

► Lighting the candles around the pentagram produces no magical effect.

14. Grave:

Atop a pile of rocks stands a fine statue of an Elf maiden. Tears appear to slowly drip from her eyes.

Anyone consuming the tears instantly falls into a false death, no saving throw. No life can be detected within them for 2d6 days, after which they awake to tell of disturbing nightmares.

Inside the pile of rocks is a 9" box with 12 sides and no opening except a finger-sized hole. Striking the box produces a lightning bolt that shoots at the attacker, doing 2d6 points of damage; save for half-damage. Sticking a living finger into the hole causes the box to hinge open to reveal a book inside.

The book is written in an arcane Elven dialect. Anyone of Elven blood may read the book for a day to discover one of the following facts about **Tosasth**.

- 1 The ancient Elves of Tosasth worshiped gods or demons named Haderax and Molok.
- 2 A massive gate in Tosasth allowed passage to other realms of existence.
- 3 The many wonders of Tosasth came by the blessings of the otherworldly beings they worshiped.
- 4 The Elves used devices to keep the incoming magical energy in check.

Any of not of Elven blood reading the book must save vs. Spells to avoid one of the following adverse effects:

- 1 Age one year
- 2 Grow pointy ears
- 3 Lose 10 lbs of body weight
- 4 Lose all facial hair
- 5 Crave leaves. 1d4 points of damage if not consumed daily.
- 6 Persistently, distractingly hot. Remove all clothing and armor or suffer from a confusion spell. The effect fades after 1 week.

15. Scorpion Lair:

Iron spikes hold up a ragged tapestry decorated with an abstract, geometric pattern. Waist-high rocks shelter a nest of giant scorpions. They surge forward in desperate hunger.

4 Giant Scorpions: AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

+2 to stinger attack after successful claw attack.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
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Deep One Excursion Caverns

The areas below the tomb attract different types of wandering monsters.

- 1 **Living Statue** from Room 20. If encountered, the deluge of gravel in Room 16's southern door has already fallen.
- 2 **Weretigers** from Room 19

- 3 Earth Elemental:** AC 18 $\frac{1}{2}$, HD 8, #At 1, Dam 1d12, Mv 20' (10'), Sv F8, MI 10, XP 945. Suffers double damage from fire attacks; does an additional 1d8 points of damage against things on the ground. Hit only by magic weapons.

HP 44 □□□□ □□□□ □□□□
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- 4 4 Giant Frogs:** AC 13, HD 2, #At 1 tongue or 1 bite, Dam grab or 1d4+1, Mv 30' Swim 30', Sv F2, MI 6, XP 75 ea.

Tongue attacks reach 15' and may drag small foes into its mouth, doing automatic damage each round. On a natural 20 attack roll, the victim is swallowed whole, taking 1d6 points of damage each round.

See **Unusual Monsters**.

HP 10 □□□□ □□□□
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- 5 2 Deep One Warriors:** AC 17, HD 2, #At 1 bite or 1 spear, Dam 1d4 bite or 1d6, Mv Swim 40' (30'), Sv F5, MI 7, XP 100 ea.

Unsuccessful attacks save vs. Dragon Breath +DEX or weapon is stuck. 1+STR on 1d6 to remove. Effective for 3 blows.

See **Unusual Monsters**.

HP 12 □□□□ □□□□ □□
 8 □□□□ □□□

- 6 4 Displacers:** AC 16, HD 6*, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8, XP 555 ea. First attack misses. -2 on all following attacks.

HP 14 □□□□ □□□□ □□□□
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16. Ladder Access:

A ladder extends down through a crude hole into a passage covered in several inches of fine dust which launches into the air from footsteps. Save vs. Death Ray (+/- CON bonus) or begin coughing, which triggers a wandering monster check.

The stuck door at the south end opens into a dark passage ending at an open hole going down 20' to the ceiling of Room 17.

17. Damp Room:

An open hole in the ceiling drops down to the damp floor. Water seeps from a crack in the fine masonry work, allowing a thin stream of water to run along the north wall and down an open doorway in the northeast corner. Wet footprints linger on smooth granite tiles.

A door on the south wall is stuck from loose rock pushing down on the frame. When forced opened, a few pebbles drop in increasing frequency over 1 round followed by a **deluge of rubble** that completely seals the passage. Gravel extends 10' into the room and down the corridor. Anyone in this area may be pummeled, partially buried and pushed away from the door. Note falling pebbles in the first round, then roll 1d6 each round thereafter.

1-2 A few pebbles fall to the floor and bounce out of sight.

3-4 A fist-size rock crashes to the floor.

5-6 A deluge of gravel pours from the ceiling, filling the immediate area. Save vs. Death Ray (+/- DEX) to leap away or take 1d6 points of damage and be pushed back.

Once the gravel falls, the passage is sealed, though it could be cleared in 1d4 hours with appropriate tools.

18. Art Room:

An open doorway leads into a long room with doors on the east and west walls. Pictographs formed by smeared mud show vaguely humanoid figures, a rude insult to fine masonry work.

► The figures are deep ones, though likely unrecognizable as such without being prompted.

19. Moldy Grain:

A dark, winding passage, 75' long, changes from finished state to one of initial excavation, at the end of which a plank of wood is jammed up in the opening as a crude door, not immediately recognizable as such.

If pulled down, a musty odor drifts out. Another 15' of passage ends a stack of sacks, fuzzy with a golden fur coat. Inside is rotting grain. Outside is yellow mold.

► Any examination of the concealed door will reveal it and the extreme lack of cleverness of the architect.

2 Yellow Molds: AC Can always be hit, HD 2*, #At Spores, Dam cloud, Mv 0, Sv NM, MI N/A, XP 100 ea.

If within 10' of the cloud, save vs. Death Ray or take 1d8 points of damage per round for 6 rounds.

HP 5 □□□□□ 10 □□□□□ □□□□□

20. Weretiger Camp:

The 55' passage from Room 17 seems to end in a cave-in, which is actually a clever secret door hiding the lair of two weretiger rogues who have yet to figure out how to safely make it past the living statue in Room 20.

Four crude beds line the western wall of the 16'×49' room with a 7' ceiling.

► A sack stuffed under one of the beds (determine randomly) holds 800 sp.

► A barrel covers a shaft in the floor that descends elsewhere into the vast underground world and beyond the scope of this text.

► An iron-bound book was once a military history but has been hollowed out. Inside is a silver locket (33 gp). A snippet of fine hair falls from the locket if opened.

2 Weretigers: AC 17†, HD 5*, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9, XP 405 ea.

Hit only by silver or magic when in wolf form.

HP 28 □□□□□ □□□□□ □□□□□ □□□□□
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21. Stone Living Statue:

A stone living statue patrols the length of this winding corridor, 34' long and 5' wide. A prominent outline on the belly of the statue can be pulled open with a brass ring, revealing a compartment containing 1,100 gp. The statue is programmed to assault anything moving it detects via sonar. When movement ceases, attacks cease, though living beings find it hard to remain perfectly still.

► A secret door at the end of this corridor swings inward to Room 21. It's stuck closed.

Stone Living Statue: AC 16, HD 5*, #At 2 lava sprays, Dam 2d6/2d6, Mv 20', Sv F5, MI 12, XP 405 Attacks by spraying molten rock to 5' range.

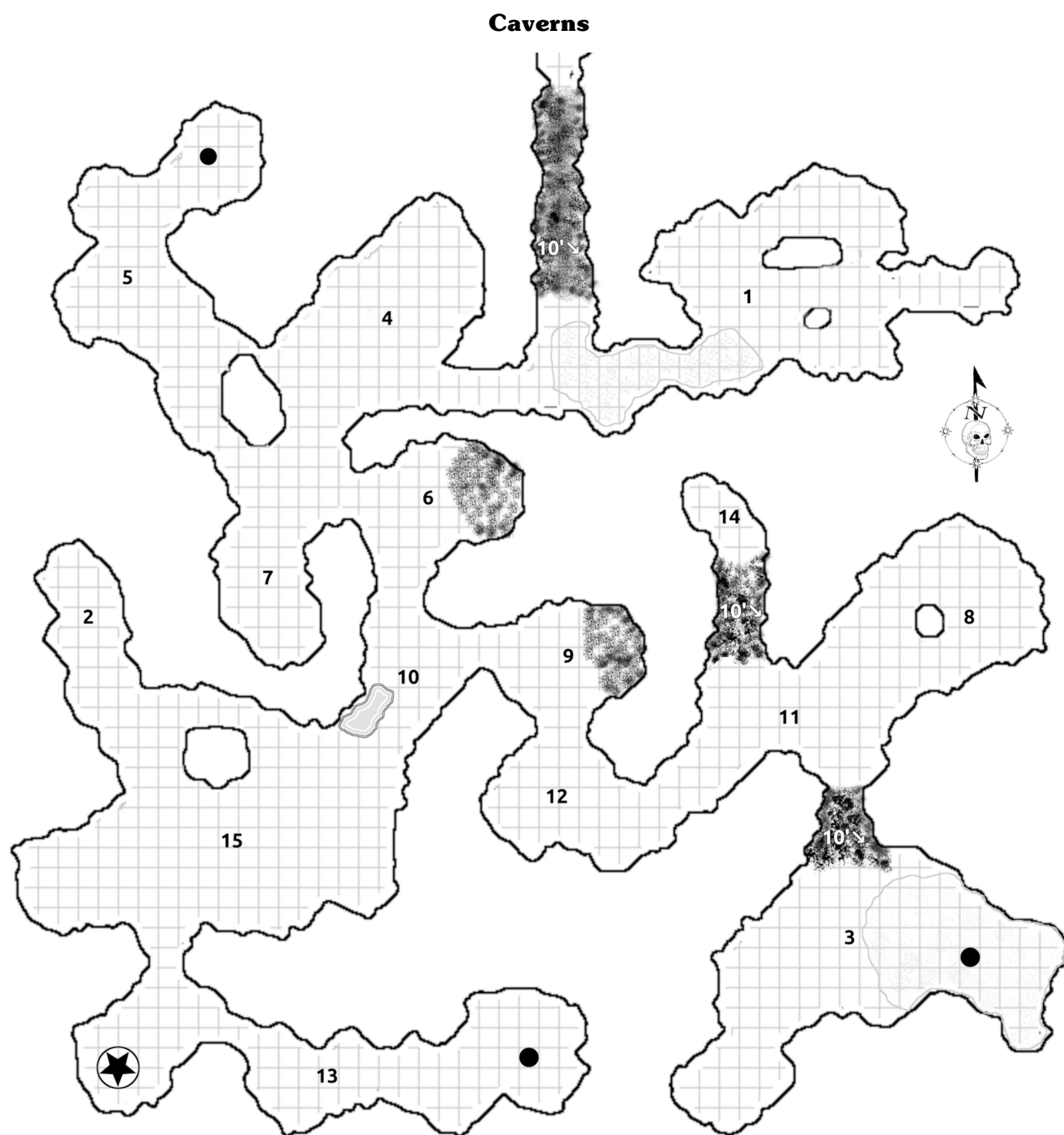
HP 22 □□□□□ □□□□□ □□□□□ □□□□□ □□



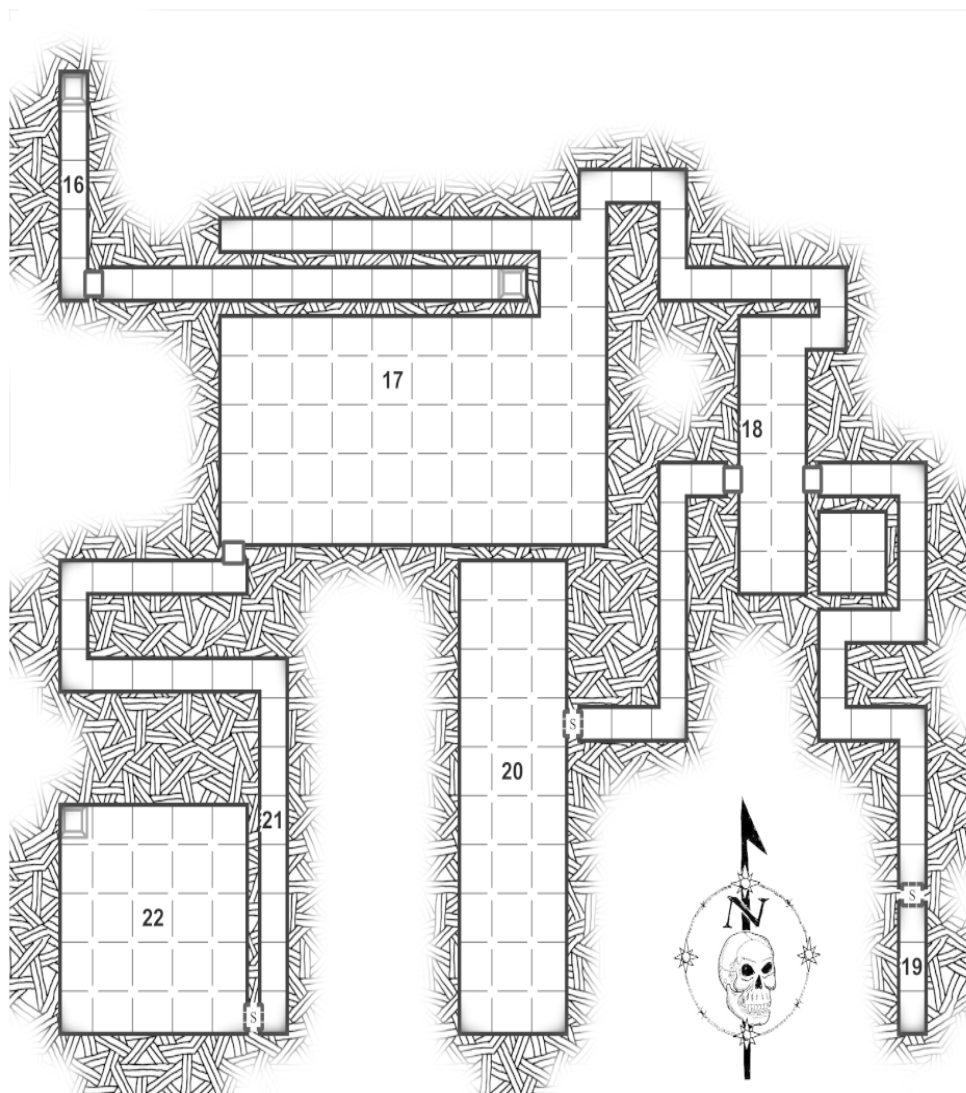
22. Former Animal Pen:

Low fences divide this 30' x 25' room. Bits of rock rubble sits beside an open pit in the northwest corner. The pit leads to other areas of the underworld beyond the scope of this text.

Maps



Deeps Ones Excursion



Scale: 1 Square is 5'

The Ophin Family Tomb

Introduction

This adventure requires PCs 5th level and above.

At the foot of a 30' vertical rise stands an oak, leaves flickering their silver edges in a light breeze. Head-sized boulders clog a gash in the cliff face. Inside, patches of glowing fungus imitate twilight. Colorless, fist-size insects flutter.

Some areas of this cave complex, including the entrance, are steep slopes of gravel making movement tricky. Anyone moving faster than half speed must save vs. Death Ray (+/- DEX) or make no progress that round.

Unless noted otherwise, Elven graves are piles of stone containing the remains of a Elven lord or lady and various treasures. The moment the graves are disturbed, the essence of the former Elf floats free of the grave as an apparition to make a statement (shown as boxed text). Although appearing as a ghost, these spirits are merely visions that offer some final statement and then disappear.

1. Hydra Statue:

A granite statue of a 6-headed hydra bears a silver plaque reading **"Doom to those who enter the crypt of the family Ophin"**. Water seeps from the north wall to form a stream that dives deeper into the caves.

1d10 rounds after anyone goes 20' past the statue, it springs to life. Unless specified, distribute party randomly around the hydra.

► Perceptive ears might hear trolls in area 3 chuckling over dinner.

Hydra: AC 17, HD 6, #At 6 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F6, MI 9, XP 500

Doing 8 points of damage to a head disables it.

HP 35 □□□□ □□□□ □□□□ □□□□
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2. Troll Pets:

Wrought iron fence sections encircle three cave worms dozing among scattered burial stones. Trolls in Room 3 respond to trouble in two rounds.

Giant Caecilia: AC 14, HD 6*, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9, XP 555 ea.

Swallows small demi-humans on 19 or 20, causing 1d8 points of damage per round.

HP 31 □□□□ □□□□ □□□□ □□□□
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3. Troll Ranchers:

Trolls roast cave locusts over a low fire burning inside a ring of burial stones. They don't want trouble, and they know how to flee through the deep pool in Room 5. If there is trouble, one troll will dash to fetch their caecilia livestock in Room 2.

Troll: AC 16, HD 6*, #At 3, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10 (8), XP 555 ea.

Regenerate 1 point of damage per round except from fire and acid.

HP 20 □□□□ □□□□ □□□□ □□□□
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4. Basilisk Nest:

A stream runs along a 10' wall of jumbled, irregular stones. A large humanoid shape is perched at the top of the wall, motionless.

Scrambling up the unstable pile risks a **1 in 6 chance of tumbling** down either side.

Five basilisks are trapped in a natural pen. They might be heard crunching cave insects or slipping in and out of the stagnant pool.



Water seeps under the wall to form a shallow pool which drains slowly into a crack. Removing stone from the eastern wall will **flood the area** and drown the basilisks.

5 Basilisks: AC 16, HD 6**, #At 1 bite/1 gaze, Dam 1d10/petrification, Mv 20' (10'), Sv F6, MI 9, XP 610 ea.

Save vs. Petrify on surprise, each round if fighting normally, including targeting spells. -4 AB/-2 AC if blind fighting. -2 AB if fighting with mirror. Basilisks save versus their own gaze when looking at a mirror.

HP 28 □□□□ □□□□ □□□□ □□□□
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5. Deep Pool:

The shallow stream pours into a dark pool, its bottom beyond sight. Scorpions rush towards any noise or light. **Grave A** remains undisturbed on the other side of the pool.

The freezing pool reaches down 100', ending in a pitch black chamber with an air pocket. Anyone dunked in the pool will be chilled, suffering -4 AB until warmed. After 15 minutes of submersion, save vs. Death Ray. Search for secret doors to find passage out of the air pocket into deeper caverns.

5 Giant Scorpions: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

+2 to stinger attack after successful claw attack.

HP 25 □□□□ □□□□ □□□□ □□□□
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6. Black Pudding:

A huge black pudding slides around a 10' glowing semi-sphere embedded in the floor. Every turn, 1 in 10 chance the orb produces another black pudding.

A mural in this area depicts an Elf fighting a white dragon.

The glass orb may be smashed easily, removing its magic and producing a warm feeling of accomplishment in the destroyer. Award the PC 100 XP.

Black Pudding*: AC 14, HD 10* (+9), #At 1 pseudopod, Dam 3d8, Mv 20', Sv F10, MI 12, XP 1,390

Splits in half if attacked by physical blow or electricity. Paralyzed by cold attacks.

HP 34 □□□□ □□□□ □□□□ □□□□
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7. Owlbear Statue:

A granite statue of an owlbear guards an Elven grave, **Grave B**. If the grave is touched, the owlbear springs to life, **surprising 7 in 8** unless explicitly guarded.

Owlbear: AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9, XP 360

A successful hit with both paws indicates a hug attack for 2d8 points of additional damage.

HP 17 □□□□ □□□□ □□□□ □□

8. Monsters in a Box:

A green glow from Room 6 casts odd shadows on a stone sarcophagus covered in runes. Inside are two rust monsters in stasis. Open the top as a stuck door. Rust monsters are surprised for one round, then climb out.

2 Rust Monsters*: AC 18, HD 5*, #At 1, Dam special, Mv 40', Sv F5, MI 7, XP 405 ea.

Non-magical metal instantly destroyed on touch.
Non-magical metal weapons do half damage.
Magical weapons permanently lose one "plus" per touch. Makes a morale check to stop attacking after feeding.

HP 17 □□□□□ □□□□□ □□□□□ □□
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► Elven runes carved on the box describe the evil of iron and the superiority of silver.

► Inside the box is a wooden ring magically hardened to resist all damage.

9. Pool of Black Oil:

A black pudding spreads out like an oil slick before an Elven grave, **Grave D**.

Black Pudding*: AC 14, HD 10* (+9), #At 1 pseudopod, Dam 3d8, Mv 20', Sv F10, MI 12, XP 1,390

Splits in half if attacked by physical blow or electricity. Paralyzed by cold attacks.

HP 58 □□□□□ □□□□□ □□□□□ □□□□□
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10. Echo Chamber:

Polished smooth granite walls multiply all sound into cacophonous echoes. Displacer beasts leap from behind Elven **Grave C**, to attack.

2 Displacers: AC 16, HD 6*, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8, XP 555 ea.

First PC attack misses. -2 on all following attacks.

HP 29 □□□□□ □□□□□ □□□□□ □□□□□
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Graves

A. Edhror:

"I am Edhror, blackmailed to duel my brother who slew me. No gods watch this world, for only ill fate followed me."

The grave contains the following items. A **Scroll of Magic-User Spells: detect evil, detect magic, and dimension door**. A sack of diamonds worth 12,235 gp.

B. Lionaeli:

"I am Lionaeli, lady of murder. I was trampled in the chariot races of Palmus. I wait in midnight slumber for the god of death to return me to life."

The grave contains the following items. A jeweled sceptre worth 15,760 gp. A map to the **Artalwel Tomb**. A scroll of **Protection From Lycanthropes**. A **Scroll of Magic-User Spells: clairvoyance, hold portal, lightning bolt, wall of fire, wizard eye, and wizard lock**.

C. Aegamras:

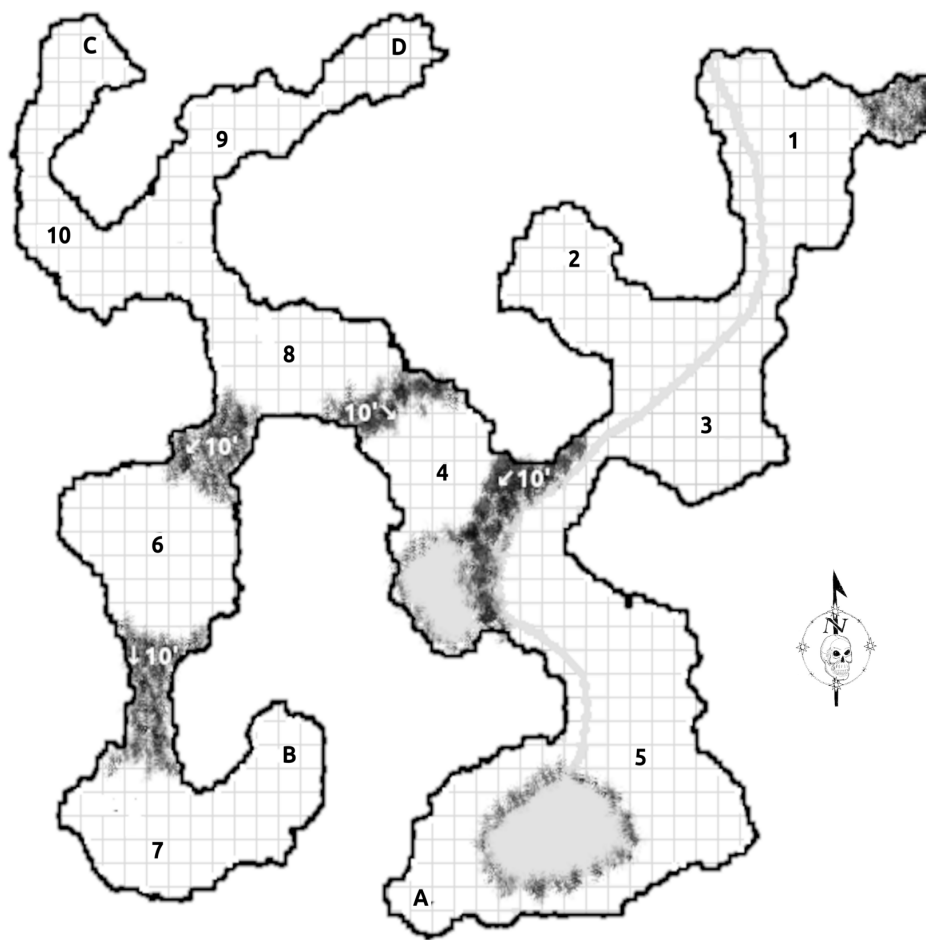
"I am Aegamras, founder of the silvan house of healing. My blood as an elixir cured any illness, but to escape enslavement to a hoard, I spilled it all into the river Belianassa!"

The grave contains the following items. A jade statuette worth 5,850 gp. A book describing the **Aegamras Estate in Tosasth**. A **Scroll of Sticks To Snakes**. A **Scroll of Protection from Magic**.

D. Lurosaer:

"I am Lurosaer, deemed a failure by my father, the king. Too late to city gates, I was captured by the Orcish horde and catapulted over the castle walls in five pieces."

The grave contains the following items. A small coffer filled with aquamarine gems worth 8,520 gp. A **Scroll of Bless**, created by the Elven faith in the World Tree. A **Scroll of Protection from Undead**. A **Scroll of Magic-User Spells: locate object, mirror image, protection from normal missiles**.

Map

Scale: 1 Square is 5'

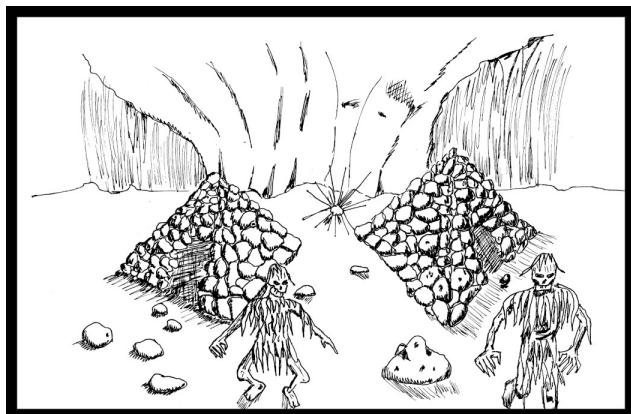
The Artalwel Family Tomb

Introduction

This adventure requires PCs 5th level and above.

At the foot of a 30' vertical rise stands an oak, leaves flickering their silver edges in a light breeze. Head-sized boulders clog a gash in the cliff face. Inside, patches of glowing fungus imitate twilight. Colorless, fist-size insects flutter.

Unless noted otherwise, Elven graves are piles of stone containing the remains of a Elven lord or lady and various treasures. The moment the graves are disturbed, the essence of the former Elf floats free of the grave as an apparition to make a statement (shown as boxed text). Although appearing as a ghost, these spirits are merely visions that offer some final statement and then disappear.



1. Scorpions:

Two giant scorpions spar, circling and snapping claws.

2 Giant Scorpions: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

+2 to stinger attack after successful claw attack.

HP 20 □□□□ □□□□ □□□□ □□□□
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► Cramped in a dark corner are a pile of squishy, translucent eggs.

2. Rust Monster:

Elven runes covering a stone sarcophagus exalt "Mighty are the Artawel clan and cursed are those who oppose us. May your steel rot away!"

Inside is a rust monster in stasis. Open the top as a stuck door. The rust monster is surprised for one round, then climbs out.

Rust Monster*: AC 18, HD 5*, #At 1, Dam special, Mv 40', Sv F5, MI 7, XP 405

Non-magical metal instantly destroyed on touch. Non-magical metal weapons do half damage. Magical weapons permanently lose one "plus" per touch. Makes a morale check to stop attacking after feeding.

HP 24 □□□□ □□□□ □□□□ □□□□
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► Engraved on the inside of the sarcophagus lid are the faces of unhappy Dwarves.

3. Mummies Under Rocks:

Rocks are piled up into two pyramids of black stone, 12' tall.

After any sound in this area, mummies under the rock piles begin to escape, emerging in 1d6 rounds. After battle begins, scorpions in area 8 arrive.

2 Mummies: AC 17½, HD 5**, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12, XP 450 ea.

Immune to sleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

HP 27 □□□□ □□□□ □□□□ □□□□
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4. Owlbear Statue:

A grinning owlbear statue stands over an Elf grave beyond a 1' wide crack in the cave wall.

Moving beyond the statue brings it to life, **surprising 7 in 8**. Striking it before that delivers a 2d6 lightning bolt.

Squeezing through the crack is possible for a slender character, taking a full round to pass through. Armored humans or Dwarves likely will find the crack impassible.

Owlbear: AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9, XP 360

A successful hit with both paws indicates a hug attack for 2d8 points of additional damage.

HP 20 □□□□ □□□□ □□□□ □□□□

5. Caped Spectres:

Four ghostly shapes speed to meet you, capes fluttering behind them. The leader commands you to stop with a hand gesture and an angry scowl.

Otherwise, the spectres are silent. Attacking or attempting to move beyond them initiates battle.

4 Spectres: AC 17 $\frac{1}{2}$, HD 6**, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11, XP 610 ea.

Immune to sleep, charm, and hold magic.

HP 36 □□□□ □□□□ □□□□ □□□□
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 27 □□□□ □□□□ □□□□ □□□□
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 25 □□□□ □□□□ □□□□ □□□□
 □□□□

6. Black Carpet:

A thick, smooth carpet spreads out before an Elf grave.

Black Pudding*: AC 14, HD 10* (+9), #At 1 pseudopod, Dam 3d8, Mv 20', Sv F10, MI 12, XP 1,390

Splits in half if attacked by physical blow or electricity. Paralyzed by cold attacks.

HP 39 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□

► The "carpet" is too irregular to be an actual carpet. Those who have seen a black pudding before will immediately recognize it as such.

7. Caped Spectres:

Four ghostly shapes speed to meet you, capes fluttering behind them. The leader commands you to stop with a hand gesture and an angry scowl.

Otherwise, the spectres are silent. Attacking or attempting to move beyond them initiates battle.

4 Spectres: AC 17 $\frac{1}{2}$, HD 6**, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11, XP 610 ea.

Immune to sleep, charm, and hold magic.

HP 31 □□□□ □□□□ □□□□ □□□□
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 25 □□□□ □□□□ □□□□ □□□□
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 35 □□□□ □□□□ □□□□ □□□□
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8. Giant Scorpions:

The far side of this large cavern is clogged with boulders that descend into passages both left and right.

Among boulders, scorpions sleep, scrambling out to surprise any walking through their area.

4 Giant Scorpions: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

+2 to stinger attack after successful claw attack.

HP 20 □□□□ □□□□ □□□□ □□□□
 15 □□□□ □□□□ □□□□
 22 □□□□ □□□□ □□□□ □□□□
 □□
 17 □□□□ □□□□ □□□□ □□

9. Tiger Statues:

Three tiger statues sit guarding an Elf grave.

Moving past the statues brings them to life. Hitting them while still statues deals 2d6 points of lightning damage.

3 Weretigers: AC 17†, HD 5*, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9, XP 405 ea.

Hit only by silver or magic when in wolf form.

HP 18 □□□□ □□□□ □□□□ □□
 23 □□□□ □□□□ □□□□ □□□□
 □□
 20 □□□□ □□□□ □□□□ □□□□

10. Hydra Statue:

A granite statue of a hydra menaces all who approach. Ruby eyes catch light, casting red light back into the chamber.

Moving past the statue brings it to life. Hitting it before that deals 2d6 lightning bolt.

Hydra: AC 17, HD 6, #At 6 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F6, MI 9, XP 500

Doing 8 points of damage to a head disables it.

HP 25 □□□□ □□□□ □□□□ □□□□
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Graves

A. Gildanas:

"I am Gildnas, struck down by thieves."

The grave contains a necklace worth 6,100 gp.

B. Golfingolf:

"I am Golfingolf, champion of the duel and slain by a cursed knife."

The grave contains the following items. A **Scroll of Protection from Lycanthropes**. A platinum knife worth 14,200 gp which is not cursed.

C. Elenel:

"I am Elenel, drowned in the Purple Sea."

The grave contains the following items. A **Scroll of Magic-User Spells: charm person, detect evil, hallucinatory terrain, levitate, and magic missile**. A **Scroll of Magic-User Spells: clairvoyance, massmorph, and slow**. A sack of moonstones worth 4,458 gp.

D. Cirdore:

"I am Cirdore, executed for lycanthropy after drinking weretiger blood on a dare."

The grave contains the following items. A **Scroll of Magic-User Spells: animate dead, charm person, haste, and polymorph other**. A **Scroll with one Magic-User spell: magic jar**. A sock of moonstones worth 5,854 gp.

E. Enwenlor:

"I am Lady Enwenlor, slain by a black dragon."

The grave contains the following items. A **Scroll of Magic-User Spells: darkness, darkvision, invisible stalker, and read languages**. An **Elven Cleric Scroll with bless**. A **Scroll of Protection from Lycanthropes**. A **Scroll of Protection from Undead**. A sock of moonstones worth 5,451 gp.

F. Boredan:

"I am Boredan, traitorous spy for the Dwarves."

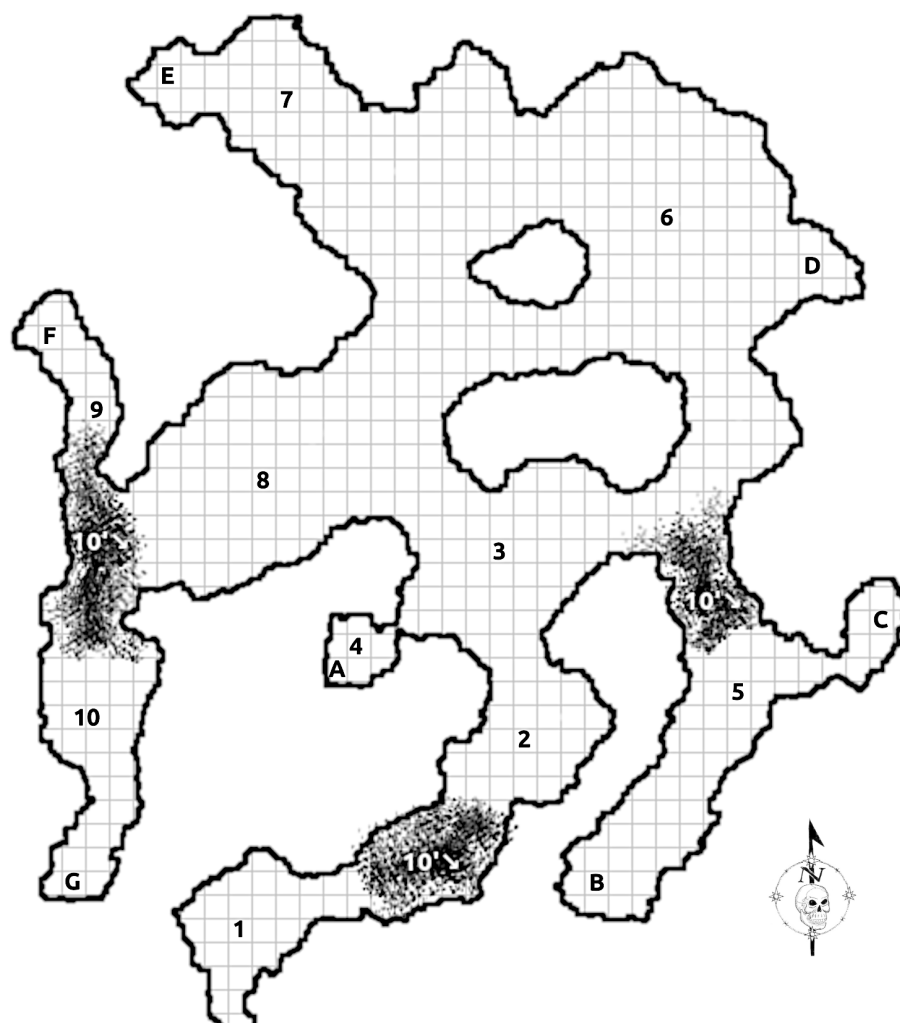
The grave contains the following items. A **Scroll of Magic-User Spells: animate dead, lightning bolt, and wall of fire**. A sack of amethysts worth 5,159 gp.

G. Athin:

"I am Athin. I live in filth for all Elves are idiots."

The grave contains the following items. A **Scroll of Magic-User Spells: continual light, hold portal, invisibility 10' radius, and mirror image**. An enormous pearl worth 5,951 gp.

Map



Scale: 1 Square is 5'

The Imelex Family Tomb

Introduction

This adventure requires PCs 5th level and above.

The feminine figure of an Elf in plate armor is seen bending to place flowers before a slab of granite set into a cliff face. She is Rellora Imelex, a Cleric of the World Tree, the original faith of the Elves in Tosasth.

She considers entering the tomb a desecration, but will not fight the party if they decide to enter. She will make a measured plea and engage in dialog in order to learn more about the party's intent. She will do her best to slip away unfollowed in order to report back to village elders.

Rellora Imelex: Elf Cleric 1, AC 18, #At 1, Dam 1d8, Mv 20', MI 9, XP 25

STR 7 (-1), INT 17 (+2), CHA 7 (-1)

Equipment: plate mail, shield, mace

HP 3 □□□

Unless noted otherwise, Elven graves are piles of stone containing the remains of a Elven lord or lady and various treasures. The moment the graves are disturbed, the essence of the former Elf floats free of the grave as an apparition to make a statement (shown as boxed text). Although appearing as a ghost, these spirits are merely visions that offer some final statement and then disappear.

1. Disturbed Scorpions:

Noise from clearing the entrance will prepare the scorpions to rush to attack.

4 Giant Scorpions: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

+2 to stinger attack after successful claw attack.

HP 27 □□□□ □□□□ □□□□ □□□□
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 8 □□□□ □□
 15 □□□□ □□□□ □□□□
 23 □□□□ □□□□ □□□□ □□□□
 □□□

2. Tiger Statues:

Three tiger statues face each other, each bearing a look of amazement.

Moving past the statues brings them to life. Hitting them while still statues deals 2d6 points of lightning damage. The weretigers have no real interest in guarding the grave and will seek to escape.

3 Weretigers: AC 17†, HD 5*, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9, XP 405 ea.

Hit only by silver or magic when in wolf form.

HP 23 □□□□ □□□□ □□□□ □□□□
 □□□
 20 □□□□ □□□□ □□□□ □□□□
 25 □□□□ □□□□ □□□□ □□□□
 □□□□

► In the pocket of one of the weretiger's vest is a folded map, found only if he reverts to human form.

3. Snapping Scorpions:

A giant scorpion darts around, snapping at cave locusts.

Giant Scorpion: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280

+2 to stinger attack after successful claw attack.

HP 24 □□□□ □□□□ □□□□ □□□□
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4. Hiding Displacers:

Displacers hide in the shadows to the left and right of the southern entrance. They leap to surprise at the unwary.

2 Displacers: AC 16, HD 6*, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8, XP 555 ea.

First PC attack misses. -2 on all following attacks.

HP 24 ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐
 34 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

5. Spectres Shouting "No":

A dark cloud coalesces into three spectres. They begin shouting "no, no, no!" rhythmically.

3 Spectres: AC 17 ‡, HD 6**, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11, XP 610 ea.

Immune to sleep, charm, and hold magic.

HP 23 ☐☐☐☐☐☐☐☐☐☐☐☐☐
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 24 ☐☐☐☐☐☐☐☐☐☐☐☐☐
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 23 ☐☐☐☐☐☐☐☐☐☐☐☐☐
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6. Mournful Mummies:

Down a slope of loose gravel, sweet voices emerge from the darkness saying, "come here, my love."

The three mummies hide from site, near **Grave E**. When anyone gets near enough, the mummies grapple.



3 Mummies: AC 17‡, HD 5**, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12, XP 450 ea.

Immune to sleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

HP 24 ☐☐☐☐☐☐☐☐☐☐☐☐
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 30 ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐
 13 ☐☐☐☐☐☐

► All three mummies were once Elf maidens.

► One mummy wears a locket around a chain (15 gp). Bits of leaves pour out of the opened locket.

7. Tiger Statues:

Two Elf statues, a man and woman, hold hands, gazing in each other's eyes.

Moving past the statues brings them to life. Hitting them while still statues deals 2d6 points of lightning damage. The two lovers seethe with rage over their long captivity and will gladly take it out on whoever disturbed them.

2 Weretigers: AC 17‡, HD 5*, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9, XP 405 ea.

Hit only by silver or magic when in wolf form.

HP 24 ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐
 33 ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

► The statues seem strangely feline.

8. Basilisk Statues:

Two basilisk statues face each other.

Moving past the statues brings them to life. Hitting them while still statues deals 2d6 points of lightning damage.

2 Basilisks: AC 16, HD 6**, #At 1 bite/1 gaze, Dam 1d10/petrification, Mv 20' (10'), Sv F6, MI 9, XP 610 ea.

Save vs. Petrify on surprise, each round if fighting normally, including targeting spells. -4 AB/-2 AC if blind fighting. -2 AB if fighting with mirror. Basilisks save versus their own gaze when looking at a mirror.

HP 27 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐
 29 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐

9. Mummified Mother:

An old woman slumps in a chair, snoring. She wakes to greet you. "Oh, my dears!" she exclaims.

She's cursed to stay with her dead daughter, Ladore in **Grave C**. She will caress, spreading disease.

Adelera (Mummy): AC 17 $\frac{1}{2}$, HD 5**, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12, XP 450

Immune to sleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

HP 19 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

► The old woman's skin is shriveled with age to a greater extent than ever seen on an Elf.

10. Owlbear Statues:

Four owlbear statues array in a line down the passage.

Hitting them while still statues deals 2d6 points of lightning damage. Come alive 1 in 6 every round.

4 Owlbears: AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9, XP 360 ea.

A successful hit with both paws indicates a hug attack for 2d8 points of additional damage.

HP 24 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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 23 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐

Graves

A. Elalmir:

"I am Elalmir. My suitors dueled for my hand at my insistence. My true love died, so poison I imbibed."

The grave contains the following items. A **Scroll of Magic-User Spells: knock, projected image**, and **telekinesis**. A sack of garnets 5,456 gp

B. Eston:

"You free the soul of Eston so that it may return to the roots of the Winter Oak."

The grave contains the following items. An **Elven Cleric Scroll of cure serious wounds**. A sack of garnets 5,872 gp.

C. Ladore:

"My mother weeps for me, Ladore, though drowned I was by her hands."



The grave contains the following items: a diary in which Ladore describes the location of buried treasure type V, a **Scroll of Protection from Lycanthropes**, and a platinum necklace worth 5,359 gp.

D. Enennan:

"You disturb the sleep of Enennan! When in battle, never run! Fight until you kill every last one."

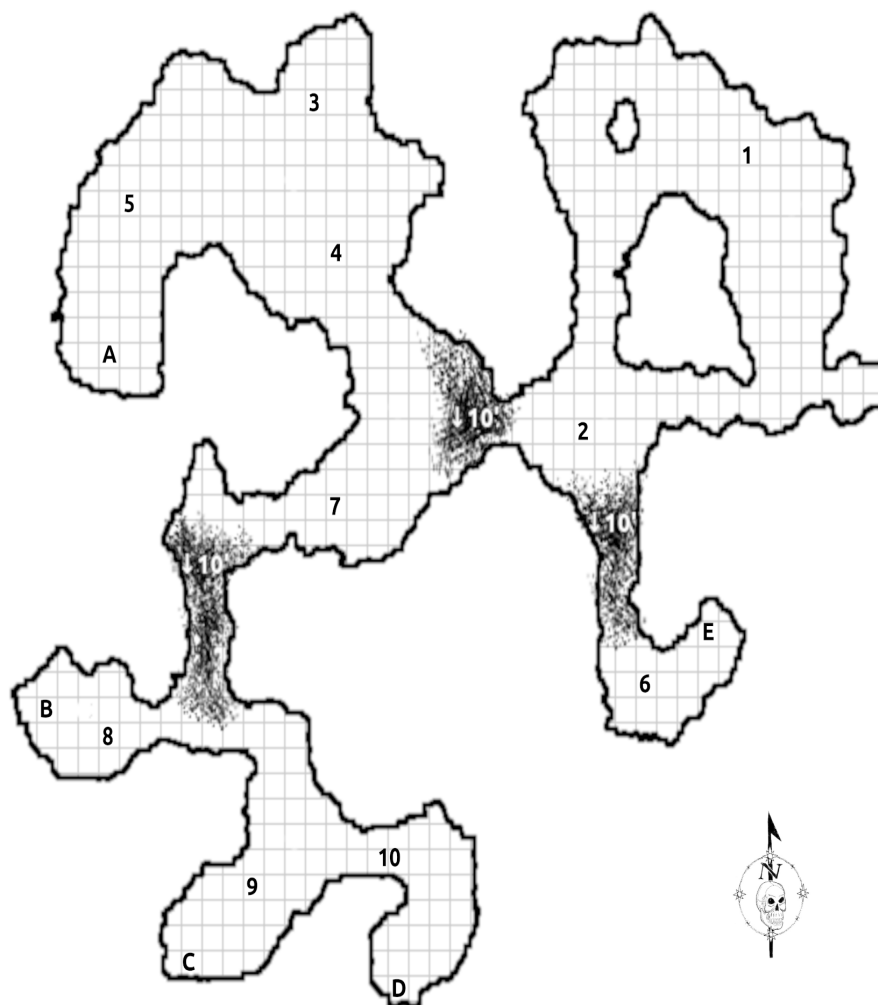
The grave contains the following items. A cursed scroll. The reader must save vs. Spells or forever be forced never to disengage from battle. A scroll of Elven Cleric spells: **charm animal, hold person, speak with animals**. A box of medals worth 7,258 gp.

E. Vestan:

"I am Vestan. I sought the undead and was consumed by them."

The grave contains the following items: a **Scroll of Protection from Undead** and an ornate goblet worth 5,750 gp.

Map



Scale: 1 Square is 5'

The Irinduis Family Tomb

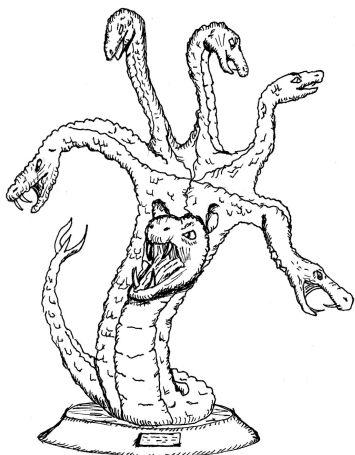
Introduction

This adventure requires PCs 5th level and above.

An ancient oak stands leafless, a mere skeleton. At the base of a sheer cliff, an 8 foot square iron plate is bolted into the rock. A trickle of water seeps under the plate.

The plate is 2" thick, has 60 HP, and hardness of 10. Subtract 10 from any damage done. For every blow from a weapon, 5% chance the weapon takes the same damage. Iron weapons are also hardness 10 but only have 10 HP.

Unless noted otherwise, Elven graves are piles of stone containing the remains of a Elven lord or lady and various treasures. The moment the graves are disturbed, the essence of the former Elf floats free of the grave as an apparition to make a statement (shown as boxed text). Although appearing as a ghost, these spirits are merely visions that offer some final statement and then disappear.



1. Sleeping Zombies:

Spongy turf soaks boots. Water slowly spills out from an open chest, keeping this area of old vegetation moist, though dead.

Debris clogs the passage into area 7 where centipedes nest.

Every time the party enters, 1 in 6 the zombies awake.

10 Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to sleep, charm, or hold magic.

HP 6 □□□□□ □
 12 □□□□□ □□□□□ □□
 5 □□□□□
 16 □□□□□ □□□□□ □□□□□ □
 11 □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□
 8 □□□□□ □□□
 2 □□
 15 □□□□□ □□□□□ □□□□□
 5 □□□□□

The chest produces 1 gallon of water per minute while open. No water comes out when closed. If you close it, it cannot be opened for an hour. It always weighs as if full (400lbs).

2. Hydra Statue:

A fine statue of a hydra stands before a wide, downward slope.

Moving past the statue brings it to life. Hitting it while still a statue deals 2d6 points of lightning damage.

Hydra: AC 17, HD 6, #At 6 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F6, MI 9, XP 500

Doing 8 points of damage to a head disables it.

HP 32 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□□□□ □□

3. Water Elemental:

This area contains a large pool of crystal clear water.

Ghouls lurk to the south, unable to pass. Mummies are trapped to the north. They will show up and chat or jeer if there's noise.

The water weird forms into a serpent after two rounds, lashing out to grapple and drag victims under water. Nearly indestructible, the water weird may be destroyed with a purify water spell or by draining away the entire pool.

Water Weird: AC 16, HD 3+3 (AB +6), #At 1 grapple, Dam drowning, Mv 30', Sv F3, MI 12, XP 175

Grapples, then drags opponents under water. Edged weapons and missiles deal only 1 point of damage. Cold attacks slow. Fire does half damage. Reforms two rounds after destruction. Banished by **purify food and water** or draining its pool.

See **Unusual Monsters**.

HP 21 □□□□□ □□□□□ □□□□□ □□□□□ □

► At the bottom of the pool are 13 gp minted in Tosasth.

4. Trapped Ghouls:

Ghouls trapped behind the water weird will spring forward to catch any fresh flesh. They are weakened by centuries by lack of food, and are unable to gain surprise.

11 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 8	□□□□□ □□□	7	□□□□□ □□
2	□□	2	□□
8	□□□□□ □□□	8	□□□□□ □□□
6	□□□□□ □	4	□□□□
3	□□□	7	□□□□□ □□
6	□□□□□ □		

5. Mummies:

Two mummies are trapped here by the water weird. They're aware of intruders if there's any sound at all. They jeer at intruders. If threatened, they flee past the flayers in area 6 and escape down the tunnel.

2 Mummies: AC 17‡, HD 5**, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12, XP 450 ea.

Immune to sleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

HP 32 □□□□□ □□□□□ □□□□□ □□□□□
 28 □□□□□ □□□□□ □□□□□ □□□□□
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6. Skeletal Flayers:

Skeletons here wield whips and curved blades.

If the flayers kill someone, they flay the skin and wear it for multiple benefits (see below).

6 Skeletal Flayers: AC 15, HD 1, #At 1 whip/1 claw, Dam 1d6 + 1d6, Mv 40' (50'), Sv F1, MI 12, XP 37 ea.

Immune to sleep, charm, and hold magic. If wearing skin, +2 to all damage, half damage from both bladed and blunt weapons, and a 10' movement bonus.

HP 6	□□□□□ □	7	□□□□□ □□
5	□□□□□	5	□□□□□
5	□□□□□	7	□□□□□ □□

A tunnel in the floor slopes down into a 5' pipe filled with water to the ceiling.

7. Centipedes:

Giant centipedes swarm out over a pile of debris.

Unlike ordinary centipedes, these damage constitution rather than killing outright.

20 Giant Centipedes: AC 11, HD 1d4 Hit Points*, #At 1 bite, Dam poison, Mv 40', Sv NM, MI 7, XP 13 ea.

Those bitten save vs. Poison +2 or lose 1 point of STR permanently.

HP	3	□□□	1	□□□□
	4	□□□□	4	□□□□
	1	□	2	□□
	2	□□	3	□□□
	3	□□□	4	□□□□
	4	□□□□	2	□□
	1	□	2	□□
	4	□□□□	4	□□□□
	4	□□□□	4	□□□□
	2	□□	4	□□□□

8. Gellybones:

Seven skeletons with transparent bones march around a pentagram chiseled in the floor.

7 Gellybones: AC 14, HD 2, #At 1 slap, Dam 1d6, Mv 40', Sv F2, MI 12, XP 75 ea.

Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to sleep, charm, or hold magic.

HP	6	□□□□□ □	7	□□□□□ □□
	5	□□□□□	5	□□□□□
	5	□□□□□	7	□□□□□ □□
	7	□□□□□ □□		

► Old candles once set around the pentagram are all kicked aside.

9. Ghost Shrooms:

A miniature forest of black mushrooms fills the room, with one narrow path crossing the chamber. One larger stalk stands in the far corner. A sickly sweet odor hangs in the air.

Ghost Shroom: AC 12, HD 4 and 2, #At 1 + 1 per stalk within 20', Dam 1d4 + special, Mv 0', Sv F4, MI 12, XP 240

Surprises on a roll of 1-3 on 1d6. Successful hit entangles, doing 1d4 points of damage per round. Save vs. Death Ray (+/- STR) to escape. Small stalks destroyed by a Turn; main stalk attacks at -3 when Turned.

See **Unusual Monsters**.

HP	15	□□□□□ □□□□□ □□□□□ (main stalk)
	9	□□□□□ □□□□ □□□□□ □□□□□
	9	□□□□□ □□□□ □□□□□ □□□□□
	9	□□□□□ □□□□ □□□□□ □□□□□
	9	□□□□□ □□□□ □□□□□ □□□□□

10. Black Knight:

A knight in blackened plate mail, stands gripping a two-handed blade. His bare head is merely a skull from which smoke curls up from empty eye sockets. Behind him stands two gaunt Elven mummies in leather armor holding longbows.

"Welcome intruders. The family Irinduis invites you to your doom. The penalty for robbing our graves is death, but honor demands I offer a choice. Send me your champion in single combat and you may flee with nothing more than that with which you entered."



Black Knight: AC 20, HD 14, #At 1, Dam 1d10+6, Mv 30', Sv F14, MI 11, XP 1,480

Creatures less than 5 HD save vs. Spells or -2 attack penalty and -2 AC. 75% reflect spells back at caster. Casts **detect magic** and **detect invisibility** at will. Casts **fireball** and **wall of fire** each 3 times per day as a 10th level Magic-User. Takes half damage from non-magical weapons. Immune to sleep, charm, and hold magic. Cannot be Turned by a Cleric.

HP	48	□□□□□ □□□□□ □□□□□ □□□□□
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2 Mummies*: AC 17 ‡, HD 5**, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12, XP 450 ea.

Immune to sleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

HP 32 □□□□ □□□□ □□□□ □□□□
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Graves

A. Ethohin:

"I am Ethohin. Tomorrow is life's most precious gift that comes to us at midnight very clean. Perfect on arrival, into our hands it hopes for wisdom of yesterday."

The grave contains the following items: a book describing the **Ethohin Manor** in **Tosasth** and how the house was sealed on Ethohin's death with all contents carefully itemized, a **Scroll of Protection from Evil**, a **Scroll of Protection from Undead**, and an elaborate platinum necklace worth 5,456 gp.

B. Galegal:

"I am Galegal. Good friend, for black tongue's sake forbear, to dig the dust enclosed here. Blessed be the man that spares these stones, and cursed be he that moves my bones."

The grave contains the following items: an **Elven Cleric Scroll** of **bleed**, a **Scroll of Protection from Undead**, and a rotting belt with with a golden buckle with a devil's face worth 5,872 gp.

C. Galmire:

"I am Galmire. My wealth was no cure for the rotting disease."

The grave contains the following items: a book describing **Lord Galmire's Manor** in **Tosasth**, a book describing **Lady Galmire's House** in **Tosasth**, an **Elven Cleric Scroll** of **cure light wounds**, and a silver belt set with garnets worth 5,359 gp.

D. Omion:

"I am Omion. My thirst for the arcane overcame all reason and I drank the blood of my kin."

The grave contains the following items: a **Scroll of Detect Magic**, a **Scroll of Protection from Lycanthropes**, an **Elven Cleric Scroll (protection from evil, silence 15' radius, speak with dead)**, and 2 anklets of gold worth 7,258 gp.

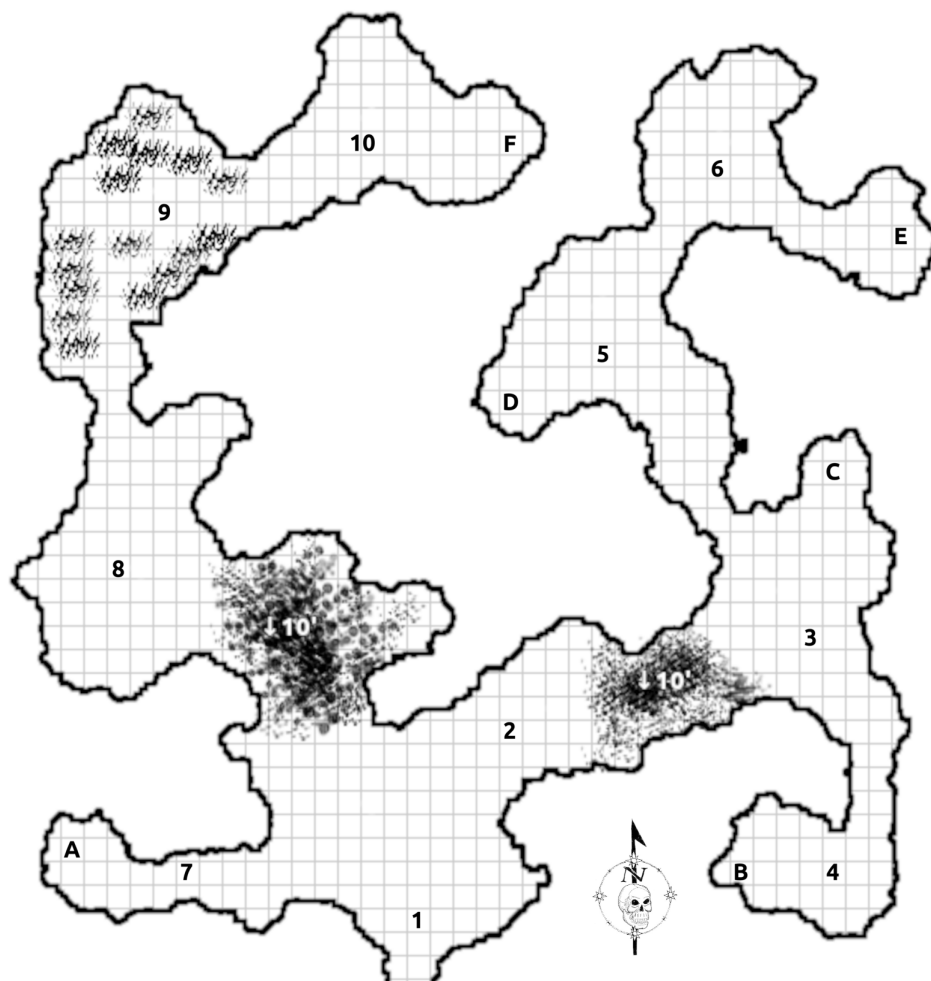
E. Amras:

This grave has been robbed.

F. Lemmahta:

"I am Lady Lemmahta, who walked the spirit world, gripped by the hunger of ever more knowledge. The devil's beyond quartered me."

The grave contains the following items: a cursed scroll (reader must save vs. Spells or forever be forced to engage in battle), a **Scroll of Protection from Lycanthropes**, a **Magic-User Scroll (hold monster, hold person, light, projected image, slow, web)**, and a giant sapphire worth 5,750 gp.

Map

Scale: 1 Square is 5'

The Nelaser Family Tomb

Introduction

This adventure requires PCs 5th level and above.

As with other tombs, a crack in a cliff face is filled with boulders. Behind this one is a black, iron door. Beside it is a small dish with instructions: boil blood to enter. If the door is touched, a 2d6 lightning bolt strikes.

Beyond the door, a 40' passage drops 20' down. The cave is lit with ever-burning red torches, that if touched shoot painful surges of energy. Save vs. Death Ray or take 1d4 points of damage every round touching the torches.

Intermittent moaning is heard throughout the caves.

Unless noted otherwise, Elven graves are piles of stone containing the remains of a Elven lord or lady and various treasures. The moment the graves are disturbed, the essence of the former Elf floats free of the grave as an apparition to make a statement (shown as boxed text). Although appearing as a ghost, these spirits are merely visions that offer some final statement and then disappear.

1. Lord Hilbore:

Lord Hilbore has risen from his grave. Fortunately, he's secure behind iron bars. Unfortunately, he has access to a level that will cause an 8' boulder to crash down to close the entrance to the tomb.

Hilbore may retain a sense of honor but has gone mad trapped in a dark prison cell. He desperately craves escape and will command intruders to find the key to the cell. No such key exists in the tomb. This will not deter him from providing instructions about possible locations.

Most of the memories from his life are gone, but if asked anything of his history, he will repeat the following:

Some devils kill with arrows, some with traps. A sip honeyed poison, and now I take my nap.

Like the torches in the tomb, the bars of the cell will harm any touching them with agonizing shocks.

He may threaten anyone with the lever, likely without providing details on its effect. He might simply promise doom if his orders are not completed. Although he cannot escape, he can readily produce fireballs to anyone within range. If he does pull the lever, loud grinding immediately echoes through the caverns. Every round, 1 in 6 chance the boulder crashes down.

The boulder is six to eight feet in diameter, depending on where it's measured. A combined strength of 40 could push it free of the opening, the narrowness of which presents a logical problem to PCs combining their efforts.

Lord Hilbore (Black Knight): AC 20, HD 14, #At 1, Dam 1d10+6, Mv 30', Sv F14, MI 11, XP 1,480

Creatures less than 5 HD save vs. Spells or -2 attack penalty and -2 AC. 75% reflect spells back at caster. Casts **detect magic** and **detect invisibility** at will. Casts **fireball** and **wall of fire** each 3 times per day as a 10th level Magic-User. Takes half damage from non-magical weapons. Immune to sleep, charm, and hold magic. Cannot be Turned by a Cleric.

The **Shortsword +1** hanging from his belt delivers an Energy Drain if it hits.

HP 48 □□□□ □□□□ □□□□ □□□□
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2. Bone Golem:

A four-armed skeleton stands on a platform with a brass plaque: Nelaser. It holds four swords.

Left alone, the golem will remain motionless so long as all movement within its area is calm. Any rushed movements or violence stirs it to action, where it will seek to stop the disturbance. Every round, check the 1% cumulative chance that it simply goes berserk.

Bone Golem: AC 19 ‡, HD 8*, #At 4 short swords, Dam 1d6/1d6/1d6/1d6, Mv 40' (10'), Sv F4, MI 12, XP 945

HP 37 □□□□ □□□□ □□□□ □□□□
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3. Gellybones:

Down a steep grade of unstable gravel, skeletons with translucent bones perform a ritual while chanting. Endlessly, they kneel, clap, stand, rotate, and so forth.

7 Gellybones: AC 14, HD 2, #At 1 slap, Dam 1d6, Mv 40', Sv F2, MI 12, XP 75 ea.

Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to sleep, charm, or hold magic.

HP 6 □□□□□ □ 7 □□□□□ □□
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4. Ochre Jelly:

A yellowish patch of fuzz covers a 10' x 4' area.

Ochre Jelly*: AC 12, HD 5*, #At 1 pseudopod, Dam 2d6, Mv 10', Sv F5, MI 12, XP 405

Only hurt by fire or cold. Physical hits or lightning cause division into 1d4+1 parts of 2 HD that do 1d6 points of damage.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

Divided:

HP 11 □□□□□ □□□□□ □
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5. Giant Rats:

30 giant rats swarm all around. They will surge at the site of a living being.

30 Giant Rats: AC 13, HD 1d4 HP*, #At 1 bite, Dam 1d4 + 5% chance of disease, Mv 40' Swim 20', Sv F1, MI 8, XP 13 ea.

5% any victims bitten sicken in 3d6 hours.

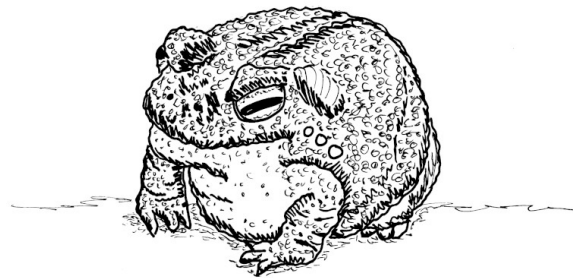
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6. Gargoyles:

Four demonic statues leer from above.

4 Gargoyles: AC 15±, HD 4**, #At 2 claws/1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11, XP 320 ea.
 Surprises 1-4 on d6. Magic to hit.

HP 16 □□□□□ □□□□□ □□□□□ □
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**7. Toads:**

Red-skinned toads, croak a song of doom in discordant tones. Heat can be felt from the west.

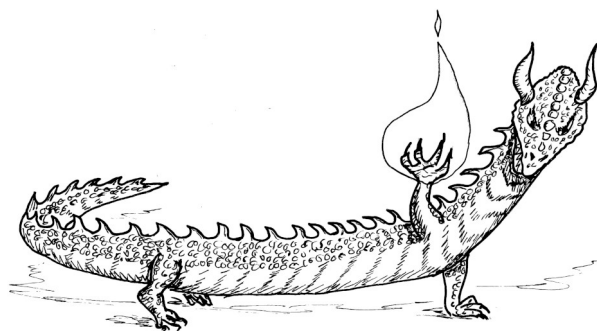
4 Giant Fire Toads: AC 13, HD 2, #At 1 tongue or 1 bite, Dam grab or 1d4+1, Mv 30' Swim 30', Sv F2, MI 6, XP 75 ea.

Immune to all damage from heat or flame. Tongue attacks reach 15' and may drag small foes into its mouth, doing automatic damage each round. On a natural 20 attack roll, the victim is swallowed whole, taking 1d6 points of damage each round.

HP 9 □□□□□ □□□□
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8. Flame Salamander:

Devastating heat stops your approach. A soothing yawn comes before a greeting. A flame-red snake with arms and a dragon head looks you over.



Flame Salamander*: AC 19 ‡, HD 8*, #At 2 claws/1 bite+heat, Dam 1d4/1d4/1d8+1d8/round, Mv 40', Sv F8, MI 8, XP 945

1d8 points of damage every round if within 20'. Very intelligent.

HP 28 □□□□□ □□□□□ □□□□□ □□□□□
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9. Vampire:

Lord Alador sleeps in his grave in an area about 10' above the cavern to the south. Ascending requires careful climbing over loose gravel.

Large rocks pile up around his coffin, but the top is exposed. Once opened, he will immediately announce the following as he looks deeply into the closest character, an artistic way of using his ability to charm:

These violent delights have violent ends,
 And in their triumph die, like fire and flesh.
 Which, as they kiss, consume.

Lord Alador (Vampire): AC 18 ‡, HD 7**, #At 1 longsword or special, Dam 1d8+3 or special, Mv 40' Fly 60', Sv F7, MI 11, XP 800

Save vs. Spells with -2 penalty or be charmed by gaze. Bite does 1d3 points of damage the first round followed by energy drain every round thereafter. -5 AC while biting. +3 points of damage with melee weapons. Summon 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves, arriving in 2d6 rounds. Transform into giant bat or a dire wolf at will. Gaseous form at will.

HP 27 □□□□□ □□□□□ □□□□□ □□□□□
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18 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

HP 14 □□□□□ □□□□□ □□□□□
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10. Purple Worm:

Loose rock rolls away from the north side as a purplish face emerges from a tunnel.

5' thick and 60' long, the purple worm smells food but cannot strike with its tail until it gets its entire body into the cavern.

Purple Worm: AC 16, HD 11* (+9), #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6 to F10 (1/2 Hit Dice), MI 10, XP 1,670

If struck by the stinger on its tail, save vs. Death Ray or die, else take 2d4 points of damage. On a successful attack of 19 or 20, any man-sized foe is swallowed, taking 3d6 damage/round.

HP 39 □□□□ □□□□ □□□□ □□□□
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Graves**A. Alador:**

Lord Alador is an unliving vampire. No spirit emerges when his grave is disturbed.

The grave contains the following items. A leather-bound book with silver letters on the cover: *Alador*. The handwritten pages describe the location of the estate where **Lord Alador** lived in **Tosasth**, along with a list of valuables left there: an **Elven Cleric Scroll of Protection from Undead**, a **Scroll of Magic-User Spells: continual light** and **detect evil**, and a sack containing onyx gems worth 3,400 gp.

B. Ebril:

Conscience doth make cowards of us all.
 Into the grave with me, and heed the call.

The grave contains the following items: a book titled *History of The Ebril Estate*, which notes a location in **Tosasth** and the treasures of the estate, a **Elven Cleric Scroll of create food**, a **Scroll of Protection from Undead**, and a sack of moonstones worth 6,887 gp.

C. Hilbore:

As Lord Hilbore escaped his grave to become a black knight, his spirit does not appear. The stones of his grave are spread out on the floor with a few treasures: a book about **Lord Hilbore's Estate** in **Tosasth**, a **Scroll of Protection from Lycanthropes**, and a sack of fire opals worth 5,000 gp.

D. Gonore:

All causes shall give way: I am in blood
 Stepped in so far that, should I wade no more,
 Returning were as tedious as go over.

The grave contains: a book about the **Gonore Estate** in **Tosasth** and a fist-sized bloodstone worth 3,750 gp.

E. Ilariel:

Sweet are the uses of adversity
 Which, like the toad, ugly and venomous,
 Wears yet a precious jewel in his head.

The grave contains: a book describing the **Ilariel Estate** in **Tosasth**, a **Scroll of Protection from Magic**, a **Scroll of Magic-User Spells (darkvision, sleep, slow)**, and a sack of topaz gems worth 3,500 gp.

F. Nimrinde:

And therefore, since I cannot prove a lover,
 To entertain these fair well-spoken days,
 I am determined to prove a villain,
 And hate the idle pleasures of these days.

The grave contains the following items:

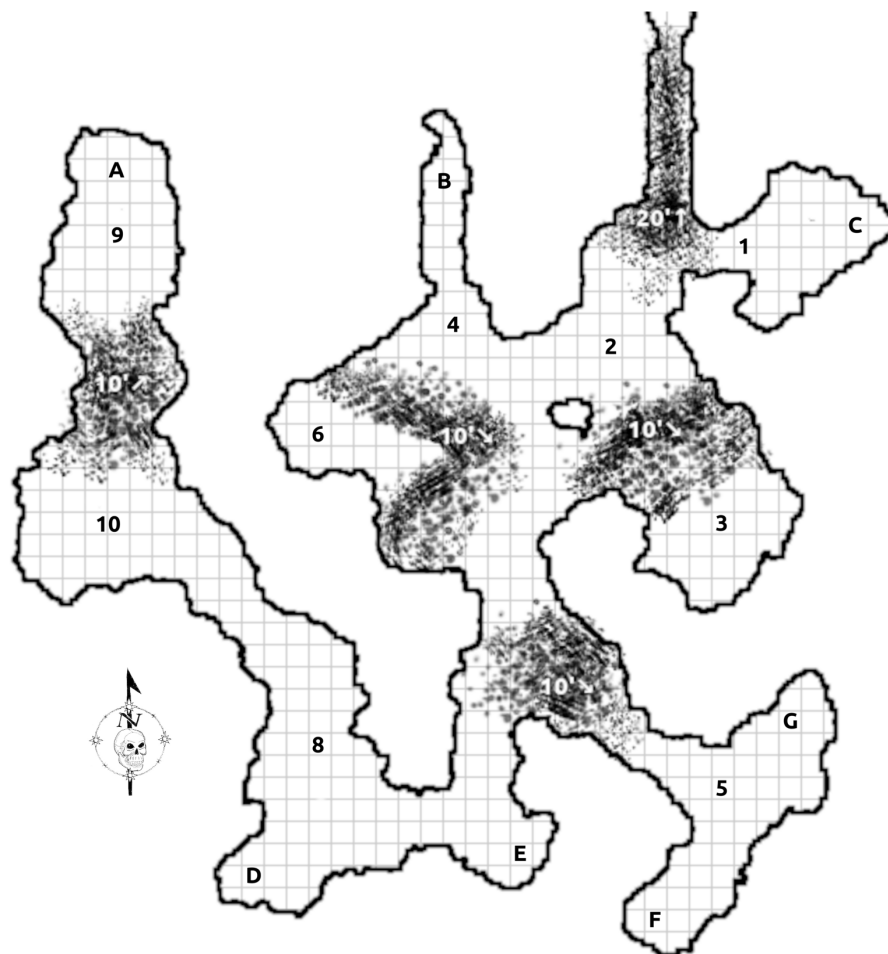
- A thin book with a rotten leather cover. The contents are a diary of plodding, mundane details. The reader is cursed to transform in appearance to be indistinguishable from a zombie over 1d6 days unless a save vs. Spells is made. Only a **remove curse** spell may remove the effect.

- An engraving of a fine, jewel-encrusted chalice labeled Nimrinde's Greatest Achievement.
- A **Scroll of Protection from Lycanthropes**.
- A jade necklace worth 4,100 gp.

G. Ithrel:

Excellent wretch! Perdition catch my soul, but I do love thee! And when I love thee not, chaos is come again.

The grave contains the following items: a book describing the **Ithrel Collection** in **Tosasth** and 5 blue quartz gems worth 2,500 gp.

Map

Scale: 1 Square is 5'

Dacha's Mine

Introduction

This adventure requires PCs 6th level and above.

Dacha's House

Former miner Dacha the Dwarf hides a secret shame. He lives in a modest house along the road to Tosasth, away from his beloved caverns, choosing the life of a hermit after his mining business ended in tragedy. His mine, a mile up the road, remains sealed, and he watches for travelers that may be tempted to visit.

A curl of smoke may be spotted by any who walk along the road. The home sits on a rise overlooking the road. A field of tall brush fills the distance between except for a well-marked path, along side of which are several signs warning visitors to turn around. The sign closest to the road simply reads "DANGER" and shows signs of scorching.

Knocks on his door will produce the gruff face of an old Dwarf with a weathered face. He begins by asking if the visitors are illiterate. Kindness and persistence will win his cooperation, including the sharing of the following ideas.

- A white dragon hunts in the mountains through which the old road to Tosasth passes. Few folk ever dare go up and none have come down.
- Poking around in this area can be hazardous. Aside from undead that often wander in, many traps are laid about.
- An old mine can be found nearby, but it is cursed and should be avoided at all costs.
- Going to Tosasth is a spectacularly terrible notion that only the suicidal would pursue.
- Let history lie forgotten. Turn back. Live your life and count yourself lucky.

The information Dacha will not share freely is that long ago, he operated a crypt for the Dwarven community of **Kegh Buldohr**. After work on expansion, his crew discovered a thick vein of gold. Dacha abruptly abandoned service to the dead in favor of operating a mine. The elderly in **St. Orlan** still remember carts of gold ore coming

down the old road, but fortune turned against the operation eventually. Evil spirits descended on the mine, eventually delivering several demons who ravaged the community of miners. Only Dacha escaped. He sealed up the mine entrance and dreamed of the chest of gold bars he left in the mine. He's given up ever recovering the gold but would hate for anyone else to find it.

Dacha has no skills in fighting, but he does pose a threat if confronted with violence. He keeps a short **Wand of Fireballs** at hand. It contains 10 charges and does 6d6 points of damage. He will not hesitate to blast any belligerents.

The only unusual danger in the nearby area are several pits dug by Dacha himself in which he's placed rust monsters. If PCs bushwhack through the brush around his house, they must save vs. Death Ray to avoid falling in a 20' pit.

Rust Monster: AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7, 405 XP

Non-magical metal instantly destroyed on touch. Non-magical metal weapons do half damage. Magical weapons permanently lose one "plus" per touch. Makes a morale check to stop attacking after feeding.

HP 31 □□□□ □□□□ □□□□ □□□□
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Mountain Pass

A white dragon lairs in a cave in **hex 0908** on the Tosasth Area Map, across the lake from the road. It frequently hunts mountain goats along the pass and will be motivated to attack any other creature who ventures into its territory, including the PCs. Occasionally, zombies find their way, shuffling along the old road where the dragon blasts them with icy breath. Observant PCs may notice a frozen body mostly covered in snow that will very slowly move about if freed.

The dragon frequently glides down from above to strafe travelers in a cone of cold. This is an easy way to disable prey that surprises 4 in 6. If a couple of attempts fails to defeat a party, the dragon is likely to retreat to its cave and come out later for an easier meal.

White Dragon: AC 17, HD 5, 2 claws/1 bite or breath/1 tail, Dam 1d4/1d4/2d6 or breath/1d4, Mv 30' Fly 80', Sv F5, MI 8, XP 610

Cone of Cold 5x/day, 70' x 30', Dam 5d8

Casts **magic missile** as M5 2x/day

HP 45 □□□□ □□□□ □□□□ □□□□
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Inside its cave lair, the dragon sleeps on an enormous bed of 4,000 pp and innumerable gems worth 17,483 gp. Putting the loot in containers and porting down the mountain could present an interesting challenge.

Dacha's Mine

At the surface, oak planks hold fast to rocks with iron spikes, blocking entrance to the mine. Incomprehensible Dwarven runes burned into the surface of the planks remain blacked and crusted with charcoal.

Beyond the planks is an iron bucket, large enough for a man, hung over a shaft by two iron chains. The chains travel over two wheels. One chain attaches to a counterweight that makes the bucket weightless. The other chain loops down and then back up the shaft to attach to the bottom of the bucket. The chain passes through a gear with a handle that allows the chain to be secured. Cranking the handle moves the elevator up or down. With each trip of the bucket, the chance of the rusty chains breaking goes up, starting at 1%. The shaft is 100' feet deep.

The mine consists of four areas: the mine proper, former living quarters, natural caverns that lead eventually to the underground village of **Kegh Buldohr**, and the crypt.

Poisonous gas drifting through the mine tunnels is a silent killer. Every hour inside the mine, reduce CON by 1 for all living creatures inside. Resting for an hour restores 1 CON.

Tommyknockers roam the mine area, usually hidden in shadows, tapping incessantly. When they sense an increase in danger for visitors, they tap faster. They also make attempts to steal small items from visitors.

Demons wander areas 2-15, but can't enter the crypt because of the holy seal.

Wandering Monsters in Caves

1 Tommyknocker: AC 15, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9, XP 75

Hide and Move Silently 75%. Pick Pocket 99%. Use one from Room 26. Attempts to hide, sneak up and steal or wreck some item, then run.

See **Unusual Monsters**.

HP 9 □□□□ □□□□

2 8 Giant Centipedes: AC 11, HD 1d4 HP, #At 1 bite, Dam poison CON, Mv 40', Sv NM, MI 7, XP 13 ea.

Bites reduce CON by 1 point.

Three groups roam the mines.

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2	□□	1	□

3 Chain Devil: AC 20*, HD 8, #At 1 chain, Dam 2d4 + entangle on 19-20, Mv 40', Sv F8, MI 7, XP 1,075
 +2 Init. 10' range. Gaze at one target -2 AB. Immunity to cold. Regenerate 2 HP per round. 25% spell resistance. Wears a gold necklace (1,000 gp).

HP 52 □□□□ □□□□ □□□□
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4 Minotaur: AC 14, HD 6, #At 1 gore/1 bite or axe, Dam 1d6/1d6 or 1d10+2, Mv 30', Sv F6, MI 11, XP 500

One appearing. Each wears platinum bracelets worth 3,810 gp.

HP 27	□□□□ □□□□ □□□□
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5 Poison gas: Save vs. Death Ray or fall unconscious. Die unless moved 50' to fresh air.

- 6 **Rockfall:** loose rock falls on a random character. Make an attack of AB +10 to do 1d6 points of damage.

Wandering Monsters in Rooms

- 1 **4 Dogboys:** AC 18, HD 3, #At 1 bite or 1 breath, Dam 1d6 or 3d6 breath, Mv 40', Sv F7, MI 7, XP 600 ea.
Breathes fire 1 in 6 up to a maximum of 3 times per day. Cone of fire is 10' x 10' and does 3d6 points of damage. Save vs. Dragon Breath for half damage.
See **Unusual Monsters**.
They taunt and circle around victims.
HP 14 □□□□ □□□□ □□□□
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7 □□□□ □□
14 □□□□ □□□□ □□□□
- 2 An attractive woman in healer's garb, carrying a bag. She offers to heal wounds by injecting a potion. (See Room #13).
- 3 **10 Demonic Stirges:** AC 13, HD 1*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9, XP 100 ea.
Immune to fire. 1d4 points of damage per round when attached. Removed only by killing. +2 attack bonus when attached, but all misses hit victim.
HP 2 □□ 5 □□□□
5 □□□□ 1 □
2 □□ 5 □□□□
8 □□□□ □□□ 6 □□□□ □
8 □□□□ □□□ 1 □
- 4 A handsome Dwarf with a neatly-trimmed beard and heavy backpack introduces himself as **Bullard**, an explorer. He's a 10th level Thief and also a werewolf.
Werewolf: AC 15†, HD 4*, #At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv F4, MI 8, XP 280
Hit only by silver or magic when in wolf form.
HP 16 □□□□ □□□□ □□□□ □

- 5 A semi-transparent Dwarf shuffles around, sweeping a broom. It turns to gaze, instilling great fear. On sight, save vs. Spells or flee for 2d6 rounds.

Ghost: AC 20*, HD 10 (+9), #At 1 touch/1 gaze, Dam 1d8 + special, Mv 30', Sv F10, MI 10, XP 1,390

Save vs. Spells or flee for 2d6 rounds. On touch, regenerate HP and reduce CON of target. Elves and Dwarves save vs. Death Ray to resist touch attack. Use **telekinesis** as 10th level Magic-User once per turn. Possess attack allows save vs. Spells to resist.

HP 60 □□□□ □□□□ □□□□
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- 6 Suddenly, a Dwarven song erupts. A round is completed and then the song turns to laughter that builds into a maniacal tone. Save vs. Death Ray. If failed, cursed with paranoia. Once a day, characters catch a fellow comrade staring angrily at them.

Room Key

1. Iron Door:

An iron door, barred and locked on the north side, bears a strange engraving. Statues of Dwarven Clerics stand in alcoves.

PCs may roll against WIS to recognize the engraving as a Dwarven holy symbol. The statues attack if passed, unless a gem is placed at their feet.

2 Iron Living Statues: AC 18, HD 4*, #At 2 fists, Dam 1d8/1d8 + special, Mv 10', Sv F4, MI 12, XP 280 ea.

Save vs. Spells or non-magic, metal weapons are stuck.

HP 22 □□□□ □□□□ □□□□ □□□□ □□
21 □□□□ □□□□ □□□□ □□□□ □

2. Priest's Room:

The torn canvas of a mattress disgorges straw, some of which stirs with the opening of the door. Black ink stains a trail over a desk surface,

narrowly missing a leather-bound book before descending partway down a leg. Shattered glass vials litter the floor beneath a patch of wall bearing a clean patch in a familiar shape.

The book is a diary. Reading it for a turn reveals one clue.

- 1 Tommyknockers were more frequently heard in the mines followed by many mishaps, mostly involving falling rock.
- 2 The settlement began as a cemetery. After a rich gold vein was found, the crypt was sealed and the enterprise switched to gold mining. The elevator was built to trade gold with the surface.
- 3 About a hundred bodies rest in the crypt. They are protected by strong Dwarven magic which can only be bypassed by "putting gems before iron".
- 4 A monster appeared, wrapped in chains, from the entrance tunnel. It slaughtered many miners but was eventually put down. Dacha ordered the mine cleared. The author of the diary planned to seal the mine with holy symbols.

3. Murals:

The walls wear murals of Dwarves working in forges, fighting goblins, mining, all covered in splotches of blood and excrement. Gilded plaques provide titles for each scene.

Plaques can be removed by force and look to be worth 100 gp. 1d6 days after taking a plaque, it disappears along with 100 gp in coin or something else valuable.

Reading the plaque aloud draws the player into the scene for 1d8 turns where battle begins immediately. After defeat or success, the character returns unharmed, holding a diamond worth 1d6x100 gp.

Illusionary 5th Level Dwarf Fighter: AC 21, #At 1, Dam 1d8, Mv 30', MI 12, XP 405

STR 14 (+1), INT 6 (-1), DEX 14 (+1), CHA 7 (-1)

Equipment: **Chain Mail +3**, **Shield +1**, battle axe, **Potion of Giant Strength**

HP 17 □□□□□ □□□□□ □□□□□ □□

4. Chapel:

A humble altar stands before eight stools.

5. Library:

Iron shelves cling to the walls, held by heavy bolts. Mostly bare, a few books and scrolls remain. Five skeletons are heaped in a pile in the center of the room.

Books

- 1 Missing its cover and wrapped in string, the vandalism done to this copy of *Juntor's Cavern Combat* is obvious, even before the many missing pages are counted.
- 2 A map of underground tunnels in the kingdom of Baerhi.
- 3 Carved into the wooden front board is the title *Divination by Vein*. Several pages have been torn out, but enough remain to communicate a method for fortune telling by tracing ore veins. Frontmatter notes a third printing and a council of authors.
- 4 A **Cursed Scroll** that appears to be **Protection from Evil**, prepared by a Dwarven holy man. In fact, it acts to **bleed** any evil creature with +2 AB for 2d8 turns.
- 5 A leather strap binds loose papers together, each containing an alchemic recipe. Pages crumble with handling and reading is difficult to impossible due to faded ink.
- 6 A nearly ruined book titled *Demons Down Below*. Every page is defaced by the word "lies" smeared in blood.
- 7 Rough tree bark encloses a scroll whose subject is vegetative poisons, authored by the Elf Gyffendel. It is part of a series on poison of various origins.
- 8 "Healing with Roots, by famed Dwarven herbalist, Darwad Norfst" declares the front page of this book beneath a wooden cover. The condition is good and well-used, including some handwritten notes in the margins. It also notes a previous book by the same author, *Healing with Crystals*.

9 This book's cover is stone, bound with iron rings. The condition is unfinished, half of the pages are blank. The subject is healing of the gallbladder.

10 This book's cover is stone, bound with iron rings. The condition is damaged by water but readable. The subject is demonology (fiendish realms), a single volume, written by a well-known author, Fellipad Turnwarper.

6. Workshop:

A pegboard holding no tools hangs over an empty workbench.

► Forgotten under the workbench is a small wrench.

7. Storage:

Five crates remain, stacked against a wall.

► The crates contain only packing straw.

► One contains a packing slip, outlining a delivery of burial shrouds.

8. Common Room:

An empty room with empty torch sconces.

► Pathways through the otherwise dusty floor reveal tiles shaped like hammers.

9. Bedroom:

A hammock spans the far wall. A stack of dishes, still caked with dried food remnants rests on a short table.

10. Hallway:

Benches and cubbies line the southern wall. A few cubbies hold boots and gloves.

11. Smithy:

A sturdy anvil stands before a furnace. Various hammers hang from hooks. An iron hoop and a wooden wheel lean against a wall.

12. Storage:

Coal spills from an overturned barrel, much of it crushed to fine dust in the southeast corner of the room. A stack of iron ingots display a crust of rust.

13. Office of Doctor Dreadful:

A dozen candles glow, affixed to the top of an oak desk covered in thick globs of red wax. A beautiful woman in a healer's robe leans back in a chair, heels perched on the desktop.

She offers to heal wounds for the injured; she offers to enhance the uninjured. Her potions are universally harmful. She has no desire for a fight and will flee at the first sign of trouble.

Potions

- 1 **Polymorph** into a giant toad for 2d8 turns. All items disappear. AC 13. AB remains the same. No talking but retain intelligence. Attack with tongue (grapple) or bite (1d4+1). After grapple, swallow for 1d6/round. Mv 30' Swim 30'. Save as normal.
- 2 A squirming sensation as the potion goes down. Heal 1d4 HP and also become infested with worms. Save vs. Poison. On success, food and water requirements double. On failure, they triple. Only **cure disease** may remedy it.
- 3 An overwhelming stench follows uncorking. WIS check to recognize it as the odor of a ghastr. Add 10 HP to max. The stench never leaves. Never surprise any creature due to foul odor. Remove curse removes the smell and the extra HP.
- 4 Dark waters of unconsciousness remove all memory of the past 24 hours, including memorized spells. Sleep for 1d4 turns. Heal 1d6 HP.

Succubus: AC 20, HD 7**, #At 2 claws, Dam 1d4/1d4, Mv 30', Fly 50', Sv C6, MI 7, XP 800

Spells used at will as a 12th level caster: **charm person, suggestion, darkness 15' radius, dimension door, ESP, clairaudience** (as the potion). Change shape at will. Drain one energy level per kiss, gaining drained HP. Immune to lightning and poison. Half damage from acid, cold, and fire.

HP 35 □□□□ □□□□ □□□□ □□□□
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Under the desk is a floor safe containing gold bars worth 25,000 gp (weight 2,500lbs).

14. Dining:

Iron plates covered in desiccated food, half eaten, remain on four round tables.

15. Kitchen:

A portly cauldron hangs over a fire pit by a thick chain. A few iron pans hang from hooks, but the cupboards are bare. A single large barrel squats in the corner.

The barrel contains pickled juvenile cave worm, still edible after many years. The barrel could give up 20 days of meals for someone desperate enough to get past the extreme saltiness and slimy texture. Save vs. Death Ray; a failure produces a subtle enhancement to spatial sense: suffer no penalties while fighting blind for 24 hours.

16. Gallery:

The large cavern is littered with ruined supplies and rock-crushed boxes. Double doors, made of iron, are barred and locked. Dwarven runes are carved into the doors. A gnarled tree, bare of roots grows up from the floor towards the 40' high ceiling.

The tree will make a surprise attack to any who come close.

Demonic Hangman Tree: AC 16, HD 5, #At 4 limbs plus strangle, Dam 1d6, Mv 0, Sv F4, MI 12, XP 500

Immune to fire. 1d6 points of damage from strangle attack.

HP 28 □□□□ □□□□ □□□□ □□□□
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17. Pit Trap:

Rough walls give way to a clean, polished floor.

A spiked pit trap (80' deep) opens when anyone walks over a trap door. 5 in 6 for each character. Manual reset. Save vs. Death Ray (+/- DEX) 8d6 fall + pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each).

18. Labyrinth Floor:

A tile labyrinth covers the floor. It requires 3 rounds to carefully cross from one door to the next. Roll INT check to move without violating the maze. On failure, 1d8 darts attack at AB+18, doing 1d4+1 points of damage.

19. Crucified Flesh Golem:

A hulking man is held to the far wall with iron spikes. An open bag gapes at his feet. His eyes slowly open.

Flesh Golem: AC 20 ‡, HD 9** (+8), #At 2 fists, Dam 2d8/2d8, Mv 30', Sv F5, MI 12, XP 1,225

1% chance per round cumulative of going berserk.

Magical cold or fire damage slows golem for 2d6 rounds. Heals 1 HP for every 3 points of magical electricity damage.

HP 44 □□□□ □□□□ □□□□ □□□□
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The bag is an intelligent **Bag of Holding**, formerly an Elf mage named Irenduel. It weighs 35 lbs and holds 1,000 lbs. It's ability scores are INT 15 (+1), WIS 10, CHA 15. It can speak aloud in Common, Giant, and Goblin tongues. It may also communicate telepathically with whoever holds it. When held, it provides darkvision to 60 feet. It casts

locate object 3 times a day as an 8th level Magic-User. Current contents are 3,500 gp and a **Ring of Fire Resistance**.

As with intelligent swords, Irenduel will dominate his owner if possible, who he will constantly prod to acquire more treasure. He will also scheme to change owners, preferring a strong warrior with low intelligence.

20. Latrine:

An oak plank with a singular hole covers a pit 3' across, 10' deep. At the bottom it opens into a 10'x10'x10' chamber with a crust of dried fecal matter. Disturbing it triggers a chance of contracting brown lung disease (see description below).

21. Moaning:

Moaning can be heard in the distance down this tunnel. The rough walls bear rude demon faces drawn in charcoal.

This tunnel leads into the wild underground and eventually to **Kegh Buldorch**, a Dwarven village.



22. New Cut:

Traces of gold run along the edge of a tunnel. A sulfurous odor fills the air. Traces of gold vein turn into parts of the vein never extracted.

Near the end of a passage, four hellhounds are curled up for a nap. Surprised on 3 in 6.

4 Hellhounds: AC 18, HD 7, #At 1 bite or 1 breath, Dam 1d6 or 7d6, Mv 40', Sv F7, MI 9, XP 800 ea.

Breathes fire 1-2 on 1d6 up to a maximum of 7 times per day. Cone of fire is 10' x 10' and does 4d6 points of damage. Save vs. Dragon Breath for half damage.

HP 33 □□□□ □□□□ □□□□ □□□□
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 Breath: □□□□ □□
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 □□□□ □□□□
 Breath: □□□□ □□
 27 □□□□ □□□□ □□□□ □□□□
 □□□□ □□
 Breath: □□□□ □□
 30 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□
 Breath: □□□□ □□

23. Elevator:

The shaft ends at a platform that allows easy exit of the iron bucket given the machinery below. Wooden steps descend to a stone floor.

► On a shelf rest four iron helmets and a box of 24 candles.

24. Collapsed Room:

Finished stonework gives way to a field of rubble filling an irregular chamber with another finished area beyond. Ignore all random rockfalls in this area.

► Beneath the rocks lie the broken bones of two miners. They each have two salvageable candles among other ruined effects.

25. Monster Summoning:

Charcoal stains the floor in the shape of a crude pentagram. When any living soul enters this area, the charcoal burns in a flash and a monster is summoned. A Thief could detect and/or disarm it.

1 Giant Scorpion: AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280
 +2 to stinger attack after successful claw attack.
 HP 13 □□□□ □□□□ □□

- 2 Owlbear:** AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9, XP 360

A successful hit with both paws indicates a hug attack for 2d8 points of additional damage.

HP 31 □□□□ □□□□ □□□□
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- 3 Hellhound:** AC 18, HD 7, #At 1 bite or 1 breath, Dam 1d6 or 7d6 breath, Mv 40', Sv F7, MI 9, XP 800

Breathes fire 1-2 on 1d6 up to a maximum of 7 times per day. Cone of fire is 10' x 10' and does 4d6 points of damage. Save vs. Dragon Breath for half damage.

HP 46 □□□□ □□□□ □□□□
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 Breath: □□□□ □□

- 4 Weretiger:** AC 17, HD 5, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9, XP 405

Hit only by silver or magic when in tiger form.

HP 20 □□□□ □□□□ □□□□ □□□□

26. Tommyknockers:

The entirety of the mines are filled with tommyknockers. Every turn, 1d4 show up. A rich gold vein here is not depleted.

- 20 Tommyknockers:** AC 15, HD 2, #At 1 bite, Dam 1d4, Mv 40', Sv T2, MI 9, XP 75 ea.

Hide and Move Silently 75%, Pick Pocket 99%

See **Unusual Monsters**.

HP 12 □□□□ □□□□ □□
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Crypt

Most of the sarcophagi in the crypt contain a body and some treasure. Lids may be shoved off with the same roll for opening a stuck door (Roll 1+STR on 1d6), in which case a loud crash echoes through the crypt, possibly attracting a tommyknocker from the mine area. Alternatively, characters working together may lift a lid off if their Strength ability scores add to at least 30.

The temperature inside the crypt is unusually cold, even for an underground chamber, due to the many patches of brown mold placed in some of the graves. These sarcophagi will feel particularly cold to the touch but will only do damage after the container is opened.

The cold, dry air of the crypt ably preserves corpses, which are all Dwarves.

Body

1. Dwarf corpse covered in brown mold.
Brown Mold: AC Can always be hit, HD 2*, #At Special, Dam See description, Mv 0, Sv NM, MI N/A, XP 100
 Targets within 5' suffer 1d8 points of cold damage every round. Nearby fire causes the mold to double in size. Only damaged by magical cold.
 See **Unusual Monsters**.
 HP 10 □□□□ □□□□
2. 1d6 rounds after opening, the corpse lumbers to life. If the sarcophagus contains a weapon, the zombie will strike with it.
Zombie: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75
 Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to sleep, charm or hold magic.
 HP 10 □□□□ □□□□
3. An ordinary corpse infected with brown lung. Check for infection.
4. An ordinary Dwarf corpse.
5. Empty
6. A Dwarf corpse in perfect condition, appearing as sleeping. Applying any healing magic revives the body to life.

Contents

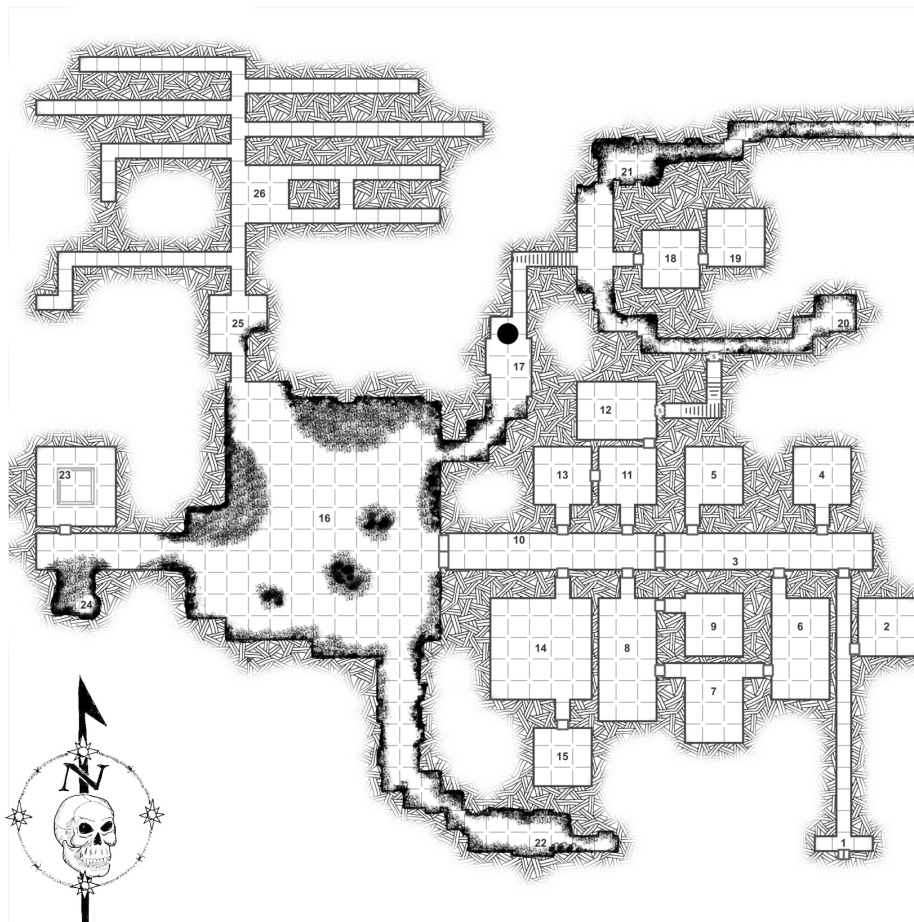
1. **Cursed Item:**
 1-2 Armor, 3-5 Weapon, 6 Scroll
2. Empty
3. **Treasure Type L**
4. **Treasure Type U**
5. **Treasure Type M**
6. **Treasure Type M, N, O**

Brown Lung Disease

On any physical contact with an infected body, check for infection. Subtract CON bonus from 12 and treat as percent chance of infection. Increase the chance by 5% if previously infected by a corpse.

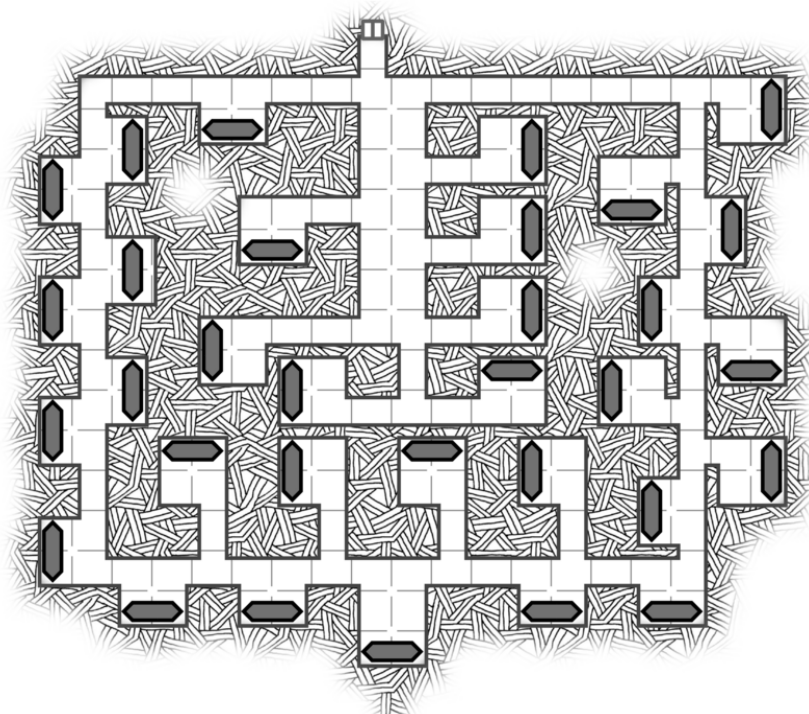
Those infected develop a burning sensation in their chests. Soon after falling asleep for the night, they suffer 1d6 points of damage, and if they survive, wake with a persistent cough which may spread the disease to their companions.

After three days, Brown Lung may spontaneously resolve. Check daily for a 1 on 1d4.

Maps**Dacha's Mine**

Scale: 1 Square is 5'

Dacha's Crypt



Scale: 1 Square is 5'

Under the Mountains

Introduction

The depths beneath the mountains that surround the Tosasth Valley were settled long ago by Dwarves, and underground roads connect many villages and towns. The upper caverns in Dacha's Mine lead to a tunnel path that connects to an important way-point on the north-south trade route, the village of **Kegh Boldohr**.

Owing to the numerous passages, both natural and Dwarf-created, adventurers will find movement in any cardinal direction nearly as easy as on the surface. Many areas require climbing up or down, crossing chasms or rivers, and avoiding unstable terrain. This type of exploratory movement can be slow, typically reducing speed by half or more. Travel along constructed paths and roads allowed full speed movement.

All underground areas are frequented by all manner of other beings, many hostile and some friendly. Check for random encounters regularly, at least once every four hours of travel unless travel is kept to the north-south trade route which is patrolled by Dwarven soldiers.

Random Encounters (2d6)

- 2 Falling rock!** Roll surprise. If not surprised, save vs. Death Ray for half-damage. Area of effect: 1d10 x 5'. Volume of Rock (1d6):
 - 1-3** 1d6 DAM
 - 4-5** 2d6 DAM
 - 6** 3d6 DAM
 plus 50% of blocking passage.
- 3 Floor collapses!** Roll surprise to see if you can save to avoid, in which case Save vs. Death Ray (+/- DEX). Area of effect: 1d10 x 5'. Depth: 1d6 x 10'.
- 4 Bugbear Squad!** A hobgoblin leader, 4 hobgoblin warriors, a witch, and 3d6 goblins. The group surprises 1-3 on 1d6. +1 morale while the leader is present.

Bugbear Leader: AC 15, HD 4+4, #At 1 weapon, Dam 1d8+2, Mv 30', Sv F4, MI 10, XP 240

HP 27 □□□□ □□□□ □□□□
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4 Hobgoblin Warriors: AC 14, HD 3, #At 1 weapon, Dam 1d8, Mv 30', Sv F3, MI 9, XP 145 ea.

HP 17 □□□□ □□□□ □□□□
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 13 □□□□ □□□□ □□

Hobgoblin Witch: AC 14 (11), HD 1, #At 1 weapon, Dam 1d8, Mv 30' Unarmored 40', Sv M4, MI 8, XP 50

Spells: **magic missile**, **sleep**, **web**, and **phantasmal force** used to create 6 spectres.

HP 8 □□□□ □□

3d6 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 2	□□	3	□□□
3	□□□	1	□
7	□□□□ □□	1	□
7	□□□□ □□	2	□□
6	□□□□ □	5	□□□□□
3	□□□	4	□□□□
3	□□□	2	□□
6	□□□□ □	1	□
5	□□□□	6	□□□□□ □

5 Tentacle Worms!

1d6 Tentacle Worms: AC 13, HD 3*, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9, XP 175 ea.

Save vs. Paralysis or be paralyzed 2d4 turns. Feeds on paralyzed victims, doing 1 point of damage every 1d8 rounds.

HP 18 □□□□ □□□□ □□□□ □□□
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 12 □□□□ □□□□ □□
 10 □□□□ □□□□
 7 □□□□ □□

6 Dwarves!

Roll 1d6 for type, then make a reaction roll for initial stance.

- 1** 1d6 Exploring Miners
- 2** 1d4 Merchants with handcarts
- 3** 2d6 Bandits
- 4** 2d6 Soldiers
- 5** 1d6 Slavers, 50% with 2d6 goblins
- 6** 1d4 Adventurers

Miners, merchants, and slavers are 0-level Dwarves. Bandits, soldiers, and adventurers are 1st-level Dwarf fighters.

Dwarf Civilians: AC 11, HD 1d4 HP, #At 1 club, Dam 1d4, Mv 30', Sv NM, MI 6, XP 10 ea.

HP	2	□□	3	□□□
	4	□□□□	2	□□
	3	□□□	2	□□

Dwarf Fighters 1: AC 15, HD 1, #At 1 Battle Axe, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

Equipment: battle axe, chain mail

HP	5	□□□□□	5	□□□□□
	6	□□□□□ □	4	□□□□
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	3	□□□	6	□□□□□ □
	6	□□□□□ □	4	□□□□
	4	□□□□	3	□□□

Goblin Slaves: AC 11, HD 1-1, #At 1 fist, Dam 1d2, Mv 20', Sv F1, MI 4, XP 10 ea.

HP	5	□□□□□	4	□□□□
	6	□□□□□ □	3	□□□
	4	□□□□	4	□□□□
	6	□□□□□ □	6	□□□□□ □
	6	□□□□□ □	4	□□□□
	6	□□□□□ □	4	□□□□

7 Roving Goblins!

2d6 Goblins: AC 14, HD 1-1, #At 1 spear, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP	1	□	3	□□□
	7	□□□□□ □□	5	□□□□□
	7	□□□□□ □□	1	□
	6	□□□□□ □	1	□
	6	□□□□□ □	1	□
	7	□□□□□ □□	1	□

8 Wandering Zombies!

2d6 Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to sleep, charm, or hold magic.

HP	11	□□□□□ □□□□□ □
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	3	□□□
	8	□□□□□ □□□
	12	□□□□□ □□□□□ □□
	8	□□□□□ □□□
	7	□□□□□ □□
	15	□□□□□ □□□□□ □□□□□
	4	□□□□
	12	□□□□□ □□□□□ □□
	7	□□□□□ □□
	10	□□□□□ □□□□□

9 Giant Insects!

Roll 1d6 for body type and feature.

Body Type:

- 1 Flat body with many legs
- 2 Tube-shaped body with many legs
- 3 Orb body, six legs, large pincers
- 4 Orb body, six legs, stinger
- 5 Orb body, eight legs, large pincers
- 6 Orb body, eight legs, stinger

Feature:

- 1 Emits foul odor
- 2 Shoots webs
- 3 Glows
- 4 Slimy
- 5 Spikes
- 6 Hairy

2d6 Giant Insects: AC 11, HD 1d4 HP, #At 1 bite, Dam CON poison, Mv 40', Sv NM, MI 7, XP 13 ea.

Save vs. Poison or lose 1 CON.

HP	4	□□□□	3	□□□
	2	□□	3	□□□
	4	□□□□	3	□□□
	1	□	3	□□□
	3	□□□	2	□□
	3	□□□	2	□□

10 Deep Ones! A deep one priest and 1d4 deep one warriors

Deep One Priest: AC 15, HD 9, #At 1 bite or 1 spear, Dam 1d4 bite or 1d6, Mv Swim 40' (30'), Sv C9, MI 11, XP 1,150

Spells: **protection from good** (+2 AC, +2 saves), 2x **cure light wounds** (1d6+1), 2x **hold person**, **resist fire** (+3 saves, damage halved), **striking** (+1d6 dam for 9 rounds), 2x **dispel magic**, **protection from good 10' radius**

See **Unusual Monsters**.

HP 47 □□□□ □□□□ □□□□
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1d4 Deep One Warriors: AC 17, HD 2, #At 1 bite or 1 spear, Dam 1d4 bite or 1d6, Mv Swim 40' (30'), Sv F5, MI 7, XP 100 ea.

Unsuccessful attacks save vs. Dragon Breath (+/- DEX) or weapon is stuck. 1+STR on 1d6 to remove. Effective for 3 blows.

See **Unusual Monsters**.

HP 14 □□□□ □□□□ □□□□
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11 Ghouls!

2d6 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect.

Cumulative +10% per bite of contracting ghoulish fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 6 □□□□ □
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12 Purple Worm!

Purple Worm: AC 16, HD 11*, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10, XP 1,670

If struck by the stinger on its tail, save vs. Death Ray or die, else take 2d4 points of damage. On a successful attack of 19 or 20, any man-sized foe is swallowed, taking 3d6 damage/round.

HP 36 □□□□ □□□□ □□□□
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Kegh Buldohr

The village of Kehg Buldohr is an important way-point along the north-south trade route that connects the cities of the Dwarven league that occupies an expanse of caverns that reaches many miles in all directions. The village chieftain is **Narvi**, a graying Dwarf who retains all the strength of his youth. Though fair, he is known to leverage violence to keep the overall peace. Four guards serve him.

A barricade protects access from the east. PCs coming from Dacha's Mine will meet one of the guards who will display mild surprise at their appearance. A road crosses the village from north to south, typically unguarded, as is a smaller road that goes west to the smaller village of **Dinfaldir**.

Visitors will find the following establishments.

Mayor's Office: **Narvi** and his four guards bunk here. They also maintain a jail cell. Among the guards, **Bali Bonegrip** is the most memorable as a jagged scar runs over his bald pate and down his nose. Conceited and prone to lying, he will often bore those around him retelling questionable battle tales. He secretly worships a demon at a shrine not far from the village.

Frinarv's Masonry: Formerly a stonemason's workshop, worshippers converted it into a shrine to a god they call Seleh, Lord of the Earth. Nine devotees squat here. When they are not praying, they may be found begging along the road or providing assistance to any in need.

The Rusty Axe Tavern: Operated by barkeep **Rusty**, patrons may flop on tavern floor for 1 sp per night. Meals offered here are exclusively fish delivered by **Dayhve the Fishmonger**. Most travelers prefer the reddish ale served from bottomless kegs.

The Awful Stew Bar: Essentially a nook carved out of rock, this establishment offers a hearty stew made from harvested cave fungus and sometimes enhanced with whatever meat becomes available. Patrons may purchase a bitter, black ale or an exceptionally strong whiskey produced from fermenting mushrooms. Mother Glorus, a kindly Dwarf of advanced age prepares her stew every day, selling a cup for 3 cp.

Dedi Flathorn, Blacksmith: Dedi has steady business shoeing mules that travel along the trade road.

Giblug, Leatherworker: Gibby can repair any leather item and often buys hides he turns into shoes and belts.

Dumdaehilda and Strosol Duskbelly, Tailors: Ample clothing is offered for sale at this establishment operated by a married couple. Steady trade traffic allows them to keep a varied inventory.

Garygg's Footwear: The popular choice for cobbling, this two-story shop offers all manner of footwear, a passion of its less-than-humble proprietor, Garygg, who can describe no less than one thousand variations of the boot heel.

Arndebel, Cobbler: Those seeking a more personal and imaginative experience of shoe repair may seek out Andebel who works from his basement.

Dayve, Fishmonger: Everyone in Kegh Buldohr enjoys the cave fish sold by Dayve. He keeps several fine spawning pools nearby and is assisted by his two nephews, Raffi and Riffle. Besides his green eyes, those to meet Dayve might notice his missing two fingers on this left hand, lost to a cave fish.

Kolorlug Largesield, Farrier: Mules, the primary method of locomotion along the trade road, are sold here.

Thorg, Carpenter: Lumber may be an expensive commodity underground, but Thorg does steady business repairing carts and wagon in addition to the occasional project carpentry project for a wealthy homeowner.

Dinfaldir

Approximately 7 miles west of **Kegh Buldohr** lies the small village of Dinfaldir. This small community operates a sapphire mine and survives by trading gems in the larger village for all other goods it needs. The village offers no services, but the residents are generally friendly.

A shy Dwarf named **Geire** dreams of an escape to adventure in the greater world. He may overcome his shyness to introduce himself to the PCs who he recognizes as professional adventures. He wears a Dwarven holy symbol on a chain and constantly fiddles with it for comfort.

If asked about **Tosasth**, **Geire** will share the story of stairs that lead to the surface. The door, he explained, is kept locked. He can help the PCs find the door and the key, and will attempt to trade this information for allowing him to accompany them.

The Streets of Tosasth

Introduction

Hopefully the PCs are about 7th level by the time they reach Tosasth. It can be quite deadly.

Dark, dense clouds smother the sunlight that would otherwise reach the dead city of Tosasth. The light that does reach its streets sneaks in sideways from the horizon where the blanket of gloom thins. From a distance, all detail of remaining structure blurs in a churning mist that never lifts.

The mystical darkness that hovers over the city protects the undead that roam its streets. Creatures that otherwise would emerge only at night move about at any hour. Any living creature unfortunate enough to stumble under that profane protection finds itself devoured by the beasts that wander among the ruins.

Two ancient roads enter the city from the south and meet in a central square that features a 100' tower. The general shape of it and several other taller structures can be seen from some distance, despite the haze. The most prominent road leads past the tower on toward to a grand cathedral. The other road slashes diagonally, leaving the city in a northwesterly direction.

Intermittently, flashes of lightning crackle along the underbelly of the clouds followed by ominous thunder. Yet, the vapor never delivers any precipitation. When natural night falls, the city darkens further and more vigorous lightning strikes out from the cathedral on the north end of the city.

Once densely populated and filled with elegant structures, Tosasth now stands in ruin. Most of the buildings have toppled, but in any given expanse of a 50 yard radius one finds a handful of building defying the ravages of time. These structures are nearly all built of stone carved in a particularly Elven style, easily recognized by Elf or Dwarf.

Undead of many sorts move freely on the cobblestone streets and alleys. Others lie dormant in shuttered structures, some homes and some businesses. Still others float over rooftops, such as spectres searching fruitlessly for fresh victims.

Several prominent structures house demonic devices, gateways to a realm of death that periodically belch forth undead monsters. The supply of these horrors seems insatiable, and no measure of effort is able to clear them by battle alone. Only the destruction of the gates can clamp down the flow of evil.

Vampires and black knights rule the city as gang leaders stuck in a standoff that has lasted hundreds of years. Recent expeditions of the living to **Tosasth** have inspired some of them to consider exploring beyond the bounds of the cursed city, perhaps to acquire much needed fresh victims.

Each leader keeps unique attitudes and goals around this idea, and making war against other gang leaders remains a strong temptation. PCs entering the area are as likely to be viewed as victims, allies or pawns. United, the gangs might deliver an unthinkable defeat to the unsuspecting people of **St. Orlan**.

Meanwhile, an army of 300 or more gnolls camp in **Doukreg**, a nearby Dwarven city. They have recently moved south in search of plunder and before long will notice the PCs visiting **Tosasth**. For every week the PCs spent in Tosasth, there's a 1 in 10 chance that a gnoll scout will report back to leadership, which triggers four squads to move down to the eastern side of Tosasth where they construct the **Peffaren Compound**. From this fortified location, they send teams in to raid systematically loot buildings. Additionally, three smaller camps of gnolls will guard the three roads that allow access to Tosasth. See the **Peffaren Compound** section for details.

Moving Around Tosasth

The map of **Tosasth** divides areas into 100 yard hexes. PCs can move easily from hex to hex, entering buildings as well. When walking down main roads or across open squares, a party might cross a hex in 5 rounds, avoiding piles of rubble and generally taking care to spot oncoming threats. Moving through a hex showing only narrow alleys requires half movement.

When a party reaches the center of a hex, check for wandering monsters by rolling 6d6. Each 6 thrown indicates a nearby monster. Roll 1d6 again

to determine direction, 1 being north, 2 being northeast, and so forth. Alternatively, use six dice of different colors, or rely on the position of the dice as they land on the table.

A roll of 5 indicates an eerie sign, usually a mysterious or terrifying sound. Roll 2d8, treated as digits, and use the table below to find the type of sign.

Roll d100 to determine the monster which appears. Then roll for distance and disposition. Some creatures may start out uninterested or even outwardly friendly. Unless the party is rushing, assume no surprise.

On average, PCs will face one foe as they move into a new area. If they are unlucky, multiple undead will close in on them. If the PCs linger in one area, check for encounters again every turn.

Encounter Type (1d6)

1-4	Clear
5	An eerie sign. Roll on table below. Discard all but one result of this type.
6	A monster approaches. Determine distance and disposition on the tables below.

Eerie Sign (d8, d8)

1,1	A gust of wind chills exposed cheeks
1,2	Lightning flashes in the distance
1,3	Clouds momentarily swirl into an evil face
1,4	Wood creaks
1,5	Metal grinds against metal
1,6	A pig squeals
1,7	A woman screams once
1,8	A child sobs
2,1	A man hollers in terror
2,2	A pig grunts
2,3	A ghostly shape flickers in to view momentarily
2,4	Ghosts fly far overhead
2,5	A green glow intensifies then fades
2,6	Firelight flickers, casting shadows
2,7	Demonic laughter echoes

2,8	Demented laughter bursts out then goes silent
3,1	Laughter induces screaming
3,2	Incomprehensible whispering beckons
3,3	Labored breathing ends in a gasp
3,4	An unseen voice groans
3,5	A beast roars out of sight
3,6	A small creature growls
3,7	Boots stomp on nearby floorboards
3,8	Running footsteps approach
4,1	A door slams shut
4,2	Insistent knocking is heard
4,3	A small bell rings
4,4	A church bell tolls
4,5	A hammer strikes a gong
4,6	Shutters flap in the wind
4,7	Thick liquid bubbles noisily
4,8	Metallic instruments crash in a heap
5,1	ZAP!
5,2	A hound barks three times then falls silent
5,3	TICK! TICK! TICK!
5,4	CRACK!
5,5	BEEP!
5,6	A whip cracks twice
5,7	A crow caws
5,8	THUD!
6,1	SPLAT!
6,2	WHOOSH!
6,3	Mechanical buzzing sputters into silence
6,4	BRZZT!
6,5	CLANG!
6,6	CLANK!
6,7	Clammy hands clap slowly
6,8	Clicking echoes
7,1	A soft voice exclaims "SHHH!"
7,2	CRUNCH!
7,3	DING!
7,4	A dry mouth gasps
7,5	GRRRR!
7,6	GULP!
7,7	Hissing escapes from a tight chamber

7,8	Cloth rips
8,1	MMMM!
8,2	Tuneless humming creeps from cracks
8,3	Mumbling strains comprehension
8,4	The rumbling of thunder suddenly arrives
8,5	A weak voice moans
8,6	Claws scratch
8,7	PTANG!
8,8	POP!

Wandering Monsters (d100)

1-25	2d6-2 skeletons 2d6-2 gellybones 2d6-2 skeletal flayers
26-50	2d6 zombies 1d4-1 ghouls
51-60	2d6 ghouls 2d6 ghastrs
61-65	wight 2d6 ghouls
66-70	ghost shroom and 2 small growths
71-75	1d2 blood shrouds
76-80	1d4 mummies
81-85	1d4 wraiths
86-90	spectre
92-95	corpse abomination
96-97	vampire
98	vampire 2d6 ghouls
99	vampire, 1d4 wights
100	ghost

Blood Shrouds: AC 12, HD 4, #At 1 whip or 1 blood spray, Dam 1d4 or special, Mv Fly 60', Sv F4, MI 9, XP 320 ea.

Save vs. Poison or be blinded permanently by blood spray. On whip hit that surpasses target AC by 5, pull target under shroud to be paralyzed and suffer 1 energy drain per round. While engulfed victims take half of damage taken by the blood shroud, full damage of piercing or bludgeoning. Any damage allows a new save to escape. Cannot fly while engulfing a target.

HP 19 □□□□ □□□□ □□□□ □□□□
18 □□□□ □□□□ □□□□ □□□□

Corpse Abomination: AC 17, HD 12, #At 3 bludgeon, Dam 1d8, 10' Jump 60', Sv F12, MI 12, XP 2,075

Produces a constant chorus of wailing. Save vs. Poison or suffer -2 to all rolls due to stench. Leaps 60'. 10' reach.

HP 59 □□□□ □□□□ □□□□ □□□□
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Gellybones: AC 14, HD 2, #At 1 slap, Dam 1d6, Mv 40', Sv F2, MI 12, XP 75 ea.

Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to sleep, charm, or hold magic.

HP 9 □□□□ □□□□
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Ghasts: AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + stench, Mv 30', Sv F2, MI 9, XP 125 ea.

Surprises 1-3 on 1d6. Living creatures within 10' save vs. Poison or be sickened (-2 AB) for 2d6 rounds due to stench. Touches requires a Save vs. Paralysis or paralyzed for 2d8 turns, except Elves. Immune to sleep, charm, and hold magics.

HP 9 □□□□□ □□□□
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Ghost: AC 20*, HD 10 (+9), #At 1 touch/1 gaze, Dam 1d6 + special, Mv 30', Sv F10, MI 10, XP 5,500

Save vs. Spells or flee for 2d6 rounds. On touch, regenerate HP and reduce CON of target. Elves and Dwarves save vs. Death Ray to resist touch attack. Use **telekinesis** as 10th level Magic-User once per turn. Possess attack allows save vs. Spells to resist.

HP 42 □□□□□ □□□□□ □□□□□ □□□□□
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Ghost Shroom: AC 12, HD 4, and 2, #At 1, Dam 1d4 + special, Mv 0', Sv F4, MI 12, XP 240

Surprises on a roll of 1-3 on 1d6. Successful hit entangles, doing 1d4 points of damage per round. Save vs. Death Ray (+/- STR) to escape. Small stalks destroyed by a Turn; main stalk is -3 to attack when Turned.

See **Unusual Monsters**.

HP 16 □□□□□ □□□□□ □□□□□ □ (large)
 HP 12 □□□□□ □□□□□ □□ (small)
 11 □□□□□ □□□□□ □ (small)

Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100

Save vs. Paralysis or be paralyzed for 2d8 turns; elves are immune to this effect. Cumulative +10% per bite of contracting ghoulish fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 10 □□□□□ □□□□□
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Mummies: AC 17‡, HD 5, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12, XP 450 ea.

Immune to sleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

HP 30 □□□□□ □□□□□ □□□□□ □□□□□
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Skeletal Flyers: AC 15, HD 1, #At 1 whip/1 claw, Dam 1d6 + 1d6, Mv 40', Sv F1, MI 12, XP 37 ea.

Immune to sleep, charm, and hold magic. If wearing skin, +2 to all damage, half damage from both bladed and blunt weapons, and a 10 foot movement bonus.

HP 2 □□
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Skeletons: AC 13, HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25

Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to sleep, charm, or hold magic.

HP 5 □□□□□
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Spectres: AC 17‡, HD 6**, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11, XP 610

Immune to sleep, charm, and hold magic.

HP 32 □□□□ □□□□ □□□□ □□□□
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Vampire: AC 18‡, HD 7**, #At 1 longsword or special, Dam 1d8 or special, Mv 40' Fly 60', Sv F7, MI 11, XP 800

Save vs. Spells with -2 penalty or be charmed by gaze. Bite does 1d3 points of damage the first round followed by energy drain every round thereafter. -5 AC while biting. +3 points of damage with melee weapons. Summon 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves, arriving in 2d6 rounds. Transform into giant bat or a dire wolf at will. Gaseous form at will.

Equipment: longsword

HP 37 □□□□ □□□□ □□□□ □□□□
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Wights: AC 15 †, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175 ea.

Struck only by silver or magic weapons. Half damage from burning oil. Immune to sleep, charm, or hold magic.

HP 10 □□□□ □□□□
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Wraiths: AC 15‡, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320 ea.

Immune to sleep, charm, or hold magic.

HP 20 □□□□ □□□□ □□□□ □□□□
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Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to sleep, charm, or hold magic.

HP 7 □□□□□ □□
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Monster Attitude (2d6)

2-3	Rush attack
4-5	Stalking, hunting
6-8	Calmly observing
9-10	Stalling, manipulating
11-12	Negotiating, seeking allies

Exploring Intact Structures

The center of **Tosasth** contains many ruined buildings that are now simply foundations or piles of rubble. Refer to the hex map for a general representation of the original density. **1d6 structures remain standing** and generally have working doors that may be locked. The **W**, **C**, and **P** markers in the upper left corner of hexes indicate the predominate type of structure when the city thrived. Many of these places have remained shut and undisturbed for centuries, and treasure hunters may find both loot and danger.

When PCs approach an intact building, select one listed in the table below that matches the type of area (wealthy, poor, commercial). Mark buildings off as they are discovered to maintain the intended mix of their former purposes. 1 in 6 buildings are locked.

Use the **Tosasth City Worksheet** to track buildings discovered during exploration.

Intact structures contain zombies or ghouls. Zombies may be long dormant and will stir suddenly. Ghouls can smell living flesh and will usually have time to hide before their home is invaded.

Treasure matching the type of structure and the type of area can be found among the useless debris. Unless noted in the table below, roll random treasure of type U for wealthy residences, type S for commercial residences and type P for poor residences. Businesses always roll type K.

Monsters in Intact Structures (1d6)

1-2	1d6 zombies are motionless and will jump up after 1d4 rounds causing a surprise check.
3-5	1d6 zombies mill about.
6	1d4 ghouls attempt to hide and surprise.

Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 10 □□□□□ □□□□□
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Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to sleep, charm, or hold magic.

HP 7 □□□□□ □□
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Treasure Types in Intact Structures

Building Type	Wealthy	Commercial	Poor
Residence	U	S	P
Business		K	

Wealthy Quarter Structures

- ☐ Residence
- ☐ Residence
- ☐ Locksmith
- ☐ Residence
- ☐ Lawyer's Office (Treasure type V)
- ☐ Residence of an Expert in Elven languages (Treasure type V)
- ☐ Stable
- ☐ Cartographer's Office
- ☐ Residence
- ☐ Residence
- ☐ Residence
- ☐ Miller
- ☐ Public Bath
- ☐ Tavern
- ☐ Vendor of Exotic Animals and Pets
- ☐ Residence
- ☐ Butcher
- ☐ Residence of Expert in Dwarven languages (Treasure type V)
- ☐ Goldsmith (Treasure type M)
- ☐ Scholar's House
- ☐ Lawyer's Office (Treasure type V)
- ☐ Residence of Expert in barbarian languages (Treasure type V)
- ☐ Residence
- ☐ Residence
- ☐ Residence
- ☐ Physician
- ☐ Residence
- ☐ Residence
- ☐ Engineer's Office (Treasure type V)
- ☐ Residence
- ☐ Residence
- ☐ Residence
- ☐ Miller

Commercial Quarter Structures

- ☐ Residence
- ☐ Residence
- ☐ Bakery
- ☐ Butcher
- ☐ Illuminator
- ☐ Residence
- ☐ Tavern
- ☐ Residence
- ☐ Coppersmith
- ☐ Grocery
- ☐ Bakery
- ☐ Animal Husband
- ☐ Brothel
- ☐ Scriptorium
- ☐ Residence
- ☐ Dairy Vendor
- ☐ Baker
- ☐ Armorer
- ☐ Armorer
- ☐ Tavern
- ☐ Residence
- ☐ Weaponsmith
- ☐ Cabinetmaker
- ☐ Brewery
- ☐ Carpenter
- ☐ Residence
- ☐ Scriptorium
- ☐ Residence
- ☐ Chandler
- ☐ Tavern
- ☐ Drayage
- ☐ Tavern
- ☐ Bakery

Poor Quarter Structures

- ☐ Tenement containing 3d6 zombies
- ☐ Tenement containing 3d6 zombies
- ☐ Residence
- ☐ Residence
- ☐ Sharpener
- ☐ Residence
- ☐ Residence
- ☐ Residence
- ☐ Gambling Hall (Treasure type M)
- ☐ Gambling Hall (Treasure type M)
- ☐ Butcher
- ☐ Gambling Hall (Treasure type M)
- ☐ Residence
- ☐ Residence
- ☐ Sign Painter
- ☐ Stable
- ☐ Tenement containing 3d6 zombies
- ☐ Smith
- ☐ produce, dairy, grains, etc.
- ☐ Residence
- ☐ Residence
- ☐ Residence
- ☐ Residence
- ☐ Residence
- ☐ Tavern
- ☐ Residence
- ☐ Residence
- ☐ Cobbler
- ☐ Woodcarver
- ☐ Tenement containing 3d6 zombies
- ☐ Tavern
- ☐ Tenement containing 3d6 zombies
- ☐ Residence

Exploring the Sewers

A robust sewer extends beneath much of Tosasth with some entrances evident in the streets and in the basements of buildings both ruined and intact. Characters searching in a hex for one turn can expect to find an entrance suitable for human-sized explorers. An entrance can also be found in the dungeon below **Nimue's Tower**.

Typically, a ladder allows descent into a small chamber with one or more tunnels of size to allow further exploration. Other, smaller pipes once deposited filth into chambers and along tunnels.

In the interest of delightful surprise, the following procedure generates a web of interconnecting tunnels and chambers.

Use the **Tosasth City Worksheet** to track sewers discovered during exploration.

Any given chamber may offer connections to other chambers in eight directions: north, northeast, southeast, south, southwest, northwest, up and down. Lateral connections end in chambers under a 100-yard hex in the appropriate direction. Connections up lead to a basement or the street. Connections down descend into the dark empire of caverns that lie under the world and out of the scope of this document.

Roll 2d6 and multiply by 10 to find the width and breadth of chambers. Ceilings are six feet, causing some PCs to stoop.

For the first six directions, consult the table of openings. Also check for openings going up and down. 1 in 6 chambers host a monster, and 1 in 6 contain an item of particular interest.

Lateral Sewer Connections (1d6)

- | | |
|-----|----------------------------------|
| 1-3 | No passable drains |
| 4 | Dry drain |
| 5 | Damp Drain |
| 6 | Pipe filled with liquid 1D6 feet |

Upward Sewer Connections (1d6)

- | | |
|---|----------------------------------|
| 1 | No exit |
| 2 | Only tiny impassible drains |
| 3 | Door to stairs |
| 4 | Ladder |
| 5 | Collapsed floor |
| 6 | Outside drain, nearly impassible |

Downward Sewer Connections (1d6)

- | | |
|-----|-----------------------------|
| 1 | Nothing |
| 2-3 | Only tiny impassible drains |
| 4 | Ladder |
| 5 | Collapsed floor |
| 6 | Door to stairs |

Sewer Monsters (1d100)

1-10	2d6-1 skeletons
11-15	2d6-1 gellybones
16-25	2d6-1 skeletal flayers
26-50	2d6 zombies, 1d4 ghouls
51-60	2d6 ghouls, 2d6 ghaunts
61-65	wight, 2d6 ghouls
66-70	ghost shroom
71-75	1d2 blood shrouds
76-80	1d4 mummies
81-85	1d4 wraiths
86-90	2d6 giant bugs
91-95	deep ones: priest, 1d4 warriors
96-97	vampire
98	vampire, 2d6 ghouls
99	vampire, 1d4 wights
100	ghost

Blood Shrouds: AC 12, HD 4, #At 1 whip or 1 blood spray, Dam 1d4 or special, Mv Fly 60', Sv F4, MI 9, XP 320 ea.

Save vs. Poison or be blinded permanently by blood spray. On whip hit that surpasses target AC by 5, pull target under shroud to be paralyzed and suffer 1 energy drain per round. While engulfed victims take half of damage taken by the blood shroud, full damage of piercing or bludgeoning. Any damage allows a new save to escape. Cannot fly while engulfing a target.

HP 19 □□□□□ □□□□□ □□□□□ □□□□
18 □□□□□ □□□□□ □□□□□ □□□

Deep One Priest: AC 15, HD 9, #At 1 bite or 1 spear, Dam 1d4 bite or 1d6, Mv Swim 40' (30'), Sv C9, MI 11, XP 1,150

Spells: **protection from good** (+2 AC, +2 saves), 2 **cure light wounds** (1d6+1), 2x **hold person**, **resist fire** (+3 saves, damage halved), **striking** (+1d6 dam for 9 rounds), 2x **dispel magic**, **protection from good** 10' radius

See **Unusual Monsters**.

HP 47 □□□□□ □□□□□ □□□□□ □□□□□
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Deep One Warriors: AC 17, HD 2, #At 1 bite or 1 spear, Dam 1d4 bite or 1d6, Mv Swim 40' (30'), Sv F5, MI 7, XP 100 ea.

Unsuccessful attacks save vs. Dragon Breath (+/- DEX) or weapon is stuck; 1+STR on 1d6 to remove. Effective for 3 blows.

See **Unusual Monsters**.

HP 14 □□□□□ □□□□□ □□□□
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Gellybones: AC 14, HD 2, #At 1 slap, Dam 1d6, Mv 40', Sv F2, MI 12, XP 75 ea.

Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to sleep, charm, or hold magic.

HP 9 □□□□□ □□□□
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Ghaunts: AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + stench, Mv 30', Sv F2, MI 9, XP 125 ea.

Surprises 1-3 on 1d6. Living creatures within 10' save vs. Poison or be sickened (-2 AB) for 2d6 rounds due to stench. Touches requires a save vs. Paralysis or paralyzed for 2d8 turns, except Elves. Immune to sleep, charm, and hold magics.

HP 9 □□□□□ □□□□
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Ghost: AC 20*, HD 10 (+9), #At 1 touch/1 gaze, Dam 1d6 + special, Mv 30', Sv F10, MI 10, XP 5,500

Save vs. Spells or flee for 2d6 rounds. On touch, regenerate HP and reduce CON of target. Elves and Dwarves save vs. Death Ray to resist touch attack. Use **telekinesis** as 10th level Magic-User once per turn. Possess attack allows save vs. Spells to resist.

HP 42 □□□□□ □□□□□ □□□□□ □□□□□
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Ghost Shroom: AC 12, HD 4, and 2, #At 1, Dam 1d4 + special, Mv 0', Sv F4, MI 12, XP 240

Surprises on a roll of 1-3 on 1d6. Successful hit entangles, doing 1d4 points of damage per round. Save vs. Death Ray (+/- STR) to escape. Small stalks destroyed by a Turn; main stalk is -3 to attack when Turned.

See **Unusual Monsters**.

HP 16 □□□□□ □□□□□ □□□□□ □ (large)
HP 12 □□□□□ □□□□□ □□ (small)
11 □□□□□ □□□□□ □ (small)

Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 10 □□□□□ □□□□□
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Giant Bugs: AC 11, HD 1d4 HP, #At 1 bite, Dam poison, Mv 40', Sv NM, MI 7, XP 25 ea.

Use the giant bug tables on page 88 to determine the unique type of giant bug encountered, including the stat damaged by a failed save vs. Poison.

HP 4	□□□□	1	□
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1	□	3	□□□
2	□□	3	□□□

Mummies: AC 17‡, HD 5, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12, XP 450 ea.

Immune to sleep, charm, and hold magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

HP 30 □□□□□ □□□□□ □□□□□ □□□□□
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Skeletal Flayers: AC 15, HD 1, #At 1 whip/1 claw, Dam 1d6 + 1d6, Mv 40', Sv F1, MI 12, XP 37 ea.

Immune to sleep, charm, and hold magic. If wearing skin, +2 to all damage, half damage from both bladed and blunt weapons, and a 10' movement bonus.

HP 2 □□
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Skeletons: AC 13, HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to sleep, charm, or hold magic.

HP 5 □□□□□
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Vampire: AC 18‡, HD 7**, #At 1 longsword or special, Dam 1d8 or special, Mv 40' Fly 60', Sv F7, MI 11, XP 800

Save vs. Spells with -2 penalty or be charmed by gaze. Bite does 1d3 points of damage the first round followed by energy drain every round thereafter. -5 AC while biting. +3 points of damage with melee weapons. Summon 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves, arriving in 2d6 rounds. Transform into giant bat or a dire wolf at will. Gaseous form at will.

Equipment: longsword

HP 37 □□□□□ □□□□□ □□□□□ □□□□□
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Wights: AC 15‡, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175

Struck only by silver or magic weapons. Half damage from burning oil. Immune to sleep, charm, or hold magic.

HP 10 □□□□□ □□□□□
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Wraiths: AC 15‡, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320 ea.

Immune to sleep, charm, or hold magic.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
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Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to sleep, charm, or hold magic.

HP 7 □□□□□ □□
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Giant Bug Body Type (1d6)

- | | |
|---|-------------------------------------|
| 1 | Flat body with many legs |
| 2 | Tube-shaped body with many legs |
| 3 | Orb body, six legs, large pincers |
| 4 | Orb body, six legs, stinger |
| 5 | Orb body, eight legs, large pincers |
| 6 | Orb body, eight legs, stinger |

Giant Bug Appearance (1d6)

- | | |
|---|-----------------|
| 1 | Emits foul odor |
| 2 | Shoots webs |
| 3 | Glow |
| 4 | Slimy |
| 5 | Spikes |
| 6 | Hairy |

Giant Bug Poison (1d10)

1-3	Permanent loss of 1d8 HP
4-5	Negative level
6-7	Permanent loss of 1d4 from a random stat after 1d20 rounds
8	Instant Death
9	Death after 1d20 rounds
10	Permanent half movement

Giant Bug Stat Damage (1d10)

1-2	STR
3-4	DEX
5-6	CON
7	WIS
8-9	INT
10	CHA

Sewer Items of Interest (1d8)

1	Treasure type M
2	Jewelry worth 2d8 x 100 gp
3	Blob of congealed fat
4	Bones (1=Elf, 2=Dwarf, 3=horse, 4=deep one)
5	Magic Weapon
6	Mass of worms
7	Statue
8	Shrine

Cathedral

On the north side of the city, a 30' wall surrounds a grand cathedral. The main road through Tosasth leads to its gates. The spires of the cathedral reach over the walls, topped by bell tower. At night, lightning crackles around the tower. Every turn, a 3d6 lightning bolt zaps from the tower to strike one living creature within the walls.

Other Notable Landmarks

The map of Tosasth shows eighteen numbered locations of two types: residences of undead lords of Tosasth and former residences of ancient lords whose bodies are buried in the tombs around **St. Orlan**. The former are active estates ruled over by vampires or black knights. The latter are mansions

that were sealed up for all time after the lord or lady passed from the mortal realm, a peculiar custom of the Tosasth Elves.

Many of these sealed mansions are described in books the PCs may have found, in which case they can easily recognize them if they come within 100 yards of them. They are locked conventionally a completely undisturbed. The undead may bother PCs outside the structures, but will not enter, making each of these locations a haven of sorts.

1. Ethohin Manor:

As described in *Ethohin Manor: An Accounting Prior to Sealing*, the PCs find two double columns beside a locked iron gate. In a wood-paneled library, they will find the treasures outlined in the book.

1,300 sp

3,600 gp

Various jewelry, etc worth 15,130 gp

Potion of Undead Control

Wand of Magic Detection

2. Elmyra Nerijyre's Compound:

Elmyra Nerijyre, once a courageous warrior princess, is now a black knight who seeks to unite the gangs of Tosasth into an army to raid **St. Orlan**.

3. The House of Aegamras:

As described by the book found in the **Ophin Family Tomb**, the Aegamras House is a two-story estate featuring four fountains, all dry. Laid out on the skin of a lion (worth 100 gp) are coins in small stacks: 2,200 gp and 7,000 ep.

4. Lord Galmire's House:

Marble stairs climb to a second story entrance. Laid out on an enormous bed are Lord Galmire's greatest treasures: a wooden statue of a dog, 2,100 sp, 1,800 ep, 4,600 gp, and 50 loose gems and jewelry worth 22,775 gp.

5. Ebril Estate:

Faded red paint covers smooth stone. Inside, a fireplace with three statues of faeries on the hearth look down on a pile of broken glass of green tint,

the remains of a **Haderax** portal. On a table rests a coffer containing a small treasure: 2,800 sp, 2,700 gp, and several gems worth 7,000 gp.

6 Nimue Sylnan:

The vampire lord, **Nimue Sylnan**, resides in a 100' tower in Tosasth's central square.

7. Imra Herrel:

Imra Herrel is an honorable knight who regards his current condition as a curse, as well as his promise to **Nimue Sylnan**.

8. The Ithrel Collection:

Ivy, long ago withered, covers brick walls. Inside, a dining room with red-paper walls is still laid out for a feast never enjoyed.

A locked vault in an upstairs library contains a fine collection of jewels and artifacts: 1,800 sp, 1,300 ep, several gems worth 5,000 gp, a suit of **Chain Mail +1** sized for an Elf, a map indicating a location 2 miles west where Treasure Type A is buried, and 1 **Potion of Treasure Finding**.

9. Celaena Wysaphyra Estate:

Celaena, once pursued in life by **Imulil Peffaren**, now dwells in vampiric madness.

10. Talanashta Morwenys:

Talanashta, a beautiful princess of Tosasth in life, worships the evil god **Molok**. She spends her endless days gazing sadly over her ruined city.

11. The Ilariel Estate:

Dead oaks bend to form an arch into a courtyard. Inside, a mural in blue tones depicts a knight fighting a great spider. 1,500 cp, 2,500 sp, 3,500 gp, 700 pp, and several gems worth 5,000 gp can be found.

12. Peffaren Compound:

A green dome with octagonal windows at regular intervals, looks down over one-grand gardens. Inside, a gallery displays portraits of Elven ladies and lords. Several coffers contain a worthy treasure hoard.

On the outskirts of Tosasth, the ghost of **Imulil Peffaren** still haunts his mansion. In ghostly form, he is cursed to be unable to leave. If he's able to possess a living being, he may leave the grounds. For this reason, he will be friendly to PCs as much as it furthers his schemes.

1d6 months after the PCs begin exploring Tosasth, a squad of gnolls who are part of an army occupying the ruined city of **Doukreg**, descend on the **Peffaren Compound**. When they do, they construct a crude wall of scrap wood and use the mansion as a base of operations to raid treasure from Tosasth.

13. Penelo Elixidor's Mansion:

Penelo, a fanatic in life and in undeath, remains in his mansion, forming plots with his ghoulish attendants.

14. Lady Galmire's House:

An octagonal tower displays a ragged flag on the spire. Inside, on one of two long tables of the main dining hall is a small sack of gems worth 2,232 gp.

15. Gonore Estate:

The courtyard of this estate features a stone bridge that crosses a dry moat. When entering the unlocked front door, bells ring out a haunting tune.

Placed on a table in the sitting room are several small sacks of coins: 1,700 cp, 1,400 sp, and 2,800 gp.

16. Ladore:

As described in a diary, an iron box was buried in a field surrounding an estate on the east side of town. The diary describes how to locate the treasure which is otherwise very difficult to discover. Inside the box is 3,000 pp.

17. Lord Alador's Fortress:

Described in the book left in the **Nelaser Family Tomb**, this ordinary mansion was constructed to resemble a miniature military fortress. An extensive collection of arms and armor fills a central gallery. At least one example of most common weapons may be found in glass cases, as well as several suits of armor sized for an Elf. The following remarkable items are also found: 12 **Light Crossbow Bolts +1/+2 vs. Regenerators**, 12 **Longbow Arrows +1**, a **Plate Mail +1**, a **Shield +3** bearing an oak motif, and a **Shield -2** engraved with the visage of Molok.

18. Hilbore Estate:

Described in a book found in the **Nelaser Family Tomb**, the estate is a wide, two-story brick mansion with a deep front yard that once held a varied garden. The entry hall displays many fine oil paintings of regal Elves:

<i>Elf Queen on Horseback</i>	(1,100 gp)
<i>Warrior Tighten His Belt</i>	(400 gp)
<i>Maiden Presenting a Brooch</i>	(1,600 gp)
<i>Earth Elemental</i>	(700 gp)
<i>Dwarf in Chains</i>	(800 gp)
<i>Night at the Opera</i>	(1,000 gp)
<i>Warrior Enjoying Ale</i>	(900 gp)
<i>Wizard Filling a Goblet with Blood</i>	(600 gp)
<i>Boy Delivering a Letter</i>	(900 gp)
<i>Explorer Examining a Map</i>	(400 gp)

Prices indicate art merit alone, ignoring the exceptional history of the pieces.

Jonamor Nelaser

Jonamor is a 20th level Elf Magic-User who fell under the curse of **Haderax** to become a mummy. For centuries he hid with the vampire **Ebahi** but finally gave up on his quest to reverse his condition through alchemy. When the **Ebahi Hideout** was flushed out by the party, he left to begin searching for a way into the realm of **Haderax** where he hopes to reclaim his soul.

So long as the PCs appear to be working towards a closing of the portal in the Tosasth cathedral, **Jonamor** will watch them and provide aid as he can. He may approach them if he calculates the

risk of them attacking him is low. He's seen the gnoll army camped to the east and will certainly warn the party if he can.

If he misses his chance to follow them through the cathedral portal, he may share his knowledge of other portals in distant lands before going off to find them.

Jonamor Nelaser (Mummified Magic User 20): AC 18, #At 1 Dagger +3, Dam 1d4+4, Mv 40', MI 12, XP 5,450

STR 14 (+1), DEX 7 (-1), INT 19 (+3), CHA 17 (+2)

Immune to **sleep**, **charm**, and **hold** magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

Equipment: Elven boots (90% Move Silently), Elven cloak (80% Hidden), spellbook, **Ring of Protection +1**.

Spells: **charm person**, **magic missile**, **protection from evil**, **shield**, **sleep**, **ventriloquism**, **detect evil**, 2x **knock**, 2x **mirror image**, **haste**, **hold person**, **invisibility 10' radius**, **protection from evil 10' radius**, **water breathing**, **dimension door**, **ice storm**, 2x **reduction of plants**, **animate dead**, **conjure elemental**, **feeblemind**, **teleport**, **disintegrate**, **flesh to stone**, **geas**

HP 36 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Imelex Elven Band

The PCs may have met **Rellora** when they approached the **Imelex Family Tomb**. Regardless, she and her band have followed the PCs progress toward Tosasth, and she will eventually seek to join up with them. She knows much of the history of Tosasth but remains tight-lipped as her aim is to close the portal to the realm of **Haderax**. She does not yet trust the PCs. If at all possible, her band will rely on the protection of the PCs to reach the cathedral and pass through the portal. If the secret to closing the portal is discovered, she will gladly give her life to close it.

Rellora Imelex: Elf Cleric 1, AC 18, #At 1, Dam 1d8, Mv 20', MI 9, XP 25

STR 7 (-1), INT 17 (+2), CHA 7 (-1)

Equipment: plate mail, shield, mace

HP 3 □□□

Elf-at-Arms: Fighter 1, AC 13, #At 1, Dam 1d8, Mv 40', MI 9, XP 25 ea.

WIS 14 (+1), CHA 8 (-1)

Equipment: leather armor, longsword, backpack, 7 day's rations

HP 5 □□□□□ (**Ralelchond**)
 1 □ (**Goufuan**)
 1 □ (**Kagrethas**)
 3 □□□ (**Agruban**)
 5 □□□□□ (**Gourk**)
 2 □□ (**Tatrech**)
 1 □ (**Gozara**)
 2 □□ (**Tancha**)
 2 □□ (**Drizshen**)

Hevrik Gravelfoot

After the PCs explore Tosasth for some time, a Dwarven bounty hunter (**Hevrik Gravelfoot**) will approach them while camped outside of Tosasth. He rides a massive boar and explains he is tracking an escaped murderer called Thuvil.

If asked about Tosasth, he may relate one or two rumors after sharing his opinion on Tosasth from the Dwarven perspective. He will describe it as an ancient evil perpetrated by the Elves who spitefully ruined the city rather than remain subjugated.

Soon after leaving, **Hevrik** will be captured by the gnoll army and disclose everything he knows about the PCs. With this knowledge, the gnolls begin a campaign to raid Tosasth of ancient loot out of a new encampment at the **Pelfaren Compound**.

Gnoll Army

An army of 350 gnolls camps in the abandoned city of **Doukreg**, a few miles east of Tosasth. If they become aware of activity in Tosasth, particularly the opportunity for raiding loot, a group of them

will move into the **Pelfaren Compound** which they turn into a crude fort. See the description of that location for more details.

Molokotu

Below **Nimue's Tower** is a massive golem, 100' tall. Meant as a weapon against the Dwarves and built by Dwarven slave labor, it was twisted. Only the presence of the green orbs and the machine in **Penelo Elixidor's** basement keep it dormant. Once all these devices are destroyed, **Molokotu** awakes to fulfill his terrible mission – destroy the Dwarven city of Doukreg. It thirsts to destroy a city long abandoned with no army to defend it.

When the PCs wake the monster, read or paraphrase the following.

A deep rumble reached up through your boots to rattle your spine! A thunderous crash in the distance sprays echoes against the crumbling walls of the city. A 300-foot tall mechanical version of **Molok** has crawled out from beneath **Nimue's** tower. Its head swivels and suddenly blasts green fire. Its clockwork arms sweep away stone buildings as if they were a child's blocks.

In one gigantic hand, it lifts up an entire structure as zombies spill out through open windows, then hurls it away where it demolishes another building.

From somewhere is heard in elvish:

Attention, emergency news!

Attention, emergency news!

Molokotu is going toward the Doukreg area!

Immediately escape, catch up, find shelter please!

Immediately escape, catch up, find shelter please!

Molokatu awakes in a confused state. Like iron golems of smaller size, it seeks to complete the last instructions given by its master. Use the map of Tosasth to track its movement. If it reaches the perimeter of town, it will finally orient on **Doukreg** and begin slowly marching northeast.

Each round, roll 1d8 to determine movement:

1	North
2	Northeast
3	Southeast
4	Southwest
5	West
6	Northwest
7-8	Remain in hex

Every round, **Molokotu** smashes anything within reach using up to four attacks. PCs may escape notice unless they deliver significant damage, but they are at risk of being trampled as collateral damage.

After leaving the city, **Molokotu** eventually reaches **Doukreg**, a Dwarven city that is now inhabited by an army of gnolls. **Molokotu** is happy to destroy the gnolls along with **Doukreg**, after which it ceases moving.

Elmyra Nerijyre's Fortress

Introduction

Surrounded by 30' walls, 5' thick, **Lady Nerijyre's Fortress** presents a foreboding figure. 100' towers rise from behind the walls, each topped with a jagged parapet. Ghoulish faces periodically peer through the gaps, then stare hungrily at any living creature they spot.

Ladders inside the walls allow access to a walkway atop the walls. Guards do not patrol the walls, though the towers offer easy view of the entire walkway.

1. Entry Gate:

Iron bars secure both sides of a 10' wide passage through the walls. Cranks inside the walls allow easy raising of either inner or outer portcullis. Guards typically stand ready to receive guests who must enter and wait some time with bars trapping them on both sides.

Through the bars, you first see two immense doors of brass leading into a granite edifice in the shape of a half-sphere. Onyx tile lines the 10 yards between the gate and the doors, which are shut. Guards in gleaming plate armor hold lances and stand motionless beside the doors. On either side of the path are long pools filled with motionless water.

Presently, another guard steps into view, casually holding a crossbow and rasps out from his closed helmet, "State your business strangers." The sentence is punctuated with a dry smacking of lips.

Unless the party has rushed directly to the fortress, spies have already watched them and reported to **Lady Nerijyre** of their activities along with a fair assessment of fighting ability. She expects them, especially if she has previously attempted to invite them to parlay. The routine of letting them in through the first gate and then closing it behind them is meant as intimidation. The guards will not attempt to disarm or engage the party. They will defend themselves or simply retreat if the party instigates violence.

Once fully inside, the guards will direct the party to enter the palace to speak with **Lady Nerijyre**.

2 Ghoul Guards: AC 20, HD 2*, #At 2 claws/1 bite or lance, Dam 1d4/1d4/1d4 or 1d8, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 14 □□□□ □□□□ □□□□
9 □□□□ □□□□

2. Courtyard of the Pools:

Two 10' x 20' pools straddle the black tiles connecting the entrance gate to the palace. The lip of the pools barely rise above ground level. The water is dark and refuses to reveal the bottom. On the other side of the pools stand four statues on each side. Beyond the pools, archways allowing entrance to the towers emit no light.



► The statues, carved from black stone, depict muscular warriors in dramatic poses that suggest battle.

► Black particles hang in the suspension in the pool water, which may be evident if disturbed and held to light. Contact with the water requires a check for disease infection by making a save vs. Death Ray (+/- CON). Those infected take 1d4 points of damage at every sunset until cured.

► The pools are 10' deep. Four ghouls in each pond are chained to the bottom by their ankles. They are able to reach to about one foot from the surface. They will latch hold of anything or anyone they can reach. They are mad with hunger and will devour anything living.

► Four other statues stand to the left and right of the palace dome. They are 15' tall and portray the horned demon **Molok**.

3. Towers:

Open archways allow entrance to each tower. Stairs spiraling up the inside of the tower disappear into darkness. At the top of a 100' climb, the towers spread out to allow a 5'-wide walkway surrounded by a parapet. Four ghouls in plate armor loiter here, lazily gazing over the ruined city.

The ghouls will tell visitors to go back and talk to **Lady Nerijyre**. They aren't interested in a fight, but will defend themselves. A simple grapple attack can push anyone arriving from below down through the center of the tower where they may suffer up to 10d6 points of damage from the fall.

From the towers, many of the taller landmarks of the city can be seen: the cathedral, **Nimue's Tower**, and a tower at the **Morwenys Estate**. Regular movement of all manner of undead can be seen in the streets of Tosasth. If the gnolls from east of the city have moved in to begin treasure hunting, their tents may be spotted by those with good eyesight.

16 Ghoul Guards: AC 20, HD 2*, #At 2 claws/1 bite or lance, Dam 1d4/1d4/1d4 or 1d8, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP	6	□□□□□ □
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4. The Black Throne:

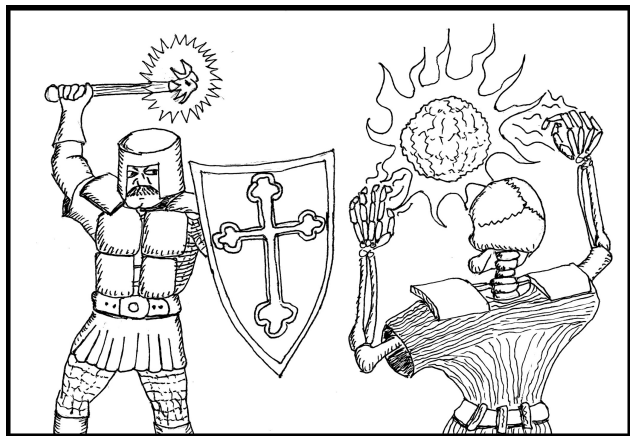
Florid engravings decorate brass doors, 5' wide and 10' tall. As you approach, guards on either side reach out and effortless pull both doors open to reveal an immense inner chamber. 30' in front of you rises a dais of black stone on top of which sits a figure in black plate armor. She wears no helmet so that you plainly see her bare, blacked skull and the soft wisps of smoke that curl from her empty eye sockets.

You make a quick glance to the left and right to note four statues and two staircases that lead to a balcony over the throne.

The skeleton on the throne remains silent, and you find yourself gazing down at your feet which sink into a thick rug of dark fur.

The rug covers a **pit trap**, operated by a lever next the throne. Insolent visitors find themselves hurled down 30' and wrapped up the rug. Guards will warn the party not to approach the throne out of respect, though they are really keeping the party vulnerable to the pit trap. The two guards will remain at the doors in order to stop anyone who cares to flee when combat is engaged.

► The statues are **Molok** in identical poses, leaning over cauldrons and peering into them. The cauldrons contains long-dried incense in fist-size chunks. Lighting the incense produces profuse smoke, and after 3 rounds, all living creatures in the palace must save vs. Poison or begin coughing, suffering -1 AB.



► Each of the cauldrons contains a platinum idol of **Molok** worth 1,000 gp.

► A tapestry hangs behind the dais and shows a young Elven warrior before a massive oak, a slain boar at her feet.

Lady Nerijyre seeks to raise a united force against the living in St. Orlan or any other vulnerable targets. Although she holds to a code of honor, she is thoroughly evil in intent and rashly bigoted against all but Elves. Regardless, she can put aside her disdain in order to manipulate the party into deal that furthers her goals, including helping them defeat one of the other undead lords of Tosasth.

If it becomes clear that the party is not willing to cooperate, she cuts her losses. Dropping visitors into the pit and then filling it with a wall of fire has worked in the past.

Elmyra Nerijyre (Black Knight): (AC 20, HD 14, #At 1, Dam 1d10+6, Mv 30', Sv F14, MI 11, XP 1,480

Casts **fireball** and **wall of fire** each 3 times per day as a 10th level Magic-User.

Creatures less than 5 HD save vs. Spells or -2 attack penalty and -2 AC. 75% reflect spells back at caster. Casts **detect magic** and **detect invisibility** at will. Casts **fireball** and **wall of fire** each 3 times per day as a 10th-level Magic-User. Takes half damage from non-magical weapons. Immune to **sleep**, **charm**, and **hold** magic. Cannot be Turned by a Cleric. Successful attacks cause energy drain.

HP 48 ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
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☐☐☐☐

2 Ghoul Guards: AC 20, HD 2*, #At 2 claws/1 bite or lance, Dam 1d4/1d4/1d4 or 1d8, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

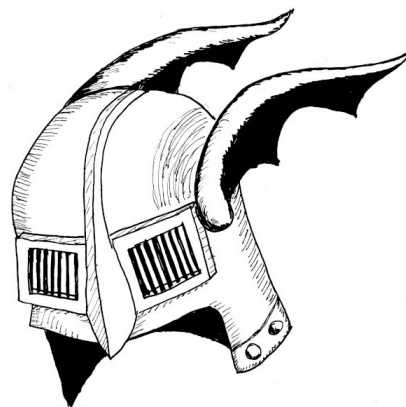
Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 9 ☐☐☐☐☐☐
 6 ☐☐☐☐☐

5. Treasure Collection:

A balcony over the throne holds a collection of treasures, mostly mementos of former triumphs.

- **Elven Chain Shirt +1**, light as cotton and equivalent to chain mail.
- Great helm featuring black wings 300 gp

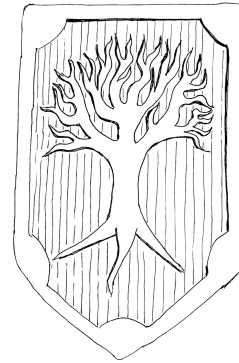


- **Deathbite, Longsword +1/+2 vs. Undead.**

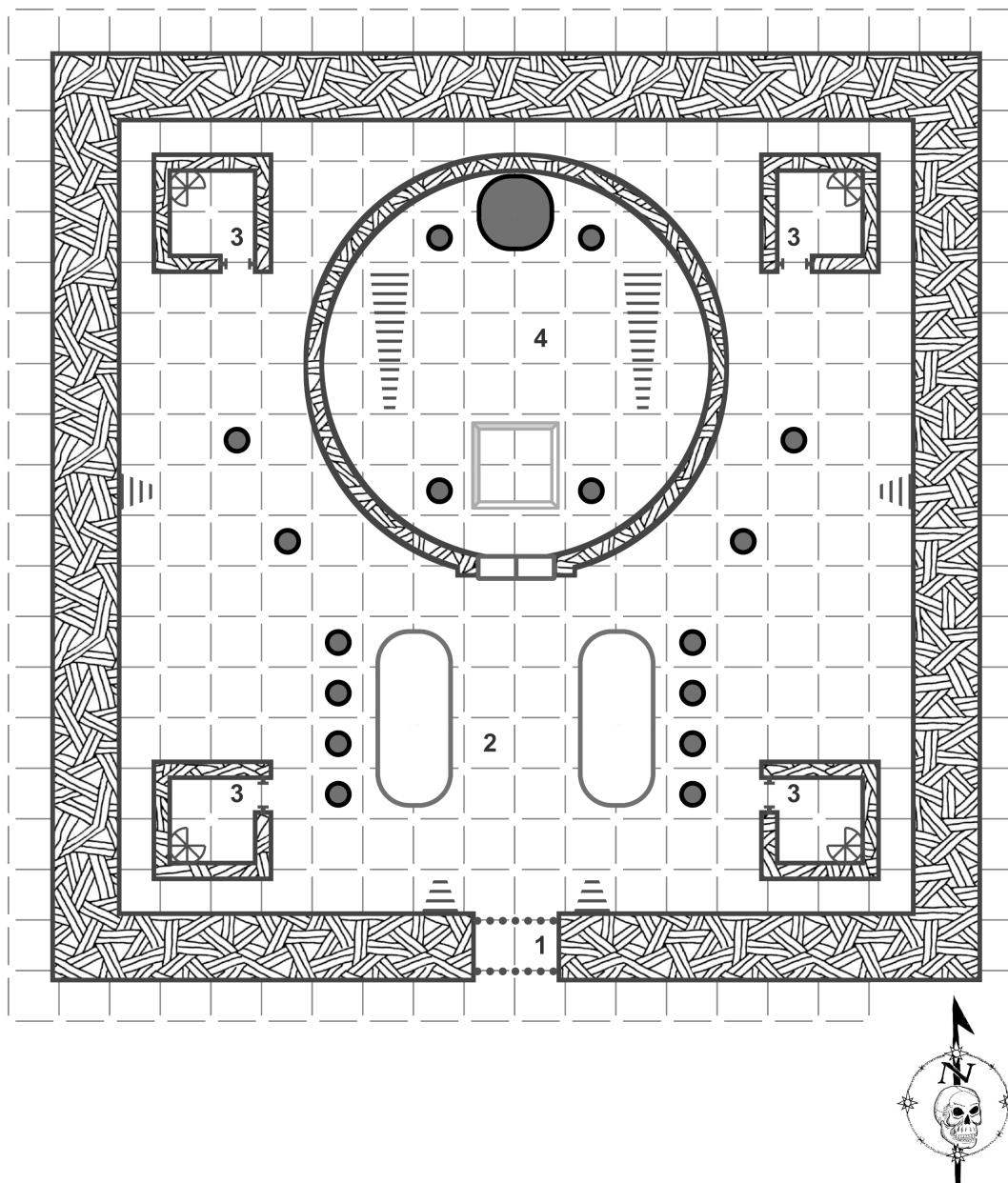
This sword bears the imprint of an Elvish personality (INT 3, WIS 4, CHA 9) and constantly communicates empathically with the wielder not to attack the undead despite its special ability to harm those targets. Upon vanquishing an undead with this sword, the owner feels a distracting moment of regret, -1 AC for one round.



- **Brawler's Gauntlets +2**, cursed. Attacks with these iron gauntlets are +2 AB and the spikes deliver 1d6+2 points of damage. Once worn, they may not be removed without removing the curse. Further, attacks made with any other weapon are at -2 AB.
- **Lady Nerijyre's Lance +1.** A rough, black shaft is topped with a triple-barbed head and a black fur tassel.

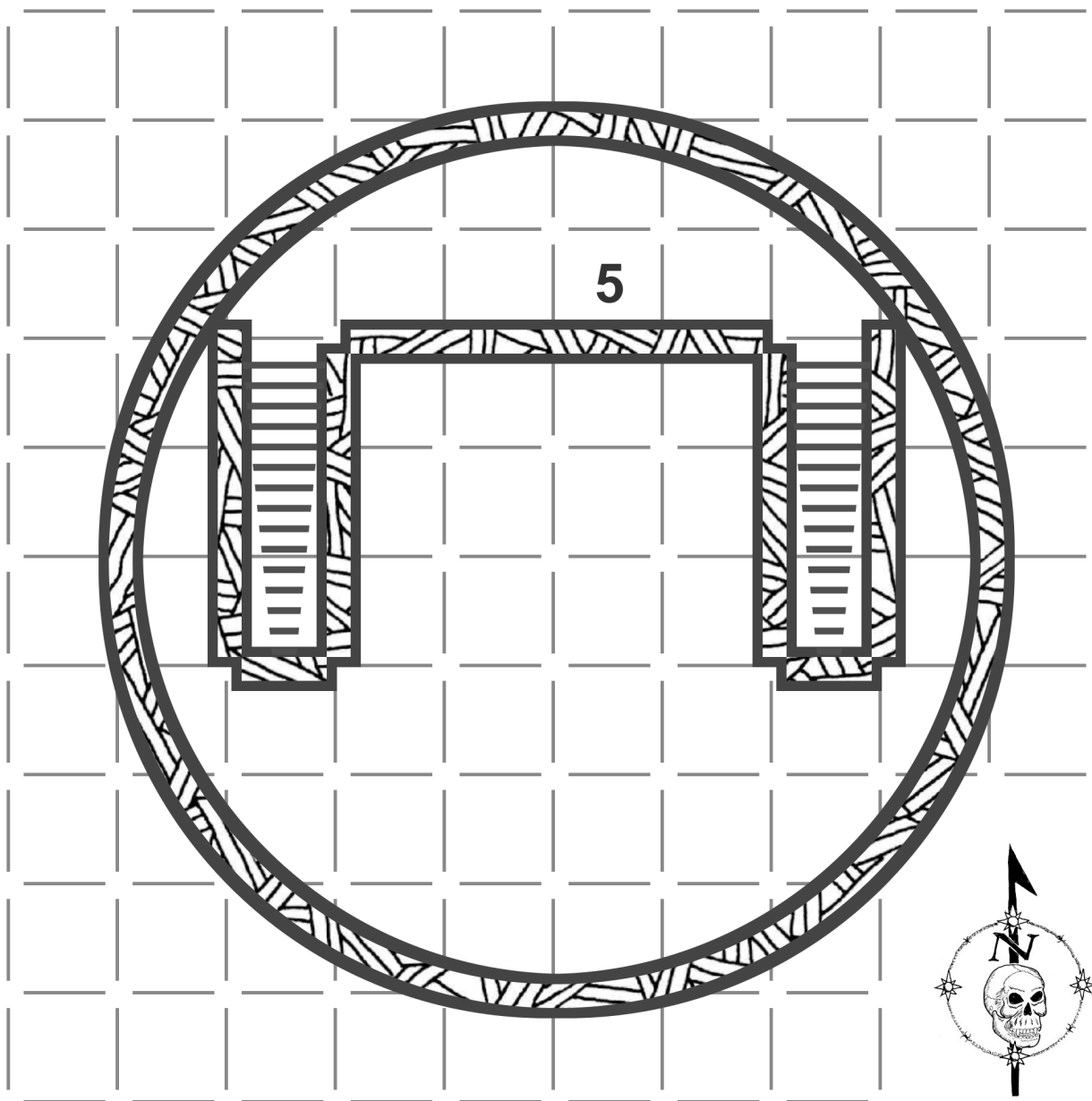


- **Wooden Shield +1**, engraved with an oak.
- **Plate Mail Cursed, Armor Class 11**, appears to be made of dragon hide.
- Oil painting of a battle between Elves and orcs. 1,000 gp.
- 10 gold bars. 10,000 gp.
- A bundle of 12 scalps.
- 18" granite statue of a Dwarf hammering an anvil. 1,400 gp or more if sold to a Dwarf recognizing it as the obscure deity, **Morazdon**.
- Fist-sized meteor, made of an unrecognized metal; valuable to an alchemist.

Maps**Ground Floor**

Scale: 1 Square is 5'

Upper Floor



Scale: 1 Square is 5'

The Manor of Imra Herrel

Entrance

A 15-foot wall surrounds a lot measuring perhaps 100 feet square. Iron spikes poke up at regular intervals to discourage climbing. Outside the walls huddle numerous ghouls that seem beaten down. A few raise their heads at the site of living beings but seem incapable of rising. They cry for the taste of flesh.

The ghouls were once slaves of **Imra Herrel**, part of some "great work", about which they know little. They warn of his cruelty and immense power.

Through an iron gate can be seen steps leading up to a porch area where a fountain slowly gurgles.

The house inside the walls is made of smooth stone covered by thick, red paint. It rises to a second story topped by a steeply peaked roof. Iron bars gird all windows, both at the ground floor and the second story. A pathway circles the building, also offering access to stairs to the 15'x30' porch.

1. Porch:

A grand fountain dominates the porch. It features a lovely Elven maid holding lotus flowers from which clear water pours. To the west lies a heavy door forged from black iron. It bears the engraved image of an Elven knight atop a muscular warhorse in a charging pose with lance lowered.

2. Western Well:

A stone roof covers a water well. The entire edifice, constructed of white marble, features engravings of clouds and lightning. A loop of iron may have supported a rope and bucket once but merely rusts in place now.

A door nearby holds firmly, perhaps barred from inside.

► Listening or examining this area will reveal soft music coming from the well.

The shaft of the well opens into a cavern where dwells the animated skeleton of a storm giant. It plays a large stringed instrument out of view. If antagonized, it might grab someone near the well opening. If really angry, it will pull down the entire well structure, making a 10' hole from which it will climb out, carrying a chunk of the well in one hand, which it will hurl.

Skeletal Cloud Giant: AC 19 (13), HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' Unarmored 40' (10'), Sv F12, MI 10, XP 1,975

Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep**, **charm**, or **hold** magic; +2 Initiative; 18' tall. Wearing plate armor.

See **Unusual Monsters**.

HP 66 □□□□ □□□□ □□□□ □□□□
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3. Western Garden:

The path in the western side winds through a tangle of thorny roses. The eastern side features raised beds of black lotus flowers. Between them are eight graves in the Elven tradition of piled stones.

Ghostcap Bloom: AC 12, HD 4 and 2, #At 1, Dam 1d4 + special, Mv 0', Sv F4, MI 12, XP 240

Surprise on 1-3. Hit entangles, auto-damage. Save vs. Death Ray (+/- STR) to escape. Smaller bushes are destroyed if Turned; larger bush is -3 to hit if Turned but can still attack.

HP 22 □□□□ □□□□ □□□□ □□□□
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4. Graves:

Each grave contains a mummified child wearing a platinum crown worth 100 pp. Disturbing the remains produces a cloud of infectious disease. Check for each exposure by making a save vs. Death Ray (+/- CON). Those infected take 1d4 points of damage at every sunset until cured.

The door into the house is barred from the inside.

5. Eastern Garden:

If chewing a black lotus, save vs. Poison or become ill for 24 hours, becoming mad from intense hallucinations. Successful saves produce 4 hours of peaceful sleep. Spellcasters travel the astral plane where they meet angels or demons of whom they may ask four questions.

Ground Floor**6. Servant's Quarters:**

The room contains simple beds with covers pulled over four sleepers.

Servant ghouls simply lay in bed and wait for orders.

6 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 9 □□□□□ □□□□
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7. Lounge:

This lounge area features couches and tables on top of which are brass bowls filled with a black powder. Paintings of black lotus blooms hang from the walls.

The bowls contain black lotus powder which operates like fresh black lotus, as described in Area 5.

8. Guest Quarters:

Five zombie minotaurs wait here.

5 Zombie Minotaurs: AC 14, HD 6 (HP 40), #At 1 gore/1 bite, Dam 1d6/1d6, Mv 20', Sv F6, MI 12, XP 500 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep, charm, or hold** magic.

HP 22 □□□□□ □□□□□ □□□□□ □□□□□ □□
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Small box: 1,300 gp; Alexandrite (700 gp), Chrysoprase (50 gp), Chrysoprase (70 gp), Golden Pearl (110 gp), Iolite (40 gp), Lapis Lazuli (13 gp), Red Garnet (120 gp), Zircon (60 gp); **Magic-User Scroll: magic missile, read languages.**

9. Kitchen:

A dusty kitchen appears untouched for centuries.

10. Dining:

This room contains a large banquet table, set with silver platters and utensils, together worth 1,000 gp.

11. Servant's Storage:

Various cleaning supplies are stacked on shelves. A spiral stair meant for servants only allows access to the upper level.

12. Guest Quarters:

Twelve ghouls wait here.

12 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 9 □□□□□ □□□□
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An old sack has 300 gp and a **Potion of Cure Serious Wounds**.

13. Pantry:

The pantry contains only spoiled food, long ago dried up.

14. Conference:

A long, oaken table with chairs around it fills the room. Portraits of a knight hang on opposite walls, east and west. Two silver candelabras sit on the table, each worth 150 gp.

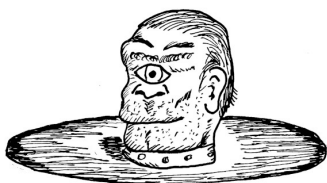
Papers with some writing remain next to an ink bottle and quill.

► The paper contains a letter that begins "My Dearest Avarae..." and remains unfinished.

► The ink in the bottle is dried up.

15. Parlor:

The animated head of a cyclops sits on a table. A brass hammer is nearby. If struck with the hammer, the cyclops will sing a haunting Elven tune.



16. Lobby:

Opposite the entrance are two large mirrors flanking an open door into a parlor. **Hagmer**, a spectre, greets visitors. He will arrange an audience with "Master" **Herrel**, upstairs in the throne room.

Immediately past the hallway is a pit trap, operated by lever, at the far end of the hall. Victims fall 100' onto a clean floor.

Spectre: AC 17 ‡, HD 6**, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11, XP 610

Immune to **sleep**, **charm**, and **hold** magic.

HP 25 □□□□□ □□□□□ □□□□□ □□□□□
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Upper Floor

17. Blackmail Archives:

Cubbyholes contain many scrolls describing the evil deeds of people in Tosasth from long ago. **Elnaril**, **Imra's** chief spy, is here re-reading documents as he has done for centuries in a fruitless attempt to gain advantage over the other lords. If the party is not hostile to **Imra**, he will warn them to stay out of the room and his own quarters.

Elnaril, Wraith Magic-User: AC 15 ‡, HD 6, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv M6, MI 12, XP 600

Spells: 3x **magic missile**, 2x **invisibility**, 2x **dispel magic**

Immune to **sleep**, **charm**, and **hold** magic.

HP 26 □□□□□ □□□□□ □□□□□ □□□□□
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18. Elnaril's Quarters:

This is an ordinary bedroom, no longer necessary for a wraith, though he keeps it spotless. At the foot of the bed is a trunk.

The trunk contains:

- A spellbook with **magic missile**, **protection from evil**, **knock**, **invisibility**, **dispel magic**, **fireball**.

- **Cursed Broadsword -2:** This distinctive weapon is said to be imbued with the spirit of the legendary hero Duli, who defeated Alphas the Merciless.
- **Wand of Negation** (93 charges): casts **dispel magic**.

19. Pansa's Room:

This humble room is a jumbled mess. Only bedposts suggest a bed lurks underneath discarded clothes and other indistinguishable debris.

Every turn searching will turn up the following.

- **Axe +1**, engraved with runes of vengeance.
- **Potion of Speed**, a glowing admixture that smells like fresh bread.
- **Wand of Trap Detection** (100 charges): this heavy blackthorn wand also grants the magical ability to speak with cats, as **speak with animals**.

20. Ashryn's Library:

Many books fill the shelves of this library. Neat scrolls are tucked into cubbies. An ornate cabinet will not open despite no visible lock. A candle sits on a small table, accompanied by a chair.

The cabinet is locked with Wizard Lock by **Ashryn**, a 20th level Magic-User. **Dispel magic** cast upon the cabinet will temporarily erase the magical nature of the book, making all pages seem blank. 24 hours later, the spells reappear.

Ashryn's Spellbook

Level 1: **magic mouth**, **hold portal**, **magic missile**, **floating disc**, **light***, **detect magic**

Level 2: **invisibility**, **detect evil***, **locate object**, **wizard lock**

Level 3: **clairvoyance**, **haste***, **invisibility 10' radius**, **lightning bolt**

Level 4: **ice storm**, **dimension door**, **polymorph self**

Level 5: **telekinesis**, **cloudkill**, **hold monster**, **teleport**

Level 6: **geas***, **flesh to stone***, **projected image**

Other Books

An iron cover with blank pages. Under moonlight, text appears as volume 3 of 11 of *The Comprehensive History of Tosasth*.

Flimsy paper cover and in poor condition, the text of this book is nearly illegible. The title is *Strange Phenomena of Astronomy* by Halflar Qinpeiros, his only surviving work.

The Career of Bezzog Noblemaker Volume II is a paper-cover book in well-used condition that covers the second part of a history of a Dwarven politician. Handwritten notes appear on most pages.

Vrekeg's Second Mushroom Guide sports a leather cover that likely held embedded gems that are long gone. The pages are horribly damaged. Only a tenth of the pages are readable.

Signs of the Southern Stars by Tregork describes visible constellations, part of a 7-volume work by an ogre mage. Still in good condition, the cover is made of a still-furry hide.

Temple Art of the Lizardfolk by Roowk, translated by Ashryn from the original avian tongue. Pages describe various temples built by lizard people. The last final 20% of the book is blank.

Tombs of My Kinfolk is a small volume outlining cave tombs of Elves. It matches locations near the modern St. Orlan city.

21. Ashryn's Laboratory:

An elaborate wizard's laboratory, filled with many glass vessels, some empty and some containing unknown liquids.

22. Servant's Stash:

Unknown to **Imra**, his servants have stashed loot here they've stolen over the centuries.

- Masterwork flute (100 gp)
- Healer's kit (50 gp)
- Golden pearl (120 gp)

- Deep green spinel (120 gp)
- **Ring of Minor Electricity Resistance** An inscription provides a clue to how it functions: always prevent 10 points of damage from lightning or electricity.
- Black pearl (500 gp)
- Small vial of exotic perfume (200 gp)

23. Ashryn's Bedroom:

Hunched over a book, a wrinkled figure speaks to any who enters without looking up: "Begone and trouble me not, invertebrates!"

If further disturbed, she turns to reveal a wrinkled face that must have once been beautiful, but is now that of an impossibly ancient crone (Elf).

Ashryn is a 20th level Magic-User of advanced age. She is not undead, but has extended her life to more than 2,000 years by way of drinking from the pool in the **Ebahi Family Tomb**.

She has no desire to fight and will teleport to **Nimue's** tower at any suggestion of trouble. She prefers to remain neutral, only caring about her magical studies.

24. Imra's Bedroom:

Dusty and neglected, the room contains a fine bed, a chair, table, and wardrobe. An oil painting depicts a beautiful Elf maiden with a golden plaque: Avarae.

Opening the wardrobe triggers a deathblade scythe. Knowing about it, including prior search by a Thief, easily avoids it. Otherwise, it attacks with AB +16, doing 2d4+8 points of damage plus triggering a save vs. Poison. The poison permanently reduces the target's CON by 2d6; save for half.

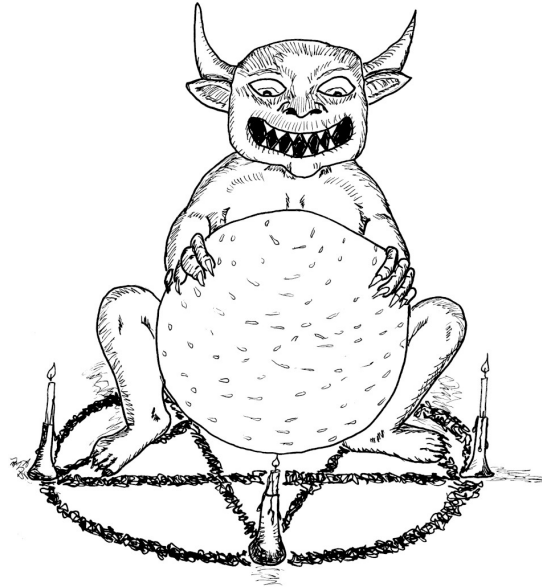
► Search to find a small box under the bed with 1,600 sp, 3,900 gp, and 1,200 pp.

25. Foul Altar:

10 wraiths crowd around a profane altar to **Molok** that cradles a green sphere. Every turn, 1 in 6 it emits a new wraith.

So long as **Imra** rules and is not hostile, the wraiths will not attack.

The green sphere is easily destroyed, in which case the wraiths disperse. The sphere is one of the gates to the realm of **Haderax**, and the PCs should be awarded in XP for destroying it.



Wraith: AC 15 \pm , HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320 ea.

Immune to **sleep**, **charm**, and **hold** magic.

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26. Throne:

Well-informed of the party's exploits in Tosasth, **Imrel** waits patiently on his throne to address the one he considers the leader of the group, indicated by **[leader]** in the following text.

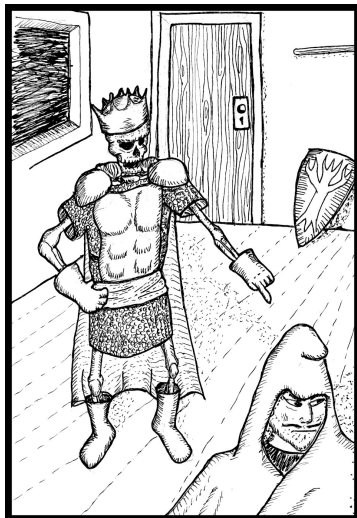
Sitting on a throne seemingly made of iron skulls melded together sits a skeletal figure in black plate armor, eyes smoldering like the coals of a dying fire, truly a figure of woeful countenance. A crown of precious metal circles its blackened skull. It greets you with a hollow, echoing voice.

"Hail **[leader]**! The deeds of you and your followers are well told in these halls. We are honored by your presence. I am **Lord Imra Herrel**. I beg you to relax, join me in refreshment and let us talk strategy."

Beside him is **Pansa**, a bent-over wretch, undead, though of an unrecognized type. Shabby rags hang over a putrid, bulging belly.

A wicked lance rests on hooks on the north wall. A shield and longsword are set to the side of the throne. Several comfortable chairs are arranged facing the throne, towards which **Imra** motions as invitation. A ghoul bearing a tray of goblets shambles in from the eastern opening and offers them to the guests.

The goblets contain ordinary liquor. **Imra** takes one himself and explains that he can only offer his word that the liquor is harmless. He offers a toast to friendship and drinks. The liquor evaporates as it pours past bony jaws.



Imra is well-read and friendly unless insulted or threatened. Always honorable, he will demand apology before violence, but will resort to such if

he doesn't get satisfaction. He can recount various tales of knights and the history of Tosasth. He is not in league with any of the other gang leaders and only exists as a black knight because he chose to become one in service to his city, which he loves.

He seeks his beloved Aravae who crossed through the portal to **Haderax** long ago.

He knows what the city elders did was evil, a devil's bargain. He would die to reverse his curse.

He took an oath to obey **Nimue Sylran** for as long as he walked the earth, little did he suspect **Nimue** would become a vampire.

If **Nimue** is destroyed, **Imra** would be free of his obligation and would destroy his own shrine to **Haderax** (Room #9). Until then, he cannot help the party directly if they intend to destroy all the undead generators in the city.

Black Knight: AC 20, HD 14, #At 1, Dam 1d10+4 plus Energy Drain, Mv 30', Sv F14, MI 11, XP 1,480

Creatures less than 5 HD save vs. Spells or -2 attack penalty and -2 AC. 75% reflect spells back at caster. Casts **detect magic** and **detect invisibility** at will. Casts **fireball** and **wall of fire** each 3 times per day as a 10th level Magic-User. Takes half damage from non-magical weapons. Immune to **sleep**, **charm**, and **hold** magic. Cannot be Turned by a Cleric.

Equipment: **Lance +1** (1d10+4), platinum crown worth 2,000 pp

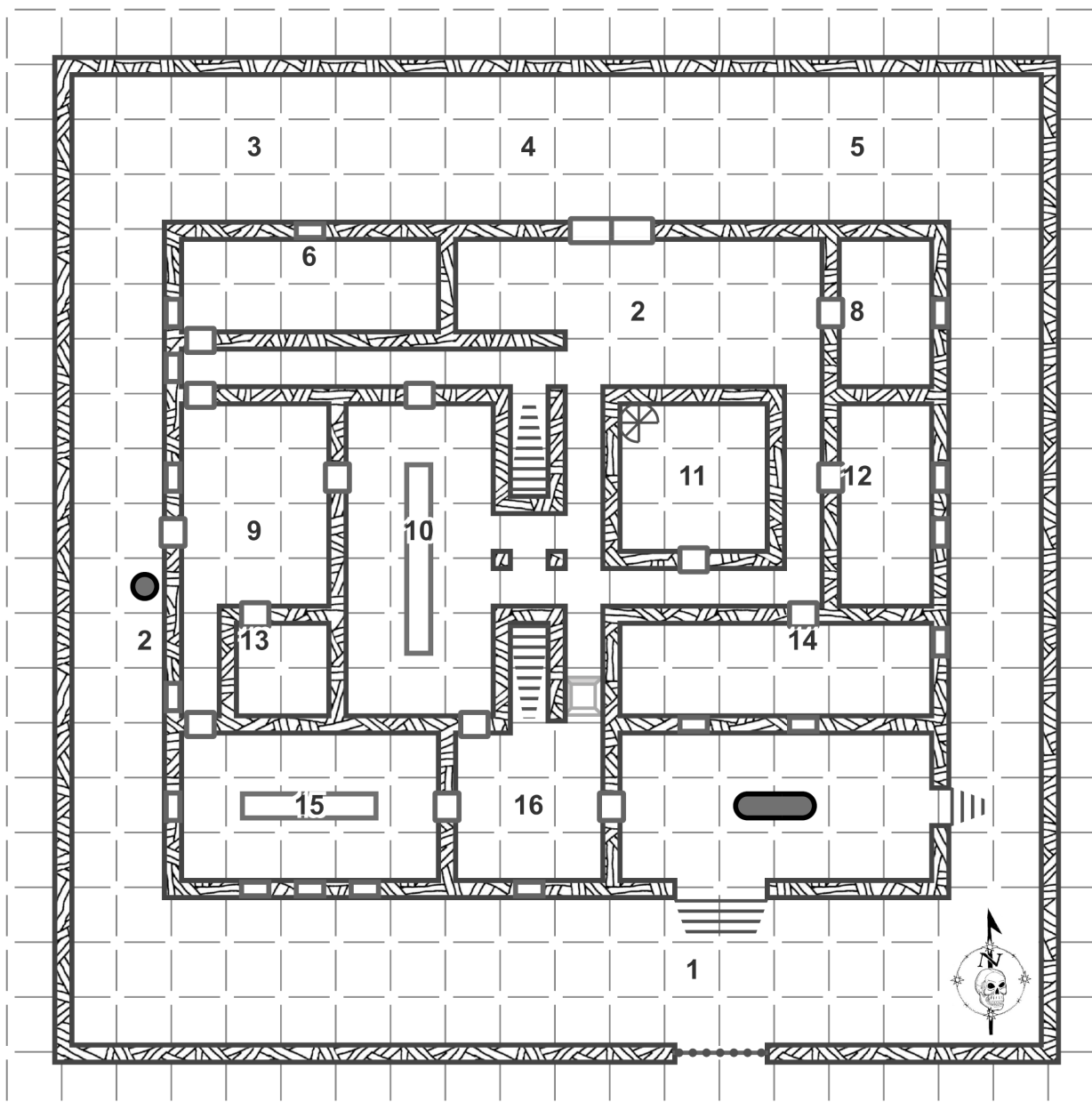
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Pansa (Black Squire): AC 15, HD 7, #At 1, Dam 1d6+3, Mv 30', Sv F7, MI 11, XP 1,480

75% reflect spells back at caster. Casts **detect magic** and **detect invisibility** at will. Takes half damage from non-magical weapons. Immune to **sleep**, **charm**, and **hold** magic. Cannot be Turned by a Cleric.

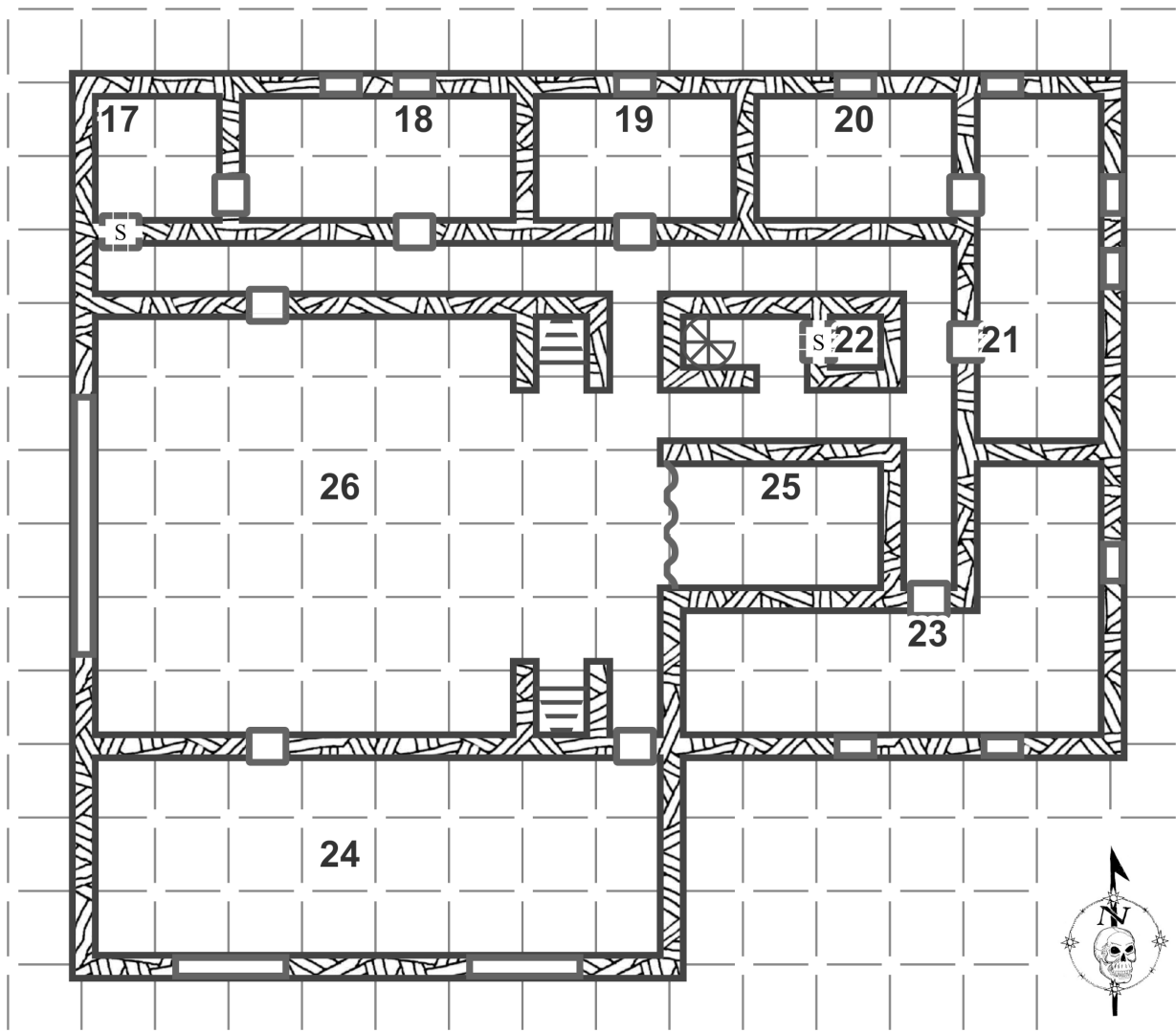
Equipment: shortsword

HP 25 ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐
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Maps**Ground Floor**

Scale: 1 Square is 5'

Upper Floor



Scale: 1 Square is 5'

The Morwenys Estate

External Description

Heavy stones the color of dried blood stack up to form a wide first story supporting a smaller second story. Light glints from windows in an observatory towering some 40' over the ground. Stairs lead through columns to two heavy entry doors.

Many windows with drapes drawn within emit flickering red light from both ground and second story

Inside

The temperature inside the mansion is very hot. Save vs. Death Ray (+/- CON) each hour or take 1d4 points of subduing damage. Creatures wearing heavy clothing or any type of armor take a -4 penalty on their saves. A creature that takes any subduing damage from heat exposure suffers from heatstroke and is fatigued.

Torches every 10' in most areas radiate intense heat and crimson light; 1d6 points of fire damage to living creatures if touched.

1. Porch:

Demonic faces carved in the dark oak doors (unlocked) writhe in pain. They notice visitors:

Talanashta Morwenys welcomes you to your doom! Molok devours your soul!

They will repeat this greeting periodically.

Drapes obscure view into the entry hall.

Opening the doors lets out an intense wave of heat.

2. Entry Hall:

A 30'x30' entry hall opens out in a vast hall beyond, dominated by an immense, seated figure of **Molok**. Torches blaze at each interior column, carved with humanoid skulls.

Upon entry, the ghoulish called **Vuk** slinks up to greet visitors. He studiously ignores displays of holy symbols, laughing to himself about what horrors will soon befall them. At any threat, he will flee.

Vuk (ghoul): AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoulish fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 16 □□□□□ □□□□□ □□□□□ □

3. Grand Hall:

An immense statue of **Molok** rises up towards the second story roof of this 60'x40' room. Twin staircases lead up to the upper area. Three sets of double doors remain closed on the north wall. Open hallways lead to the left and right. The main entrance remains to the south.

Molok grins demonically under his upturned bull horns. Seated cross-legged, he cradles an oversized cauldron that sends flames up to lick at his chin.

Anyone approaching the statue must make another immediate check for heat.

► Inside the cauldron is a skull-sized gem that radiates 1d6 points of heat damage to everything within 5 feet every round.

Moans and screams are heard every 1 in 6 rounds from all directions.

4. Reverse Gravity Hallway:

Along this 60' hallway hang numerous portraits, oriented upside down. Between them are two closed doors on the north wall and two closed doors on the south wall. The hallway opens to a larger room in which can be seen humanoid figure larger than a man motionless in a stuffed chair.

Every round, gravity may reverse here (1 in 6), causing a "fall" up to the ceiling or down back to the floor, dealing 1d6 points of damage when falling either direction. When gravity is reversed, it's still possible to move into any adjacent room.

5. Corpse Carpet:

A macabre carpet of mashed flesh spreads out to fill this 60' hall with two doors on the south wall. The end of the hall opens to a room with fireplace ablaze. Decaying flesh squishes and glops underfoot.

6. Vugyux:

A skeletal figure paces this room. Twisted viscera quiver inside the central bones of the otherwise bare skeleton. Drapes on the north wall are pulled back for full view of the outside area.

Vugyux (mohrg): AC 23, HD 14, #AT slam or viscera touch, Dam 1d6+7 or paralysis, Mv 30', sv F14, MI 12, XP 2,730

Immune to **sleep**, **charm**, and **hold** magic. Killed victims rise as zombies.

HP 91 □□□□ □□□□ □□□□ □□□□
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Vugyux cares most about murder, and not much else, including his own existence. Aside from hammering victims with his bony fists, he can whip out lengths of viscera, in which case the victim must save vs. Paralysis or be **paralyzed** for 5d4 rounds. Anyone killed by **Vugyux** rises as a zombie at the next sunset.

Various ruined debris litters this room. The door to room 26 is locked.

7. Stoned by the Fountain:

A circular table surrounds a gurgling fountain throwing off drops of water and mist, making the room heavy with humidity. The statue of a skeletal mage stands against the north wall, holding out a goblet. Above the statue hangs a banner that suggests "Kill them with Fire"!

The statue hides the doors on the east wall. The goblet can be taken from the lich to cause the doors to open into room 8.

Drinking from the fountain causes **petrification**.

8. Empty Kitchen:

A dusty kitchen, intact. 30'x30' except for a short hallway to the east ending in a closed door. Another door to the west.

9. Empty Storage Room:

Several empty wooden boxes are pushed against the walls. The door on the west wall is stuck closed.

10. Stairs:

Five zombies shuffle around, pushing at the door at times; they are exceedingly hungry. Stairs lead down.

5 Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 8 □□□□ □□
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11. Mud Room:

A pair of discarded boots sit on a bench. The door outside is stuck closed.

12. Pig Pen:

Zombie pigs are stuck in place, belly deep in mud that long ago dried hard. They grunt and squeal at the sight of the living. Roll on the wandering monster table for exploration of Tosasth.

13. Hallway:

An L shaped hallway with windows into an arboretum filled with cacti.

14. Arboretum:

Barrel cacti surround a man-sized Saguaro cactus. Gazing at it for a time, it opens eyes to stare back, then struggles to produce a raspy greeting in an unknown tongue.

The cactus man is entirely neutral, wants to escape his prison and will try to display lack of hostility in order to escape the mansion.

Gorpse (Cactus Man): AC 15, HD 5, #At 2 claws or hug, Dam 1d8/1d8 or 2d8, Mv 40', Sv F5, MI 9, XP 360

See **Unusual Monsters**.

HP 20 □□□□ □□□□ □□□□ □□□□

► Through the glass in the south wall can be seen a small room filled with black tentacles.

15. Closet:

A statue of Death stands against the north wall, scythe in one hand, the other held out with open palm.

Placing a coin in the hand causes Death to animate; it will step aside and a secret door opens behind.

16. Minotaur:

A minotaur steps forward, axe in hand to do battle. Its head teeters on its shoulders, reattached with a heavy stake.

Zombie Minotaur: AC 14, HD 6, #At 1 gore/1 bite or greataxe, Dam 1d6/1d6 or 1d10 +3, Mv 20', Sv F6, MI 12, XP 500

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 40 □□□□ □□□□ □□□□ □□□□
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17. Paladin's Last Stand:

Three large stuffed chairs are arranged in a semi-circle before a fireplace, backs to the hallway to the west. Scattered about the floor are parts of a suit of full plate armor and shredded clothing.

Three zombie minotaurs rise from the chairs, eager for fresh meat. They will grapple the closest victim and then fight over him, biting and goring.

3 Zombie Minotaurs: AC 14, HD 6, #At 1 gore/1 bite or greataxe, Dam 1d6/1d6 or 1d10 +3, Mv 20', Sv F6, MI 12, XP 500 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 40 □□□□ □□□□ □□□□ □□□□
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The armor is ruined. Among the effects is a silver holy symbol in the shape of an oak leaf worth 500 gp.

18. Black Tentacles:

Innumerable black tentacles writhe here, protruding from the floor.

Anyone in the room or standing at the doorway are attacked by 1d4+7 tentacles using AB +7. A successful attack is a grapple that pulls the target into the room. Each round, the target is pulled 5' towards the center of the 20'x30' room and takes 1d6+7 points of damage. Movement is halved in this room.

19. Vampire Spawn:

A pair of vampire spawn relax on couches, drinking blood from pewter goblets. One wears a silver cloth and holds a silver mirror, marveling at the lack of reflection. The other wears an ermine sash and holds a miniature platinum sickle.

2 Vampire Spawn*: AC 15 $\frac{1}{2}$, HD 4*, #At 1 punch or 1 bite, Dam 1d6+3 or 1d3 + special, Mv 30', Sv F4, MI 9, XP 280 ea.

Natural 20 attacks are bites that do 1d3 points of damage. Save vs. Death Ray or suffer **energy drain**, heal spawn 1d8 HP, and attach.

HP 32 □□□□ □□□□ □□□□ □□□□
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25 □□□□ □□□□ □□□□ □□□□
 □□□□ (Rowena)

The valuables held by the vampire spawn are a cape of silver cloth latched with a violet garnet (5,000 gp), a fine cloth sash trimmed with ermine (400 gp), an ornate silver mirror set with violet garnets (1,000 gp), a platinum sickle inlaid with electrum (1,700 gp). A sack of gold coins (600 gp) is out of site under a one of the couches.

20. Salosia's Bedroom:

This is a nicely-furnished room.

21. Rowena's Bedroom:

This is a nicely-furnished room.

22. Edwin's Bedroom:

Contact poison on the doorknob of this room requires a save vs. Death Ray or lose 1 STR permanently.

Inside are 11 bugbear skeletons holding barbed spears.

Bugbear Skeleton: AC 13, HD 3+1, #At 1 spear, Dam 1d6+1, Mv 40', Sv F3, MI 12, XP 145 ea.

Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 13 □□□□□ □□□□□ □□□
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23. Stelian's Bedroom:

Innumerable black tentacles writhe here, protruding from the floor.

Anyone in the room or standing at the doorway are attacked by 1d4+7 tentacles using AB +7. A successful attack is a grapple that pulls the target into the room. Each round, target is pulled 5'

towards the center of the 20'x30' room and takes 1d6+7 points of damage. Movement is halved in this room.

24. West Parlor:

An ever-burning fire rages in a fireplace over which a shattered mirror hangs. A mural on the ceiling depicts an epic battle between Elves and Dwarves.

► If any players ask questions about the mirror, the onlooker notices a seam in the hallway ceiling.

The hallway going north is trapped so that a large slab falls from the ceiling. Attack with AB +12 doing 12d6 points of damage on a hit. The noise of the slab falling attracts 3d6 giant rats on a 2 in 6.

3d6 Giant Rats: AC 13, HD 4 HP, #At 1 bite, Dam 1d4 + 5% chance of disease, Mv 40' Swim 20', Sv F1, MI 8, XP 13 ea.

5% any victims bitten sicken in 3d6 hours.

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25. Chained Up:

A minotaur zombie is chained to the center of the floor such that it can reach either the north door or the edge of the hallway.

Zombie Minotaur: AC 14, HD 6 (HP 40), #At 1 gore/1 bite or +1 greataxe, Dam 1d6/1d6 or 1d10 +3, Mv 20', Sv F6, MI 12, XP 500

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 40 □□□□□ □□□□□ □□□□□ □□□□□
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26. Chimera Den:

Double doors into this room are locked.

Two horrendous skeletal creatures prowl inside this room: three heads, four legs, and two wings.

2 Skeletal Chimeras: AC 16, HD 9 (HP 58), #At 2 claws/3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 12, XP 1,500 ea.

Once a day, breathes fire in 10'-wide cone for 3d6 points of damage; save vs. Dragon Breath for half. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 58 ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
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27. Office:

Centered in the room stands a desk. Double doors to the south bear a plaque stating "Doru's Library".

► A small bookcase on the western wall conceals a secret door.

28. Doru's Library:

A ghost browses the many books. Save vs. Spells or flee in terror for 2d6 rounds. **Doru** will sooth visitors not to be frightened, to no avail.

Doru is confused, endlessly looking for her lost spell. She talks about "The Great Project" and the blessing of **Haderax** to solve the endless arguments. Most pointed questions will get changing answers.

She will not attack unless attacked or her books are taken out of the library. Visitors may read books while in the library. With egress open to this area, curious vampire spawn or ghouls may arrive 1 in 1d8 turns.

Despite being a Magic-User in life, **Doru** no longer casts spells.



Doru's Ghost: AC 20*, HD 10 (+9), #At 1 touch/1 gaze, Dam 1d8 + special, Mv 30', Sv F10, MI 10, XP 5,500

Save vs. Spells or flee for 2d6 rounds. On touch, regenerate HP and reduce CON of target. Elves and Dwarves save vs. Death Ray to resist touch attack. Use **telekinesis** as 10th level Magic-User once per turn. Possess attack allows save vs. Spells to resist.

HP 65 ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐
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Notable books: *Doru's Poisonous Beasts*, *Healing Salves of Famous Alchemists* by various authors, **Doru's Spellbook**, *The Origin of the Sun* by Apoklopus, *Twelve Columns of Fiendish Realms*, plus many books of poetry and literature. All books are written in Elvish.

Doru's Spellbook

Level 1: **read languages**, **hold portal**, **light***, **protection from evil***

Level 2: **levitate**, **locate object**

Level 3: **dispel magic**, **darkvision**, **clairvoyance**

Level 4: **polymorph other**, **polymorph self**, **massmorph**

Level 5: **feeblemind**, **passwall**

29. Talanashta's Grave:

A simple coffin lays on the floor. 3 in 1d6, **Talanashta** is here, resting. She is not incapacitated and will rise to confront intruders. She may call for her spawns in room 19 who will arrive in 1d6 rounds.

Talanashta (Vampire): AC 18 ‡, HD 9**(+8), #At 1 scythe or special, Dam 1d8+3 or special, Mv 40' Fly 60', Sv F7, MI 11, XP 1,225

Save vs. Spells with -2 penalty or be **charmed** by gaze. Bite does 1d3 points of damage the first round followed by **energy drain** every round thereafter. -5 AC while biting. +3 points of damage with melee weapons. Summon 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves, arriving in 2d6 rounds. Transform into giant bat or a dire wolf at will. Gaseous form at will.

HP 78

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30. Talanashta's Trophies:

Neatly displayed and labeled: 800 pp, letter opener (1,200 gp), **Potion of Animal Control**, **Potion of Longevity**, **Scroll of Protection from Undead**.

31. Balcony:

This balcony overlooks the great hall. A spiral stair beckons up into the tower. Hallways lead east and west.

The floor is a mosaic showing a beautiful Elf maiden gazing at her reflection in a natural pool before an oak. The tiles in the reflection's face are ripped out.

32. Collapsing Floor:

The floor collapses under weight. Roll 1d6

1-4 Fall into room 19 (1d6 points of damage) followed by rubble (another 1d6 points of damage).

5-6 Fall into room 18.

33. Bone Piles:

Various piles of small bones are stacked by type before three doors: arms, vertebrae, skulls.

34. Ciro the Spectre:

Tied to this spot after his murder for political intrigue, **Ciro** waits for his killer to return.

Ciro (Spectre): AC 17 ‡, HD 6**, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11, XP 610

Immune to **sleep**, **charm**, and **hold** magic.

HP 28

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35. Discarded Drawings:

Piles of sketches, mostly of imagined buildings are stacked in piles on tables.

Characters searching for a turn discover a floorplan of this mansion. Searching for another turn rewards the players with the floorplan of the central tower inhabited by **Nimue Sylnan**.

36. Donovan's Bedroom:

A minotaur lies motionless on a tall bed. Slowly it rises and groans an incoherent stream of verbal venom.

Zombie Minotaur: AC 14, HD 6, #At 1 gore/1 bite, Dam 1d6/1d6, Mv 20', Sv F6, MI 12, XP 500

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 40

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37. Virgil's Bedroom:

The door to this room is locked and trapped. The trap sprays acid, delivering 9d6 DAM. Save vs. Dragon Breath (+/- DEX) for half.

The drapes are wide open; a desiccated corpse clutches a heavy blanket, face exposed.

38. Ghoul Experiment:

A ghoul is bound to an iron table. Its innards are pulled out; it begs for an end to its suffering.

39. The Merger:

Two man-sized boxes, one of iron and the other copper dominate this room. A tube connects the two at shoulder height.

If any two living beings enter the boxes and reach through the tube to hold hands, a bright green light surges between them. Their essence is merged into one Human who stumbles out of the box with the memories and vigor of both. Features and skills are merged into an average of the previous beings. The personality with the highest wisdom now controls this character. Only a **wish** can reverse the process.

40. Strange Device:

The room contains a man-sized box with a crank on the outside. Turning the crank summons a monster, explodes or falls apart. Roll 1d6:

- 1 Bugbear Skeleton:** AC 13, HD 3+1, #At 1 spear, Dam 1d6+1, Mv 40', Sv F3, MI 12, XP 145
Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 15 □□□□ □□□□ □□□□

- 2 Spectre:** AC 17 ‡, HD 6**, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11, XP 610

Immune to **sleep**, **charm**, and **hold** magic.

HP 24 □□□□ □□□□ □□□□
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- 3 Zombie:** AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 8 □□□□ □□□□

- 4 Zombie Minotaur:** AC 14, HD 6 (HP 40), #At 1 gore/1 bite, Dam 1d6/1d6, Mv 20', Sv F6, MI 12, XP 500

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to **sleep**, **charm** or **hold** magic.

HP 24 □□□□ □□□□ □□□□
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- 5** The device explodes for 3d6 points of damage to everyone in the room.

- 6** The device falls apart.

**41. Bottled Up:**

This alchemist's lab is ruined. Many broken vessels litter the floor. A large glass jug on a shelf contains a swirling cloud, which is actually spectre trapped inside. PCs make a Wisdom check to recognize it as such. It begs for release. It can be released by uncorking the jug, at which point it will attack.

Spectre: AC 17 ‡, HD 6**, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11, XP 610

Immune to **sleep**, **charm**, and **hold** magic.

HP 28 □□□□ □□□□ □□□□ □□□□
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42. Observatory:

If not already encountered, **Talanashta** will be here, sadly scanning the city. She will address those climbing the stairs as they enter. She has no desire to fight and can transform into a giant bat to flee through the open windows.

A glowing green orb in the ceiling pulsates. Once a turn, 1 in 1d8 chance it fires a green blast of energy into the city that transforms into a group of undead.

The orb is one of the undead generators of the city that must be destroyed to stop the replenishment of undead. If the PCs destroy it, they should be given an XP award.

43. Cellar Stairs:

Thick dust covers the stairs. A few old wine bottles remain in slots meant for many more.

44. Crypt Entrance:

A stone slab is mortared in place. Chiseling it out reveals stairs going down

A narrow stair, completely dark, lands in a 50' hallway, 5' wide. Six nooks contain sarcophagi. The passage ends in a 25'-round chamber.

On a brass plaque, the following is engraved.

Heaven brings forth innumerable things to nurture Man.

Man has nothing good with which to recompense Heaven.

Kill. Kill. Kill. Kill. Kill. Kill. Kill.

--**Elnaril Phiran**

Entering tomb exposes all to disease.

In the tomb, all rolls are at disadvantage. Roll twice and keep the worst.

At each intersection, a dart trap fires 10 darts down from above (AB +1) 1d6 damage plus exposure to disease. Resets after 10 minutes.

Each sarcophagus contains vermin.

45. Grubs:

Thousands of grubs, 11 of which are rot grubs.

11 Rot Grubs: AC 10, HD 1 HP, #At 1 bite, Dam special, Mv 5', Sv F1, MI 12, XP 16 ea.

Wisdom check to notice attack. May be killed in two first rounds by cutting or fire, doing 2d6 points of damage, else victim dies in 1d3 turns.

Note: Each box below represents a single rot grub.

HP 11 □□□□□ □□□□□ □

46. Rats:

Scores of rats leap from the sarcophagus.

50 Rats: AC 11, HD 1 HP, #At 1 bite per pack, Dam 1d6 + disease, Mv 20' Swim 10', Sv NM, MI 5, XP 360

Note: Each box below represents a single rat.

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47. Ants:

12 giant ants crawl out, clicking their mandibles.

12 Giant Ants: AC 17, HD 4, #At 1 bite, Dam 2d6, Mv 60' (10'), Sv F4, MI 7 on first sighting, 12 after engaged, XP 240 ea.

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48. Bats:

Bats flutter out in a cloud.

100 Bats: AC 14, HD 1 HP, #At 1 special, Dam Confusion, Mv 30' Fly 40', Sv NM, MI 6, XP 10 ea.

For every ten bats, one creature is confused, suffering -2 on all attack and saving throws.

Note: Each box below represents a single bat.

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49. Centipedes:

Eight giant centipedes with dexterity-damaging poison.

8 Giant Centipedes: AC 11, HD 2 HP, #At 1 bite, Dam poison DEX, Mv 40', Sv NM, MI 7, XP 13 ea.

Those bitten save vs. Poison +2 or lose 1 point of DEX permanently.

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50. Flies:

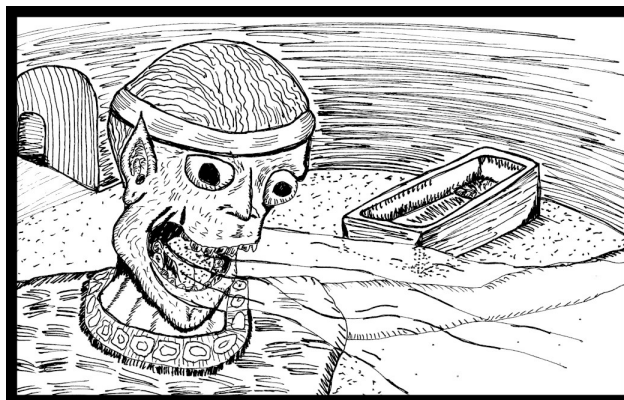
Ten giant flies pop out, crawling over the walls and ceiling.

10 Giant Flies: AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F2, MI 8, XP 75 ea.

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51. Elnaril Phiran's Burial Chamber:

A half dome of 25' diameter is carved out of hard rock. Every surface is painted a deep blue and set with sparkling gems (worthless rhinestones). In the center of the chamber sits a black sarcophagus. The surface is perfectly smooth and shiny, except for a name shown in inlaid gold: **Elnaril Phiran**.



Inside, a mummy rests, draped in a silver cloth set with violet garnets. In one hand, he holds a platinum sickle; in the other, a rod ending in an Elven holy symbol.

His eyes open. He says:

Woe to those who tread within!

Disturbing my repose is mortal sin.

You're cursed by air. Your luck is sour.

Flee now else meet your final hour.

Every PC must save vs. Spells (+/- WIS) or suffer -2 AB / -2 AC due to fear.

Two rounds later, he climbs out and emits a 10' x 30' cone of vomit that does 5d6 points of damage with no saving throw to avoid.

The Mummy of Elnaril Phiran: AC 17 $\frac{1}{2}$, HD 10, #At 1 touch + disease or vomit, Dam 1d12 + disease or 5d6 + disease, Mv 20', Sv F5, MI 12, XP 1,500

Save vs. Spells (+/- WIS) or suffer -2 AB / -2 AC due to fear.

3 times a day, **Elnaril** may breathe a cone of disease vomit 10' wide and 30' long that does 5d6 points of damage + disease exposure; no saving throw is allowed to avoid.

75% of any spells cast on **Elnaril** are reflected back on the caster.

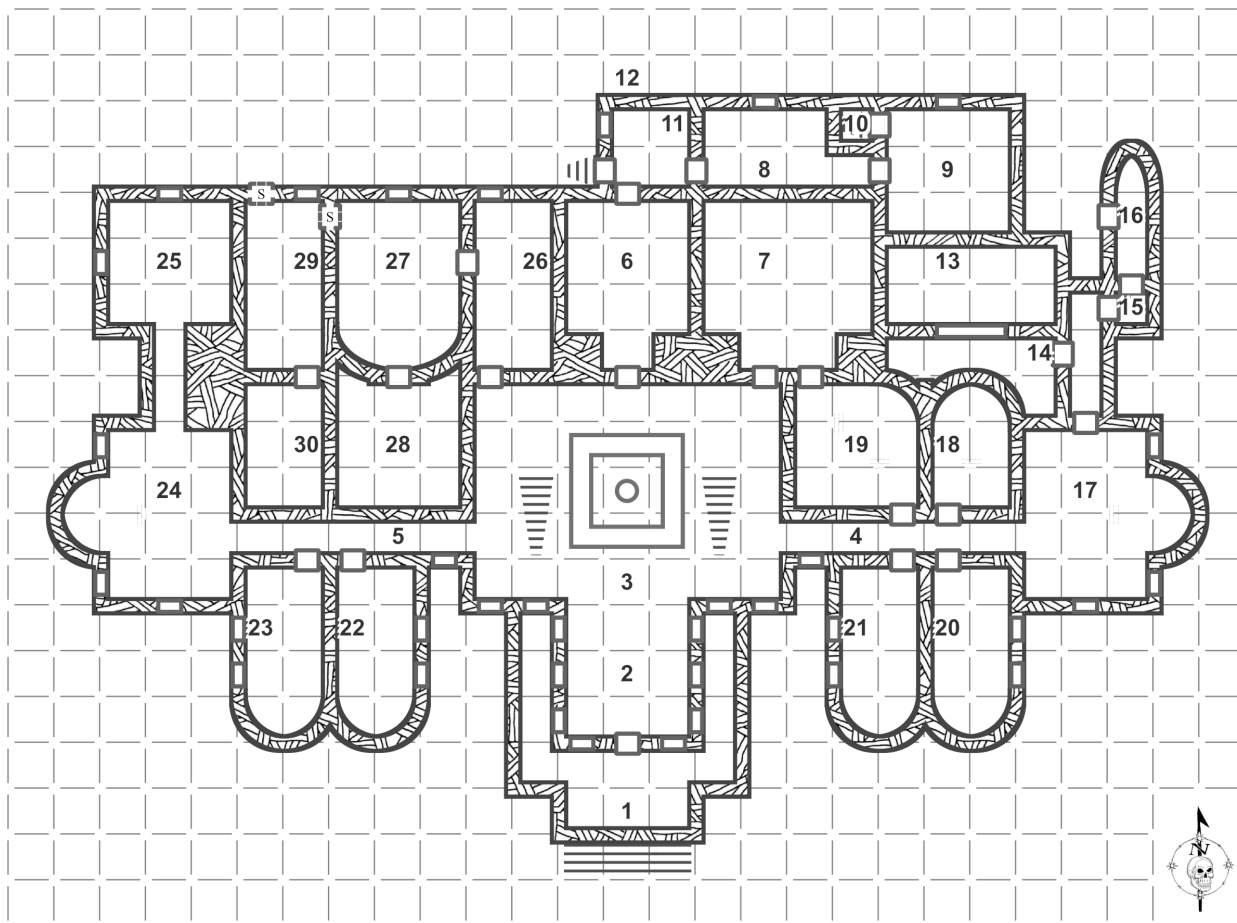
Elnaril is immune to **sleep**, **charm**, and **hold** magic. He takes half damage from magic weapons and double damage from fire. Any physical contact exposes living opponents to disease.

PCs exposed to disease save vs. Death Ray (+/- CON). Those infected take 1d4 points of damage at every sunset until cured.

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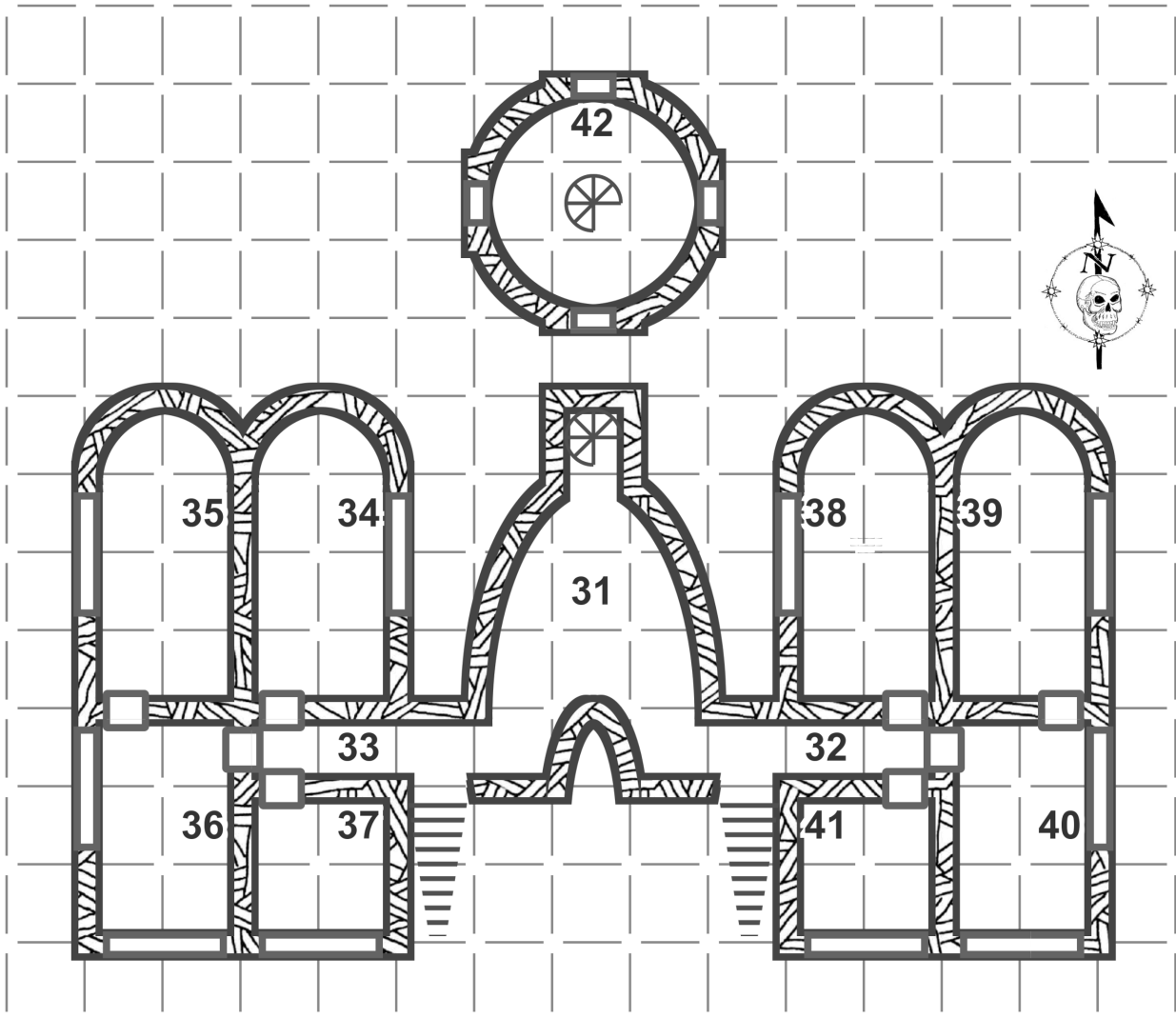
Silver cloth set with violet garnets (5,000 gp), platinum sickle inlaid with electrum (1,700 gp), and ermin fur pillow (1,700 gp).

Ground Floor



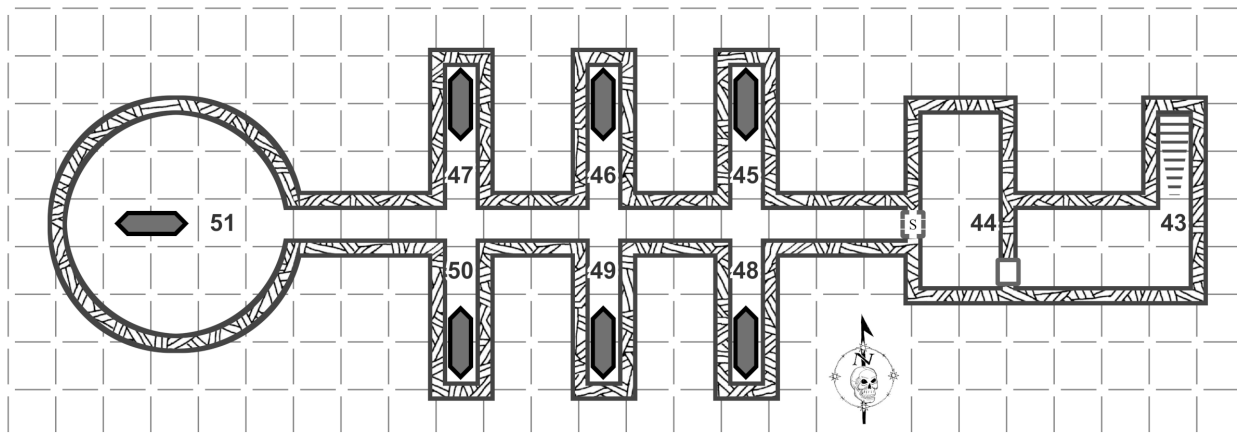
Scale: 1 Square is 5'

Upper Floor



Scale: 1 Square is 5'

Basement



Scale: 1 Square is 5'

The House of Penelo Elixidor

1. Exterior:

A wrought iron fence surrounds an overgrown rose garden, through which a crumbling path (20' long) leads to stairs up to a porch wrapping around to the right.

The mother plant can reach onto the porch. 4 children on each side of the path can reach anyone within 5 feet. The plant surprises on a 1-3.

9 Ghostcap Blooms: AC 12, HD 4 and 2, #At 1, Dam 1d4 + special, Mv 0', Sv F4, MI 12, XP 240 ea.

Surprise on 1-3. Hit entangles, auto-damage. Save vs. Death Ray +STR to escape. Smaller bushes are destroyed on a turn. Larger bush is -3 to hit if Turned but can still attack.

HP 22 □□□□□ □□□□□ □□□□□ □□□□□ □□
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2. Vestibule:

The front door is a fine slab of ancient oak with silver fittings. It's unlocked. The knob is covered in an oil, hard to notice until touched, in which case, check for exposure to disease.

A "trap" in the door pours a bucket of holy water over the first person entering, a purely mechanical device.

3. Entrance Hall:

A vestibule in the southern end of this 15'x20' room faces an open archway on the north wall which looks into a dining room. A staircase rises up along the western wall beside a door opening to the outside. The eastern wall bears two open doorways.

If the trap in the vestibule was tripped, the living statues in the Sitting Room will begin moving to intercept intruders. A grinding noise will be heard for 2 rounds before they begin filing into the room.

4. Dining Room:

A cloth covers a dining table and chairs. A hutch displays fine dishes behind glass. The portrait of an Elf in warrior garb hangs on the south wall.

An archway leads east, beside a closed door. An archway also leads south. Finally, an unlocked door is found on the north wall. It leads to more storage for dinnerware and a way into the kitchen. 1,000 gp worth of silverware can be found in drawers.

► Beneath the cloth are six table settings, including silver utensils worth 1,000 gp.

5. Kitchen:

An ordinary kitchen, with two doors on the west wall. A door on the north wall leads outside. An open doorway goes south into a hall. Another doorway opens to stairs going down 20' into the basement.

6. Sitting Room:

Three iron statues face outward through open windows. An iron box sits inside a fireplace.

A trap on the box opens a circular trap door extending six feet from the fireplace. Save vs. Death Ray (+/- DEX) or fall 20' into the basement.

Inside the box are 1,200 gp and a **Dagger +1**.

3 Iron Living Statues: AC 18, HD 4*, #At 2 fists, Dam 1d8/1d8 + special, Mv 10', Sv F4, MI 12, XP 280 ea.

Save vs. Spells or non-magic, metal weapons are stuck.

HP 13 □□□□□ □□□□□ □□□
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7. Parlor:

The skeleton of a child stretches out on a lounge, the whole covered in dust. Over a fireplace in the northwest corner hangs a document, framed and behind glass, entitled *The Oath of Penelo Elixidor*.

Within an oaken valley,
A nation's flag unfurled,
Transcending in its martial pride
The nations of the world.
Though born of war, baptized in blood,
Yet mighty from the time,
Like fabled phoenix, forth she stood—
Dismembered, yet sublime.
And braver heart, and bolder hand,
Never formed a fabric fair
As Elven wisdom can command,
And Elven valor rear.
Though kingdoms scorn to own her sway,
Or recognize her birth,
The land blood-bought for liberty
Will reign supreme on earth.

8. Sewing Room:

A headless figure (a mannequin) wears a frilly dress. Heavy drapes are drawn. Trunks hold bolts of cloth and thread.

9. Isabella's Chamber:

A mummified woman lies motionless in a large bed. In a tiny silver cage on a nightstand is a spider. It's not moving.

An imp, disguised as a spider, will wiggle its legs in order to charm a party member.

Imp: AC 19, HD 2, #At 1 tail stinger, Dam 1d4 + poison, Mv 20'/Fly 60', Sv C2, MI 7, XP 125

Save vs. Poison or die from barbed tail. Change at-will into spider, raven, or giant rat. **Detect magic** or become **invisible** at-will. **Charm person** once per day.

HP 7 □□□□□ □□

► Among the old clothes is a broken hand mirror and platinum comb worth 2,300 gp.

**10. Penelo's Chamber:**

General **Penelo Elixidor** relaxes in an easy chair, attended by four ghosts who pace the room. He greets intruders with disdain and mild surprise if they are not undead.

Instinctively, he summons 10 giant rats that arrive in 2d6 rounds.

Penelo (Vampire + 10th level Cleric): AC 18 $\frac{1}{2}$, HD 9**(+8), #At 1 2H sword or special, Dam 1d10+2 or special, Mv 40' Fly 60', Sv F7, MI 11, XP 2,500

Save vs. Spells with -2 penalty or be **charmed** by gaze. Bite does 1d3 points of damage the first round followed by **energy drain** every round thereafter. -5 AC while biting. +3 points of damage with melee weapons. Summon 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves, arriving in 2d6 rounds. Transform into giant bat or a dire wolf at will. Gaseous form at will.

Spells: 2x **cause light wounds** (heals undead by 1d6+1 points of damage), **darkness** (30' radius, cast on enemy weapon), 3x **hold person**, 2x **bestow curse** (worms crawling under the skin cause 50% every round to take no action), **dispel magic**, **sticks to snakes** (summons 4 snakes), **insect plague** (3 insect swarms).

HP 42 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□□□□ □□□□□ □□□□□ □□

4 Ghaists: AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + stench, Mv 30', Sv F2, MI 9, XP 125 ea.

Surprises 1-3 on 1d6. Living creatures within 10' save vs. Poison or be sickened (-2 AB) for 2d6 rounds due to stench. Touches requires a save vs. Paralysis or paralyzed for 2d8 turns, except Elves. Immune to **sleep**, **charm**, and **hold** magics.

HP 6 □□□□□ □
 9 □□□□□ □□□□
 9 □□□□□ □□□□
 12 □□□□□ □□□□□ □□

10 Giant Rats: AC 13, HD 1d4 HP*, #At 1 bite, Dam 1d4 + 5% chance of disease, Mv 40' Swim 20', Sv F1, MI 8, XP 13 ea.

5% any victims bitten sicken in 3d6 hours.

HP 1 □ 4 □□□□
 4 □□□□ 3 □□□
 2 □□ 1 □
 3 □□□ 1 □
 4 □□□□ 3 □□□

4 Pit Vipers: AC 14, HD 1*, #At 1 bite, Dam 1d4 + CHA poison, Mv 30', Sv F1, MI 7, XP 37 ea.

Poison causes permanent blackened flesh area, reducing CHA by 1.

HP 1 □ 8 □□□□□ □□□
 7 □□□□□ □□ 1 □

Insect Swarm: AC 13, HD 2*, #At 1 swarm, Dam 1d3 (double against no armor), Mv 10' Fly 20', Sv N/A, MI 11, XP 100.

Fills 3 10' cubes. Unharmd by weapons. Swing arm to ward off and reduce damage to 1 HP per round.

HP 8 □□□□□ □□□

► On a table, two small bags contain 1,700 ep and 700 pp.

► On the mantle sit three crystal cards of red, green, and blue.

11. Dressing Room:

Fine clothing hangs in two open closets. A full-length mirror is turned to the wall. Two blood shrouds lurk among the clothes.

2 Blood Shrouds: AC 12, HD 4, #At 1 whip or 1 blood spray, Dam 1d4 or special, Mv Fly 60', Sv F4, MI 9, XP 320 ea.

Save vs. Poison or be blinded permanently by blood spray. On whip hit that surpasses target AC by 5, pull target under shroud to be paralyzed and suffer 1 energy drain per round. While engulfed victims take half of damage taken by the blood shroud, full damage of piercing or bludgeoning. Any damage allows a new save to escape. Cannot fly while engulfing a target.

HP 9 □□□□□ □□□□
 15 □□□□□ □□□□□ □□□□□

In a drawer are 600 gp, 11 fancy stones (100 gp/each), and a **Scroll of Protection from Undead**.

12. Upper Hall:

The staircase from the ground floor leads to this bare room.

13. Archibald's Chamber:

Archibald the ghoul is throwing darts at zombies lined up against the wall with his two friends, **Larald** and **Uril**, who lounge in easy chairs.

Threatened, they command the zombies to grapple and hold foes for easy biting.

5 Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 3 □□□ 7 □□□□□ □□
 7 □□□□□ □□ 4 □□□□
 13 □□□□□ □□□□□
 □□□

3 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 13 □□□□□ □□□□□ □□□ (Archibald)
 7 □□□□□ □□ (Larald)
 8 □□□□□ □□□ (Uril)

A loose pile of treasure, hidden by **invisibility** and under an easy chair includes 600 cp, 400 ep, 100 pp, and a **Ring of Control Plant**.

14. Bath:

This room exhales a puff of dust as the door opens. Inside are a wash basin, tub, and toilet.

15. Basement:

Demons toil in a machine, turning a wheel with a green globe at its center. Green goo pours from the machine into a funnel, then a pipe that pierces the basement wall. The goo flows to a nearby graveyard where innumerable dead rise again.

Imp: AC 19, HD 2, #At 1 tail stinger, Dam 1d4 + CON, Mv 20'/Fly 60', Sv C2, MI 7, XP 125

Save vs. Poison or die from barbed tail. Change at-will into spider, raven or giant rat. **Detect magic** or become **invisible** at-will. **Charm person** once per day.

HP 11 □□□□□ □□□□□ □
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 8 □□□□□ □□□
 13 □□□□□ □□□□□ □□□

16. Attic:

Reached by the back hall stairs.

6 child-sized coffins containing baby mummified vampire spawn. They have bat wings and wear golden chains, wrapped in cloth. They burst out if disturbed, flying around trying to bite.

6 Vampire Spawn: AC 15‡, HD 4*, #At 1 punch or 1 bite, Dam 1d6+3 or 1d3 + special, Mv 30', Sv F4, MI 9, XP 280 ea.

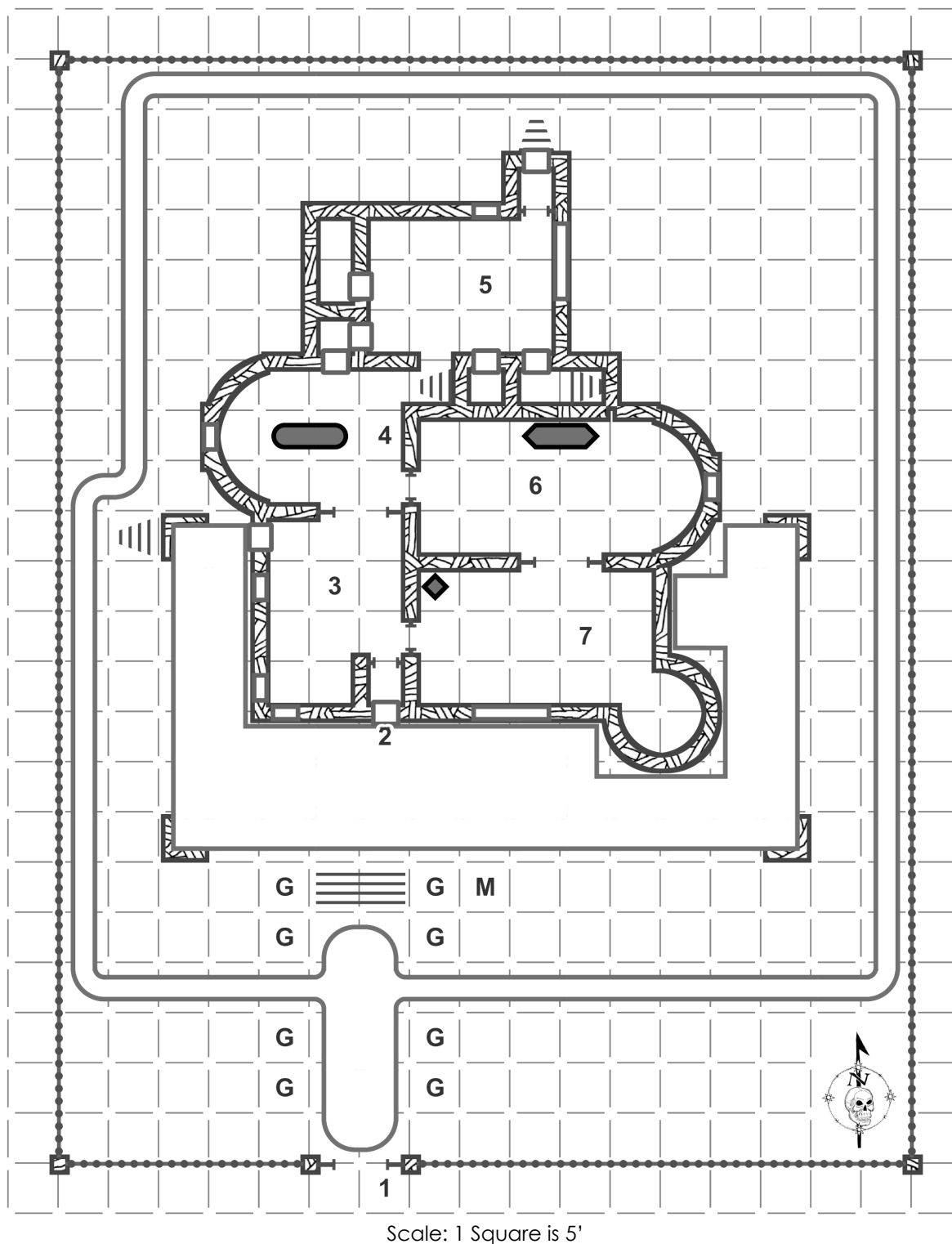
Natural 20 attacks are bites that do 1d3 points of damage. Save vs. Death Ray or suffer **energy drain**, heal spawn 1d8 HP, and attach.

HP 8 □□□□□ □□□
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 4 □□□□
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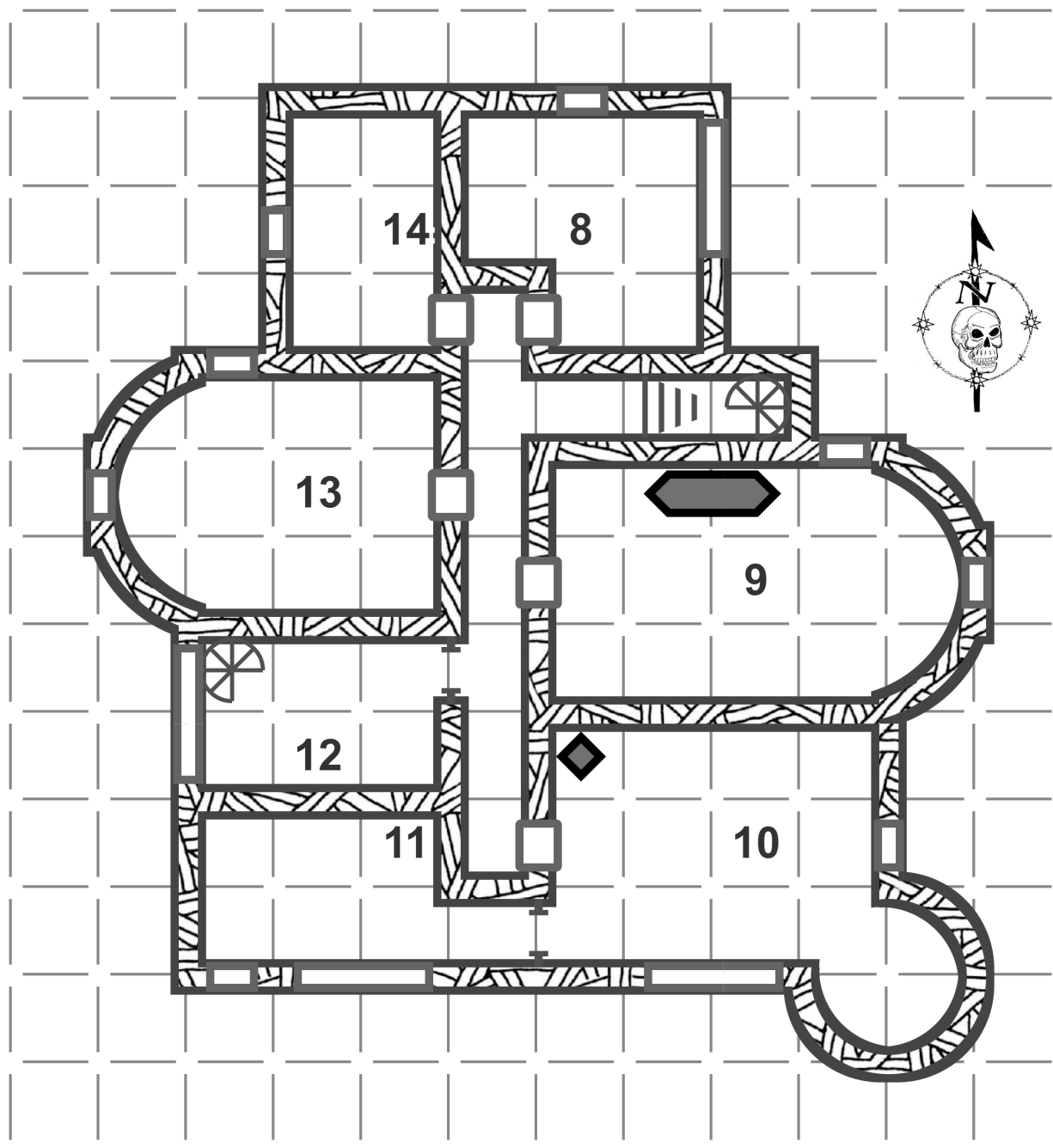
The six golden necklaces are worth 150 gp each.

Maps

Ground Floor

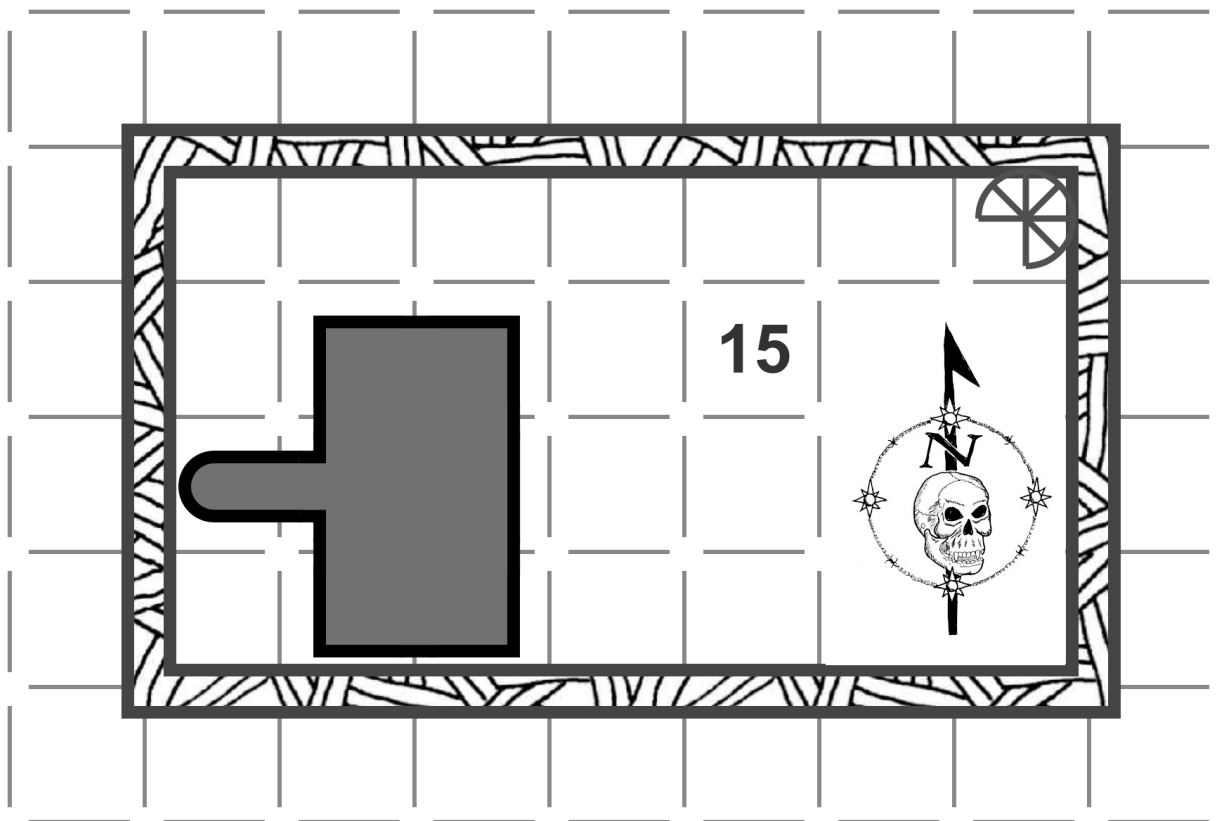


Upper Floor



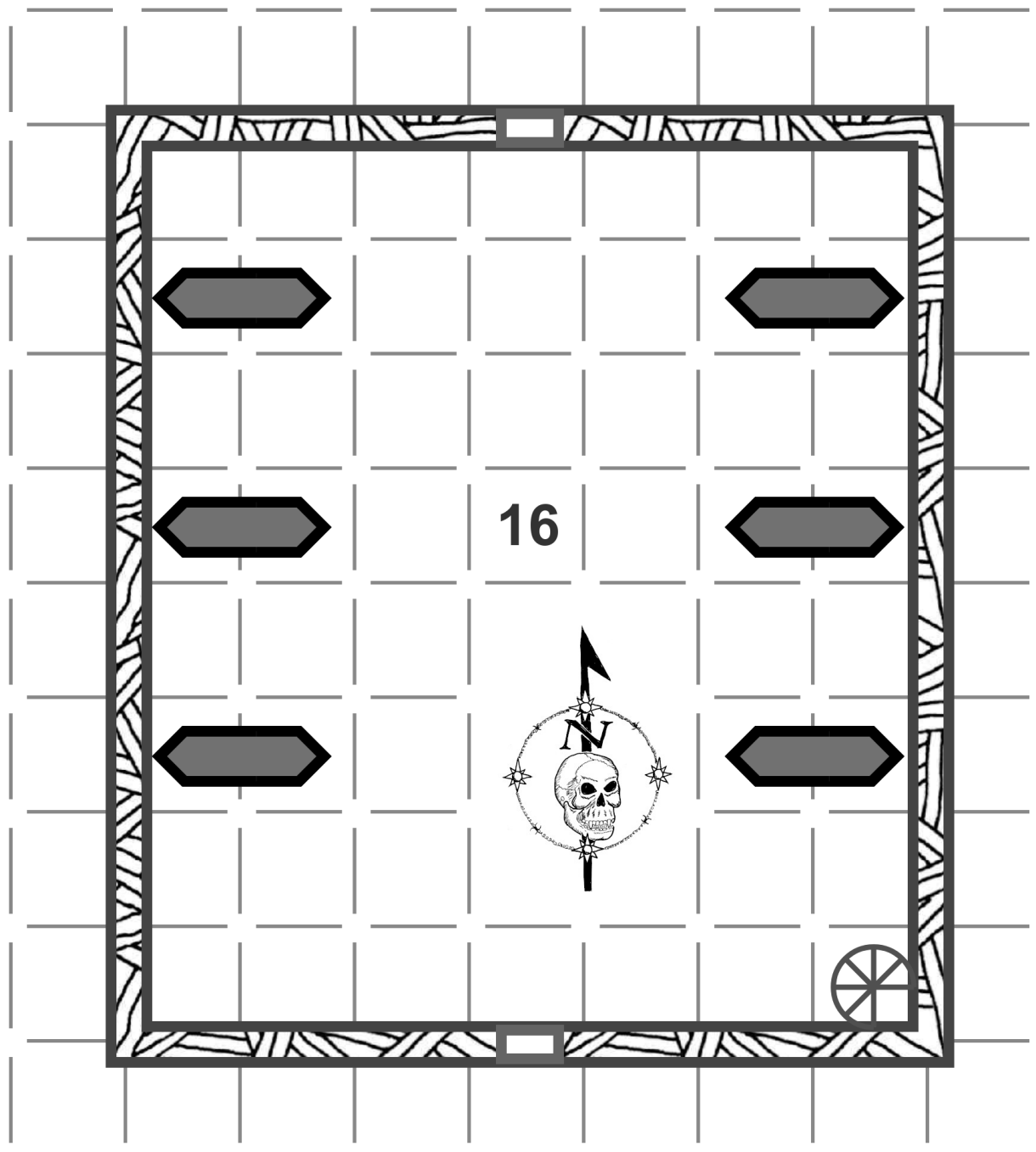
Scale: 1 Square is 5'

Basement



Scale: 1 Square is 5'

Attic



Scale: 1 Square is 5'

The Residence of Calaena Wysaphyra

Introduction

Pronounced kuh-**LI**-nah why-saff-**EER**-uh.

20' sandstone walls surround a compound, allowing entrance only from sturdy, wooden gates on the south and west. A 50' tower rises above the wall in the northeast corner as well as the tops of two trees. Several skeletons stand just behind the wall on an unseen gangway, protected completely from the waist down. Motionless, they grip bows. In all, 20 may be spotted at various points.

Inside the walls, 80 skeletons stand in perfect attention in the north yard. They wear rusty chain mail and hold long spears. Ladders allow quick access from the ground level up to the gangway.

Any living creature within 40' the walls will draw fire from the skeletal archers. If a threat appears in one location, all 20 will move along the wall to get into range. Barrels of arrows make ammo effectively unlimited. Half cover along the walls provides -4 AC.

At any disturbance, **Ophin** will fly over the compound to observe and direct the skeletons. His presence means Turns from a Cleric may fail to push the skeletons back due to partial failure.

20 Skeletal Archers: AC 13, HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP	6	□□□□□ □	3	□□□
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	7	□□□□□ □□	4	□□□□
	6	□□□□□ □	4	□□□□
	7	□□□□□ □□	8	□□□□□ □□□
	2	□□	8	□□□□□ □□□
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	5	□□□□□	1	□
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	8	□□□□□ □□□	6	□□□□□ □

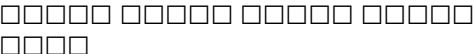
80 Skeletal Spearmen: AC 15, HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to **sleep**, **charm**, or **hold** magic.

HP	8	□□□□□ □□□	2	□□
	2	□□	5	□□□□□
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	5	□□□□□	7	□□□□□ □□
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	3	□□□	6	□□□□□ □
	3	□□□	1	□
	7	□□□□□ □□	1	□
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	8	□□□□□ □□□	6	□□□□□ □
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Ophin the Spectre: AC 17 $\frac{1}{2}$, HD 6**, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11, XP 610

Immune to **sleep**, **charm**, and **hold** magic.

HP 24 

1. Entry Gates:

Forcing the gates open requires a roll of 1+STR on 1d20. Each helping character adds 1 to the range.

Up to 20 skeletons on the wall can fire down at the gate at short range (+1).

20 flasks of oil are kept above each gate (south and west).

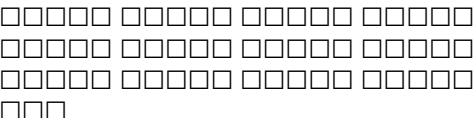
2. Entrance Hall:

Celaena has starved into a diabolus under the influence of her magic sword. Pallid and gaunt, rags hang over her long limbs. Her hair fell out centuries ago. Fangs show prominently from her elongated jaws. A bloodless gash crosses her chest.

She still holds her precious sword, a fearsome puppet master. Her eyes glow red but show little intelligence.

Celaena (Diabolus): AC 14, HD 15**, #At 1 bite, Dam 2d6+4 + ghoulish paralysis, Mv 60' Fly 20', Sv F15, MI 12, XP 3,100

Gaze requires characters of level 7 or less to save vs. Spells to avoid being paralyzed by terror for 1d3 rounds. Can sprout wings and fly. Any holy symbol within 10' causes her flesh to catch fire, doing 1d6+1 points of damage each round. She will attack this source of destruction immediately.

HP 63 

Ithush (Bastard Sword +3) 1d8/1d10 +3, INT 5 (-2), WIS 7 (-1), CHA 12

Made of bluish, diamond-hard crystal, it glows faintly on command. Plunging the sword into a defeated enemy puts the target in suspended animation, a way to trap a truly powerful enemy.

Trapping such an enemy is its prime purpose, and the sword always seeks to overpower its owner if such an opportunity arises.

Long ago, **Celaena**, despairing over becoming a vampire, fell under the power of the sword which compelled her to stab herself. This preserved her and starved her into a diabolus state. Centuries later, **Ophin** managed to convince a skeleton to remove the sword.

3. Bedroom:

A search of this bedroom turns up a diamond (7,000 gp), jasper (50 gp), malachite (13 gp), and 10 manacles (15 gp, 2 lb).

4. Celaena's Bedroom:

An old bed has collapsed in the center. Drawers are all pulled out from a dresser. The glass from a mirror is gone.

► Under the bed is a **Magic-User Scroll: dispel magic, phantasmal force, slow**

5. Veranda:

A short roof covers a veranda running along the structure.

6. Ophin's Bedroom:

The covers are pulled tight over a single bed. A stool is tucked under a tidy desk, on top of which are two bottles and 15 small vials. A small trunk sits closed at the foot of the bed.

► One bottle contains Brandywine (5 gp, 4 lb), the other is a **Potion of Levitation**. The vials contain ink.

► In a drawer of the desk are two **Magic-User Scrolls**. The first has **phantasmal force** and **polymorph self**. The second scroll has **invisibility, locate object, phantasmal force, and read languages**.

► Inside the unlocked trunk is an explorer's outfit sized for an Elf (10 gp). Pinned to it is a fine brooch, which is a **Brooch of Shielding** (1,500 gp) with an inscription on the back describing its operation, that being the absorption of 100 points of damage from **magic missiles** to the wearer before being destroyed.

► Under the bed is a bag of 20 marbles (2 sp, 1 lb). An enchanting cat's eye design threads through each marble, but they are otherwise mundane.

7. Toilet:

This private room features a simple hole in the floor and a small table. A large sword leans against the wall.



► The **Longsword +1** leaning against the wall gleams in blue steel and includes a handle that resembles a fish. The eyes of the fish light up when the sword is held.

► A **Wand of Light** (11 charges) rests on the table.

8. Bedroom:

A puffy mattress sits atop a small carpet. In the center of the mattress is a golden yellow topaz (800 gp).

► A bag of dried mushrooms (1 gp, 1 lb) hides under the mattress.

9. Women's Area:

Four cushions surround a low table on top of which are a pair of dice and a silver ring. A basket sits in the corner.

► The ivory dice (two, six-sided) are set with blue quartz (100 gp)

► The silver ring is also set with blue quartz (400 gp)

► The basket contains women's clothing. Mixed in are a leather belt set with pearls (80 gp) and a rabbit fur hat (70 gp).

► Tucked under a cushion is a **Scroll of Protection from Lycanthropes**.

10. Living Area:

A small bookcase contains several items. Cushions are arranged neatly on a thick carpet (50 gp) before a shrine to **Molok**, depicted in a typical sitting position and holding a cauldron which overflows with offerings.

► The bookcase holds several unusual books: a slim leather-bound book with the gilded title *Prayers to Molok*, *The History of the Jasmine League*, and a treatise on exorcism in well-worn condition and barely legible.

► A **Scroll of Magic-user Spells** is tucked among the books, containing: **darkvision**, **shield**, **magic missile**, **wall of stone**.

► 9 boxes of 20 candles (2 sp, 1 lb) are stacked next to the bookcase.

► Among the offerings are several gems: amethyst (100 gp), chrysoberyl (70 gp), golden yellow topaz (200 gp), jade (100 gp), jet (70 gp), and rhodochrosite (10 gp).

► In the cauldron is a **Potion of Speed** and four bags of rare spices (10 gp, 1 lb).

12. Kitchen:

This cooking area features a small cask of pickled fish (2 gp, 5 lb), an amphora of common wine (2 gp, 80 lb), a small cask of oil, and a large box of firewood.

13. Well:

Stairs descend into a pool of still-fresh water that slowly spills out a pipe as it replenishes from below.

14. Stable:

Two skeletal horses are attached to a carriage (100 gp, 600 lb). They are docile and will obey commands.

15. Cattle Yard:

The cattle yard is filled with 12 zombie cows.

16. Servants' Quarters:

Among several beds are a bolt of linen (5 gp, 10 lb) and various items used in sewing. A rusty knife sits beside whetstone on a table. A spade leans against the wall just inside the entrance.

17. Garden:

An expansive and overgrown garden features enticing, scarlet roses.

Ghostcap Bloom: AC 12, HD 4 and 2, #At 1,
Dam 1d4 + special, Mv 0', Sv F4, MI 12, XP 240

Surprise on 1-3. Hit entangles, auto-damage. Save vs. Death Ray (+/- STR) to escape. Smaller bushes are destroyed on a Turn; the larger bush is -3 to hit if Turned but can still attack.

HP 22 □□□□ □□□□ □□□□ □□□□ □□
 (mother)
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18. Tower:

A 40' tower of stone holds up a glowing orb. A narrow stair winds up the inside to gain access to the walkway around the orb. 10 skeletons from courtyard may be here to defend the orb.

Sitting next to the orb is a lizard-like humanoid. Within 20' a strong smell assaults the senses. The figure is a hezrou demon named **Chindroth**, summoned by Dwarves that **Wysaphyra** defeated and enslaved in a great battle. He is bound to defend the orb, but partly welcomes defeat because it means being banished back to his native realm.

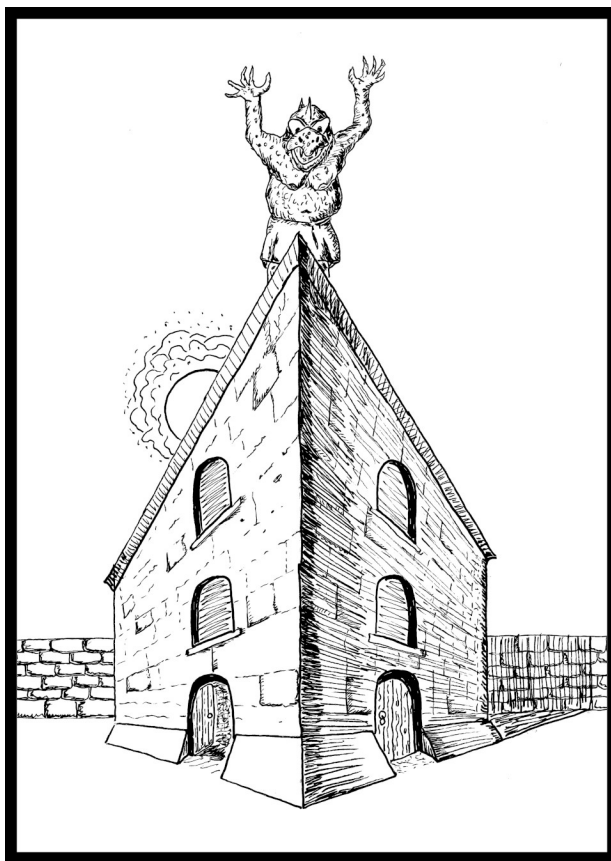
The orb is a portal to **Haderax** for which the PCs should be rewarded for destroying.

Chindroth (Hezrou): AC 22 $\frac{1}{2}$, 10** (AB +9), #At 2
claws/1 bite or spell, Dam 1d4/1d4/4d4, Mv 30',
Sv F10, MI 11, XP 1,480

Appears as a demonic troglodyte that secretes smelly oil. Save vs. Poison or -2 AB when near.

Telepathic, darkvision, teleport at will (not when trapped). **Cause fear** at will (< 6HD save vs. Spells or flee). 1/day 25% to summon another hezrou.

HP 43 □□□□ □□□□ □□□□ □□□□
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19. Grain Storage:

Stale grain sits in piles. Squirming around in the gains are zombie rot grubs.

10 Zombie Rot Grubs: AC 10, HD 1 HP, #At 1 bite, Dam special, Mv 5', Sv F1, MI 12, XP 16 ea.

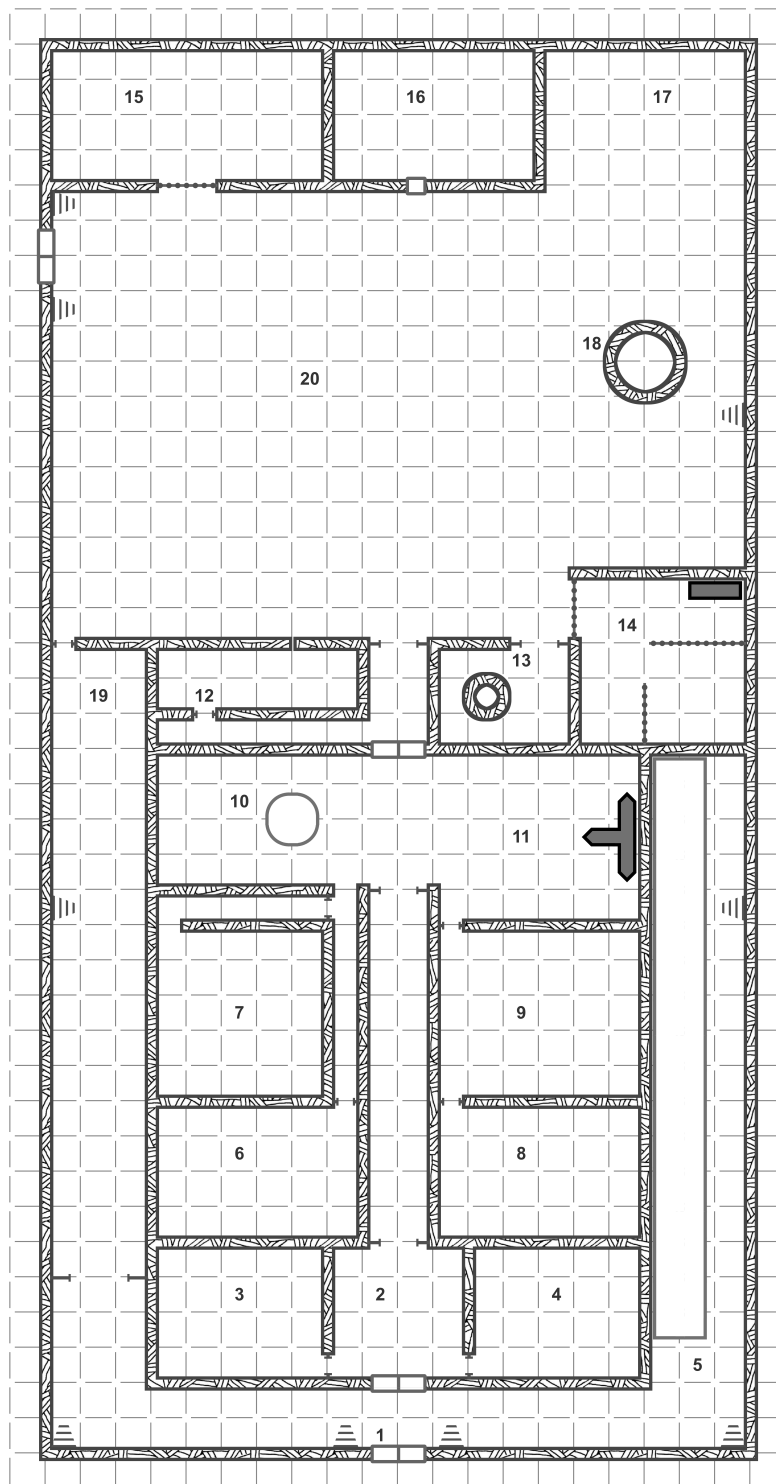
WIS check to notice attack. May be killed in two first rounds by cutting or fire, doing 2d6 points of damage, else victim dies in 1d3 turns. Turned as skeletons. Immune to **sleep**, **charm**, and **hold** magic.

Note: Each box below represents a single rot grub.

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20. Skeletal Army:

80 skeletons stand in rigid formation, holding spears. Refer to the description in the introduction.

Map

Scale: 1 Square is 5'

The Tower of Nimue Sylnan

Introduction

The 100' tall is divided into five levels inside plus an underground area. A green globe is held down by sliver chains (5,000 gp) on the roof. It shoots undead energy regularly. It is easily shattered. If the PCs destroy it, they should be rewarded with XP for closing one of the gates to **Haderax**.

Check for wandering monsters every turn with a 1 in 6 chance. The monster will always be a black pudding summoned by the glowing crystal in room 12.

Black Pudding: AC 14, HD 10* (+9), #At 1 pseudopod, Dam 3d8, Mv 20', Sv F10, MI 12, XP 1,390

Splits in half if attacked by physical blow or electricity. Paralyzed by cold attacks.

HP 58 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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☐☐☐☐ ☐☐☐☐

Tower

1. Entrance Hall:

Portraits of knights hang, dust-covered. A tattered, red carpet leads to double doors carved with forest scenes with gilded highlights. Unlit candles slumber in sconces. The west side has a dining table for ten.

Sylnan waits here with four ghosts. Stairs lead up 20' to the second level. The door to Room 4 is locked.

4 Ghosts: AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + stench, Mv 30', Sv F2, MI 9, XP 125 ea.

Surprises 1-3 on 1d6. Living creatures within 10' save vs. Poison or be sickened (-2 AB) for 2d6 rounds due to stench. Touches requires a save vs. Paralysis or paralyzed for 2d8 turns, except Elves. Immune to **sleep**, **charm**, and **hold** magics.

HP 6 ☐☐☐☐ ☐
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 12 ☐☐☐☐ ☐☐☐☐

Nimue (Vampire & 8th Level Mage): AC 18 $\frac{1}{2}$, HD 9**(+8), #At 1 weapon or special, Dam 1d8 or 1d10 sword, Mv 40' Fly 60', Sv M7, MI 11, XP 1,225

Save vs. Spells with -2 penalty or be charmed by gaze. Bite does 1d3 points of damage the first round followed by **energy drain** every round thereafter. -5 AC while biting. +3 points of damage with melee weapons. Summon 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves, arriving in 2d6 rounds. Transform into giant bat or a dire wolf at will. Gaseous form at will.

Spells: 2x **magic missile** (3 x 1d6+1), **protection from good** (+2 ac / +2 saves), 2x **mirror image** (1d4+2 images), **esp**, 2x **dispel magic**, 2x **confusion** (3d6 creatures for 10 rounds)

HP 42 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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2. Regent's Bedroom:

Spider webs cover a canopy bed beside a chest of drawers. Books fill bookshelves. Papers rest on an ornate desk. Over the narrow southern part of the room is a heavy curtain.

- The desk papers talk about army movements.
- Beyond the curtain is a closet with a secret door.
- Search books for a turn: half the books are accounting, the other half fiction.
- Search again: a book with a leather cover and gilded letters, *The Art of Elven Tombs*.

3. Throne:

A simple wooden throne sits in a relatively clean room. Portraits of lords and ladies hang on the walls. A bottle of wine rests on a side table with two crystal goblets.

The wine is actually blood. PCs drinking the blood are exposed to disease and must save vs. Death Ray (+/- CON). Those infected take 1d4 points of damage at every sunset until cured.

4. Storage:

The door from the entry hall is locked. Empty crates and barrels are stacked. The door on the north wall opens to a spiral stair going down. The south door is barred.

► Search crates for 1d6 turns: nothing found.

► Listen at barred door for 1 turn: if party was quiet, nothing. If party made noise, shuffling of feet and incomprehensible whispers.

5. Kitchen / Wight Prison:

3 starving wights wait, eager for fresh meat.

3 Wights: AC 15†, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175 ea.

Struck only by silver or magic weapons. Half damage from burning oil.

HP 8 □□□□ □□
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11 □□□□ □□□□ □

6. Servant Quarters:

Six neat beds are arranged evenly, obviously undisturbed for centuries. Chests contain ordinary effects, including a diary and a sack of 50 gp.

► Read diary for 1d6 turn: the regent abused the servants and also about treasure under loose stone.

► Search: loose floor stone hides a stolen necklace worth 400 gp.

7. Sitting Room:

This sitting room contains a couch, over which hangs a portrait of an Elven couple, titled *Lynd and Marchart*. A strong stink hangs in the air.

8. Nimue Sylnan's Suite:

This bedroom contains a canopy bed and dresser. Curtains are closed over glass windows.

1-4 on d6: **Nimue** is lying in the bed (see stats in Room #1).

► Search dresser: Jewelry 3,000 gp, 400 pp

► In a hidden compartment may be found his spellbook.

Level 1: **magic missile, protection from evil***

Level 2: **mirror image, esp, knock**

Level 3: **fly, dispel magic**

Level 4: **confusion**

9. Lady Lynd's Chamber:

Lady Lynd looks out the window and speaks, "Another dreadful day..."

Ghast (Lynd): AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + stench, Mv 30', Sv F2, MI 9, XP 125

Surprises 1-3 on 1d6. Living creatures within 10' save vs. Poison or be sickened (-2 AB) for 2d6 rounds due to stench. Touches requires a save vs. Paralysis or **paralyzed** for 2d8 turns, except Elves. Immune to **sleep, charm, and hold** magics.

HP 6 □□□□ □

Amongst his effects are 500 sp and 1,000 gp.

10. Marchart's Chamber:

A ghast pours over maps.

Ghast (Marchart): AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + stench, Mv 30', Sv F2, MI 9, XP 125

Surprises 1-3 on 1d6. Living creatures within 10' save vs. Poison or be sickened (-2 AB) for 2d6 rounds due to stench. Touches requires a save vs. Paralysis or **paralyzed** for 2d8 turns, except Elves. Immune to **sleep, charm, and hold** magics.

HP 9 □□□□ □□□□

► 500 sp, 1,000 gp

11. Kivessin Eilvalur:

Thick dust leaps into the air as the door opens. Spider webs flutter. At the foot of a bed, a figure kneels in prayer, both hands clutching a silver Elven holy symbol (500 sp).

A pile of scrolls on a desk crumble when touched. Careful handling suggests they are an ancient history of the Elven race.

12. Voron Petgolor:

Glowing green crystal sits on a bed next to bookcases. A black pudding rolls out from under the bed.

Black Pudding: AC 14, HD 10* (+9), #At 1 pseudopod, Dam 3d8, Mv 20', Sv F10, MI 12, XP 1,390

Splits in half if attacked by physical blow or electricity. Paralyzed by cold attacks.

HP 58

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13. Riluaneth Yeswynn:

A large clay statue holds a sack of coins.

The sack contains 1,000 gp. The golem attacks any who attempt to take the coins.

Clay Golem: AC 22, HD 11 (+9), #At 1 fist, Dam 3d10, Mv 20', Sv F6, MI 12, XP 1,765

Cumulative %1 chance of going berserk. Damage done doesn't heal naturally.

HP 52

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14. Inialos Mormoira:

Empty bedroom

15. Sharian Kearora:

Four ghastrs (**Sharian**, **Inialos**, **Vulre**, **Glanduil**) recline on couches, dining on the corpse of a Dwarf on platinum dinnerware (3,500 gp).

4 Ghastrs: AC 15, HD 2**, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 + paralysis + stench, Mv 30', Sv F2, MI 9, XP 125 ea.

Surprises 1-3 on 1d6. Living creatures within 10' save vs. Poison or be sickened (-2 AB) for 2d6 rounds due to stench. Touches requires a save vs. Paralysis or paralyzed for 2d8 turns, except Elves. Immune to **sleep**, **charm**, and **hold** magics.

HP 6

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16. Vulre Norgwyn:

A spined devil is trapped here in pentagram. Stacks of platinum coins (300 pp) in the circle; if removed it releases the devil who promises a wish if freed.

At his feet is **Nimue's** backup spellbook, identical to the one in Room 8.

Vulre appears as beastman, 8' tall, with gray scales and spines. On his head are horns. Long spikes protrude from his elbows.

A staircase climbs to trapdoor to the roof.



Spined Devil: AC 19, HD 8*, #At 1 bite or 2 blades, Dam 1d6+poison or 1d8+2 horns, Mv 30, Sv F8, MI 9, XP 945

Immune to non-magical fire and poison. Half damage from magical fire. Bite poison causes **sleep** for 1d6 minutes. Every 1d6 rounds, fires a burst of spines in 5' radius dealing 4d6 points of damage; save vs. Dragon Breath for half damage.

HP 33 ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐
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17. Glanduil Wranpetor:

This is an ordinary bedroom with a bed and desk.

► Search desk to find coffer with 1,000 gp.

Lower Level

18. Praying Priest of the Deep Ones:

A deep one priest kneels in prayer before a statue of **Molok**, trying to complete a week-long ritual while two acolytes stand guard. The room smells of manure.

Deep One Priest: AC 15, HD 9, #At 1 bite or 1 dagger, Dam 1d4 bite or 1d4 dagger, Mv Swim 40' (30'), Sv C9, MI 11, XP 1,150

Equipment: dagger

Spells: **protection from good** (+2 AC, +2 saves), 2x **cure light wounds** (1d6+1), 2x **hold person**, **resist fire** (+3 saves, damage halved), **striking** (+1d6 dam for 9 rounds), 2x **dispel magic**, **protection from good** 10' radius

See **Unusual Monsters**.

HP 47 ☐☐☐☐☐☐☐☐☐☐☐☐☐
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Deep One Acolytes: AC 15, HD 5, #At 1 bite or 1 scimitar, Dam 1d4 bite or 1d8, Mv Swim 40' (30'), Sv C5, MI 9, XP 405

Equipment: scimitar

Spells: **protection from good** (+2 AC, +2 saves), **cure light wounds** (1d6+1), **silence 15'**, **resist fire** (+3 saves, damage halved).

See **Unusual Monsters**.

HP 21 ☐☐☐☐☐☐☐☐☐☐
21 ☐☐☐☐☐☐☐☐☐☐

19. Crypt:

Six sarcophagi, each containing a mummy. Open one and 1d6-1 others open.

6 Mummies: AC 17 ‡, HD 5**, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12, XP 450 ea.

Immune to **sleep**, **charm**, and **hold** magic. Half damage from magic weapons. Double damage from fire. Inflicts mummy rot disease on those it injures.

HP 15 ☐☐☐☐☐☐☐☐
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20. Invisible Golem:

On the floor here is a pile of loose coins: 700 cp and 300 sp. Touching the coins causes a blade to swing down. Save vs. Death Ray (+/- DEX) or take 1d6 points of damage.

A flesh golem waits, wearing a **Ring of Invisibility**. Taking the money causes the golem to attack.

Flesh Golem: AC 20, HD 9 (+8), #At 2 fists, Dam 2d8/2d8, Mv 30', Sv F5, MI 12, XP 1,225

1% chance per round cumulative of going berserk.

Magical cold or fire damage slows golem for 2d6 rounds. Heals 1 HP for every 3 points of magical electricity damage.

HP 66 □□□□ □□□□ □□□□ □□□□
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21. Debris Room:

Piles of smashed debris.

22. Leashed Zombies:

Water drips onto piles of wet debris. A ghoul holds 7 zombies by leashes. He will let the zombies go and flee.

7 Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 10 □□□□ □□□□
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Ghoul: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 15 □□□□ □□□□ □□□□

23. Dark Stair:

A circular stairway appears as a pentagram when viewed from above. The stairs descend more than 100' down the edge of a magically-dark shaft.

Molokotu stands motionless in the shaft.

24. Imp Lair:

Dank air. A candelabrum lit with ever-burning candles of black wax throws dancing shadows. Whoever keeps the candles on them has fitful dreams and -1 on all d20 rolls for the day.

An invisible imp guards this room. It will pester anyone here, possibly taking or breaking items.

► Behind a secret panel is a stone container with 800 gp, 24 ornamental stones worth 10 gp each, and a **Wand of Secret Door Detection** with 10 charges.

Imp: AC 19, HD 2, #At 1 tail stinger, Dam 1d4 + STR, Mv 20'/Fly 60', Sv C2, MI 7, XP 125

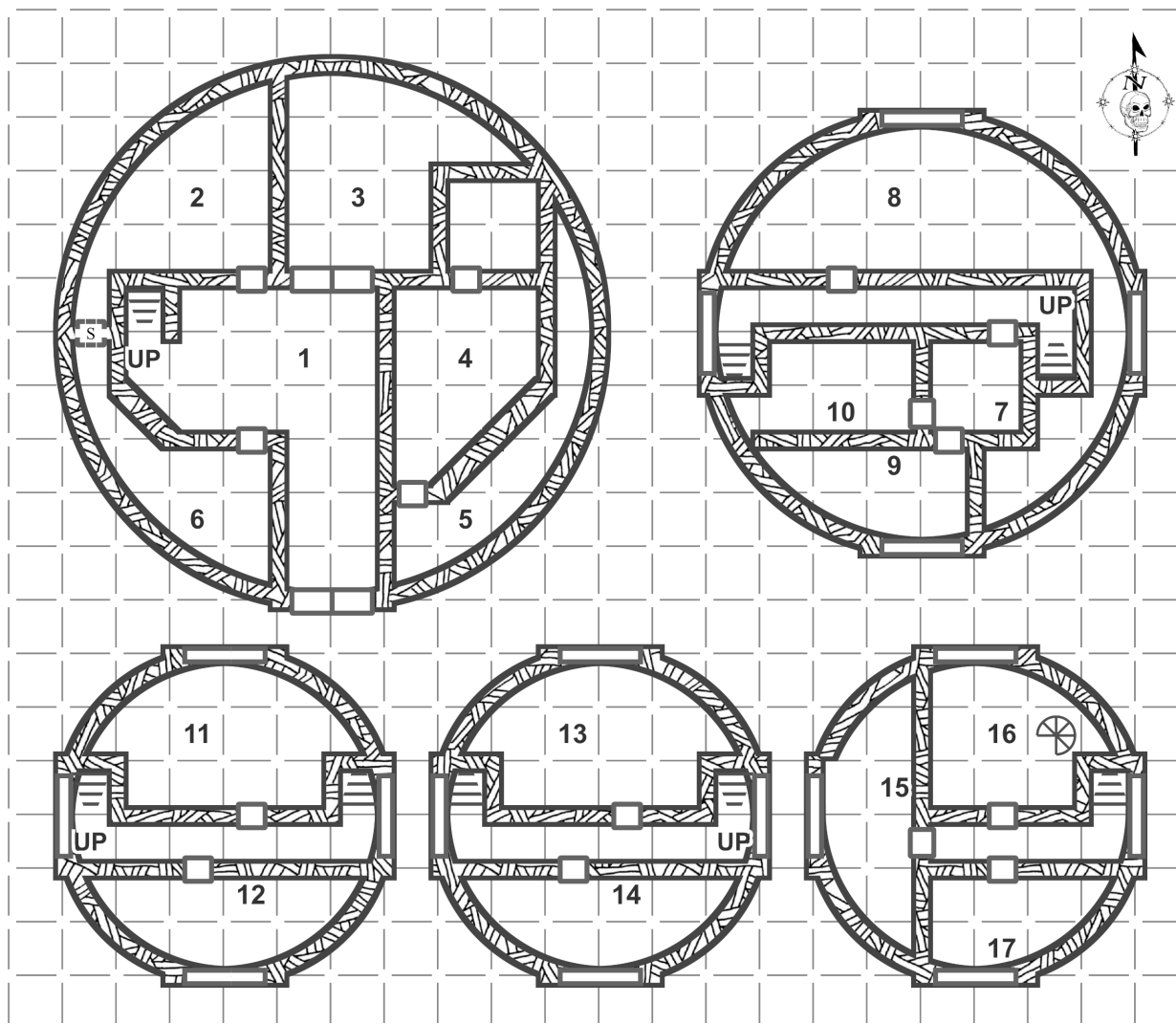
Save vs. Poison or die from barbed tail. Change at-will into spider, raven, or giant rat. **Detect magic** or become **invisible** at-will. **Charm person** once per day.

HP 15 □□□□ □□□□ □□□□

25. Sewage:

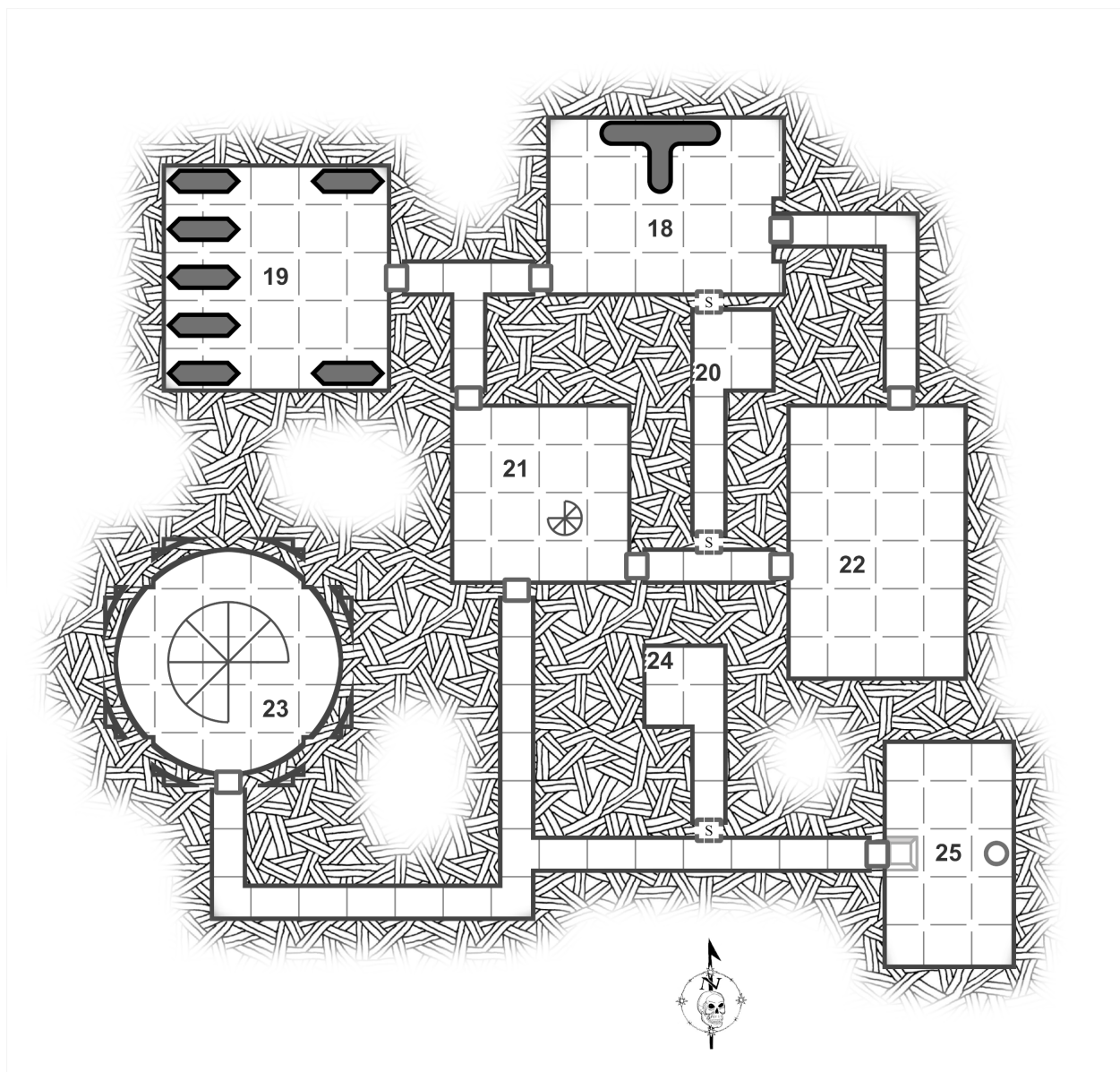
Directly across the room is a basin below floor level and a round 4' tall opening secured with bars. A tipped-over bucket rests nearby.

A pit trap immediately inside the door drops 10' onto poison-coated spikes. Save to avoid falling in. Falling in does 1d6 points of damage then requires a save vs. Poison or permanently lose 3 DEX after 10 rounds. A rope can pull the door shut from above, and a latch can keep the door from opening. The skeleton of a giant rat lies at the bottom of the pit.

Maps**Above Ground**

Scale: 1 Square is 5'

Below Ground



Scale: 1 Square is 5'

The Petfaren Compound

Introduction

The former Petfaren family estate lies on the eastern side of Tosasth in slowly-rising hills that once produced ample produce. A tangle of weeds and scrubs clog the fields. A road approaches from the south and first passes a windmill (#1) before climbing a short incline and turning towards a large house (#5) and two smaller outbuildings (#3 & #4). Another house (#2) can be seen at the foot of a hill to the right. Following the road up another 100' of elevation leads to two barns (#6 & #7).

The condition of the estate depends on how much time has passed since the party first began exploring **Tosasth**. At some point, gnolls from an army in **Doukreg** will recognize the opportunity for treasure hunting. They will move into the **Petfaren Compound** and turn it into a fort by constructing a wall of junk around the main house. They will use the servant house (#3) as a makeshift gate.

1. Windmill:

A dilapidated windmill sags with age. The cloth that may have once covered the sails has long ago rotted away. The door allowing entry through the stone walls lays flat on the floor.

The remains of internal wooden mechanisms pile on top of the millstone, which consists of a 1,000 lb runner stone and a 2,300 lb bedstone.

► Under the heavy bedstone hides a small offering to the World Tree, added upon dedication. A platinum box (1,500 gp) contains a gilded acorn (300 gp). If planted, this acorn grows into an oak that every year produces golden leaves worth 100 gp x (age of tree).

2. Overseer's Quarters:

A door facing south opens into a modest house, built from river stone and divided into four rooms. Windows now lacking any glass or coverings allow an easy view across the 100' to the main house. A steep incline rises behind the house.

3. Smokehouse:

Once a structure meant for smoking meat, this building is empty inside. Doors allow access from north and south walls. It has no windows.

After the gnolls occupy the compound, the smokehouse serves the main entrance, a makeshift gatehouse. Heavy wooden beams are added to bar the northern door from inside. The junk wall meets the east and west walls, making the building part of the wall itself.

4. Storehouse:

A small storehouse was long ago stripped of any contents. A large door faces south. The structure itself is 12' tall.

After the gnolls arrive, the storehouse is mostly outside of the junk wall, which holds the door closed.

5. Main House:

The main house of the **Petfaren Compound** consists of two stories plus an attic and an observatory that rises 20' above the roof. Made of finely-crafted stone, the building has endured the centuries with little weathering. Inside are a typical arrangement of rooms.

After the gnolls arrive, the interior acquires a particular funk that marks their continuing use of the structure as a bunkhouse. On the table in the former dining room are several sacks of coins recovered from **Tosasth**. They total to 2,400 cp, 1,700 sp, 1,100 ep, and 1,000 pp.

One resident of the estate remains as cursed ghost: **Lord Petfaren**. Aside from being a powerful ghost, Petfaren is cursed to remain in his house unless he possesses a living being. Few victims were available for centuries. His one desire is to be reunited with his lover, **Calaena Wysaphyra**.

After the gnolls arrive at the compound, **Petfaren** will experiment with possessing them, which allows him to accompany them on raids into **Tosasth**. He has yet to make his way to **Calaena's** place and knows nothing of her fate.

If the PCs clear out the gnolls, **Peffaren** will possess one of the gnolls and hide to reveal himself at an opportune moment. His goal will be to convince the PCs to escort him to find **Calaena**. If outside his house when his living host dies, his spirit will be immediately drawn back to the house, which means he cannot switch bodies while away.



Lord Peffaren's Ghost: AC 20*, HD 10 (+9), #At 1 touch/1 gaze, Dam 1d8 + special, Mv 30', Sv F10, MI 10, XP 5,500. Hits also add HP back to the ghost and drain 1 CON. Elves and Dwarves may save vs. Spells to avoid CON drain. Telekinesis. Possession: save to resist.

Save vs. Spells or flee for 2d6 rounds. On touch, regenerate HP and reduce CON of target. Elves and Dwarves save vs. Death Ray to resist touch attack. Uses **telekinesis** as 10th-level Magic-User once per turn. Possess attack allows save vs. Spells to resist.

HP 65 □□□□ □□□□ □□□□ □□□□
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6. Barn:

The wooden roof of this barn collapsed long ago, but the stone walls still stand.

► Buried in the rubble is a silver bridle worth 130 gp.

7. Salt House:

This 10'x15' stone structure contains 17 barrels of salt once ground into fine crystals but now solidified due to slow creep of moisture.

► Hammering apart the encrusted salt turns up nothing but more salt.

Gnoll Squads

The gnolls organize into four squads of identical composition. Three of the squads set up tent camps on the roads leading into **Tosasth**. Locations are marked with a "G" on the map. The fourth squad remains at the compound behind the junk wall.

Gnoll warriors take shifts watching for anyone approaching from the roof of the main house. They fire arrows from longbows at any movement with little discrimination. During a prolonged battle more gnolls may climb up to participate. Others will rush to the smokehouse to defend the entrance with their spears.

If a parlay ensues, the pack leader is ready to flee. His pack is starving, finding little food in an undead city. He will make the following offer. He starts with demands of meat in exchange for leaving. He assumes the PCs are returning to their home for which he apologizes. He may sweeten the deal by offering treasure stored in the main house. If forced to fight, he will lead a charge through the smokehouse.

Meanwhile, the shaman will recognize the futility of confronting the PCs. He will order a handful of gnoll warriors to tear apart a portion of the junk wall in hopes of escaping while the PCs and the remaining warriors fight.

Gnoll Pack Leader: AC 15, HD 6, #At 1 2-handed sword, Dam 1d10 +3, Mv 30', Sv F6, MI 12, XP 500

HP 31 □□□□ □□□□ □□□□ □□□□
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Gnoll Shaman: AC 15 (13), HD 4*, #At 1 mace, Dam 2d4+1 or 1d8+2, Mv 30', Sv F4, MI 9, XP 280

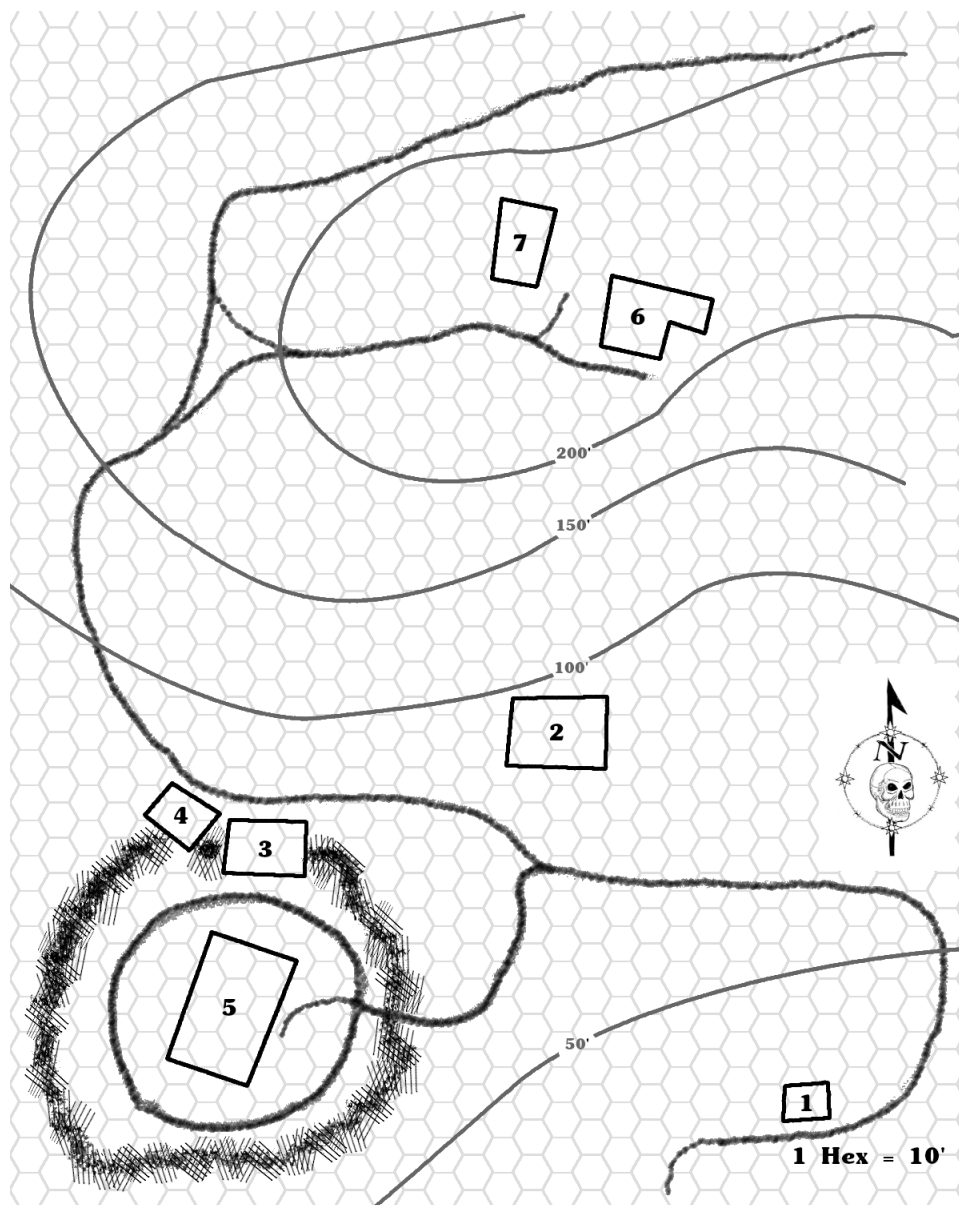
Spells: 2x **cure light wounds**, **silence 15'**

HP 16 □□□□ □□□□ □□□□ □

Gnoll Warrior: AC 15, HD 4, #At spear, Dam 1d6+2, Mv 30', Sv F4, MI 9, XP 240 ea.

2 flasks of oil, longbows 1d8

HP 17 □□□□ □□□□ □□□□ □□
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Map

Scale: 1 Hex is 10'

The Cathedral of the World Tree

Introduction

Beyond a 30' wall surrounding the cathedral grounds, the steep roof of the cathedral and its bell tower loom ominously. Howls and wales can be heard, and dark shapes drift above the walls and then down out of view.

At night, lightning crackles around the tower. Every turn, a lightning bolt zaps from the tower to strike one living creature within the walls (3d6 points of damage).

An iron gate through the southern wall allows entrance into the cathedral plaza. Aside from scaling the walls, a crumbling gash in the north wall requires scrambling over 5' of debris to gain entrance.

Within the walls, 3d6 zombies stumble around the churchyard, sometimes falling into open graves out of which they slowly crawl. 1d6 ghouls conceal themselves behind gravestones, ready to pounce on easy targets. As with any open area in Tosasth, check for encounters every turn.

1d6 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 7 □□□□□ □
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3d6 Zombies: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 6 □□□□□ □
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Cathedral Grounds

1. Gates:

Two iron gates were pushed open long ago and then rusted in place, no longer allowing closure. Numerous marks in charcoal or blood cover the walls around the gate. They are indecipherable.

Through the gates, zombies stumble around a plaza, on the far side of which are stairs leading up to the platform on which sits the cathedral.

► The hinges of the gate are fused into a solid mass. A successful check for opening a locked door can free either of the iron gates but will break the hinges and pull the gate away from the wall.

► Characters who can read Elven may study the graffiti for a turn to get the gist of the following sentiment: *Haderax bless us with the gift of death.*

2. Plaza:

This small plaza offers a view of the cemetery which crawls with zombies. An ancient oak beside the plaza bears no leaves nor any other signs of life.

3. Front Courtyard:

Two statues stand before the entrance to the cathedral. Thick clay crudely covers fine marble, transforming the statues from fine art to obscene gesture. In particular, the heads are wholly enveloped and formed into grotesque, grinning demon faces, horns protruding from their skulls.

The doors of the cathedral are held closed by an iron bar inside, a procedure used to manage the influx of new arrivals. At night, there is a 1 in 20 chance that one of the vampire lords is at the doors where he passes into the cathedral in gaseous form to unlock the doors from within.

The cathedral may otherwise be entered by breaking the stained glass windows, which are 10' above ground level. Alternatively, a Thief may scale the 40' walls, crawl over the steep roof, and scale another 40' up to the bell tower. Ladders lead down to a room behind the altar.

4. Side Courtyard:

Two more altered statues stand here beside the cathedral and in front of three smaller buildings. Stairs lead down the cemetery.

5. Shrine:

An open archway allows access to a sheltered shrine to a sitting demon, recognized as **Molok** to those who know. His ample belly pours into his lap. His upward-facing palms seem to beg for a sacrifice. Ruby eyes glare.

► Placing anything into the statue's hands produces a flash, disintegrating the offering. The supplicant gains the benefit of the **bless** spell for 10 minutes, after which a **bane** spell takes effect.

► Attempting to remove either eyes delivers 4d6 points of electrical damage and places a curse of AB -4 on the thief with no saving throw to resist.

6. High Priest's Quarters:

A copper door opens to a humble residence in which a coffin lays over a bed frame. Most of the time (5 in 6), the vampire **Tannatar Leodan**, former high priest, reclines in his closed coffin. Otherwise, the coffin is open. A sack in the coffin holds 3,650 gp.

Tannatar Leodan (Vampire): AC 18 $\frac{1}{2}$, HD 7**, #At 1 flail or special, Dam 1d8 or special, Mv 40' Fly 60', Sv F7, MI 11, XP 800

Save vs. Spells with -2 penalty or be **charmed** by gaze. Bite does 1d3 points of damage the first round followed by energy drain every round thereafter. -5 AC while biting. +3 points of damage with melee weapons. Summons 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves, arriving in 2d6 rounds. Transform into giant bat or a dire wolf at will. Gaseous form at will.









HP 17           

7. Dormitory:

Simple cots are space evenly within this simple structure. 1d6 ghouls lay on the cots, motionless.

Ghoul: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoulish fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 9      
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8. Cemetery:

Various graves, most of which appear to be dug up, fill the space between the walls and the main building. Stairs provide access to the upper elevation on which sits the cathedral and

three other structures. Glorious stained glass windows on the western side of the cathedral depict scenes of great trees and Elven maidens.

Despite the many open graves, some remain undisturbed. Digging down to the contents requires an hour of steady work with a shovel. Make checks for wandering monsters every turn. When the grave is open, roll 2d6 and check the following table for contents, once for the body and once for the loot.

1d6	Body	Loot
1	None	None
2	Corpse	Type Q
3	Zombie	Type T
4	Zombie	Type U
5	Ghoul	Type K
6	Wight	Type O

Ghoul: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 16 □□□□□ □□□□□ □□□□□ □

Wight: AC 15†, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175

Struck only by silver or magic weapons. Half damage from burning oil.

HP 24 □□□□□ □□□□□ □□□□□ □□□□□
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Zombie: AC 12, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75

Always loses initiative. Half damage from edged weapons. One point of damage from arrows, bolts, or sling stones. Immune to **sleep**, **charm**, and **hold** magic.

HP 16 □□□□□ □□□□□ □□□□□ □

9. Breech:

A crumbling gash in the wall, only 5' tall, provides easy access to the grounds.

Inside the Cathedral

1. Doors:

Stairs lead up 2' to a slightly higher elevation surrounded by low wall. As discussed earlier, the doors are held closed with an iron bar on the inside.

2. Vestibule and Nave:

Looking towards the altar from the vestibule, green fire burns before the altar. Murals on the inside walls display various scenes of nature, a stark contrast to the dreadful mood. Beyond the fire, indistinct figures hang from a tree shape.

A single ghoul creeps between the pews.

Ghoul: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100

Save vs. Paralysis or be paralyzed for 2d8 turns; Elves are immune to this effect. Cumulative +10% per bite of contracting ghoul fever. Those afflicted save vs. Death Ray at a penalty of -4 or die.

HP 9 □□□□□ □□□□

3. Burning Pentagram:

Inside the cathedral, before the altar, a pentagram of green fire flickers, sending dancing shadows on the murals decorating the walls. The remains of nearby pews are merely charred wood.

Every turn, check a 1 in 1d6 chance that the pentagram flares up and delivers a horror from the realm of Haderax:

Pentagram Flares (1D20)

1-5	1d6 skeletons
6-10	1d4 zombies
11-13	1d2 ghouls
13-15	1d2 ghosts
16-17	mummy
18	hellhound
19	wight
20	2d6 fireballs

The pentagram is a two-way gate to the realm of **Haderax**. PCs stepping into the center of the pentagram find themselves teleported to the end of a cave, inside an identical pentagram in the **Realm of Haderax**.

If **Rellora** is present, the Elven priestess exclaims in recognition: "Finally, the legends are confirmed!" she announces as she dashes into fire and fades from view. If any of her band remains, they follow her through the portal.

If the PCs enter the pentagram, read or paraphrase the following.

After stepping into the burning pentagram, you fall as through a long tunnel, one where time stretches and contracts. Vague shapes rush past. Glimpses of angels and devils in the periphery pull focus and vanish when looked directly upon. Just as a weary feeling of uneasiness settles in, you feel solid rock beneath your feet.

The gate is indestructible. It may only be closed via a particular ritual that requires a mortal soul to sacrifice itself. The details of this ritual are known to entities on the other side of the gate, information **Rellora** seeks.

If the gate is closed, read or paraphrase the following:

The pentagram of green fire fades from existence. Outside, clouds begin to lift, and dim sunlight illuminates the cathedral. Just as a feeling of relief grows, a low rumble is felt through boots. Cracks reach from the base of walls and run upward. Chunks of plaster plummet to the ancient floor and explode into fine dust.

An earthquake will demolish the cathedral in 2d6 rounds. PCs must rush to flee the structure before it collapses, or else suffer 10d6 points of damage from falling debris.

After the gate closes, though still gloomy, the partial lifting of the clouds makes daytime travel in **Tosasth** infeasible for vampires or other creatures sensitive to light.

4. Sanctuary:

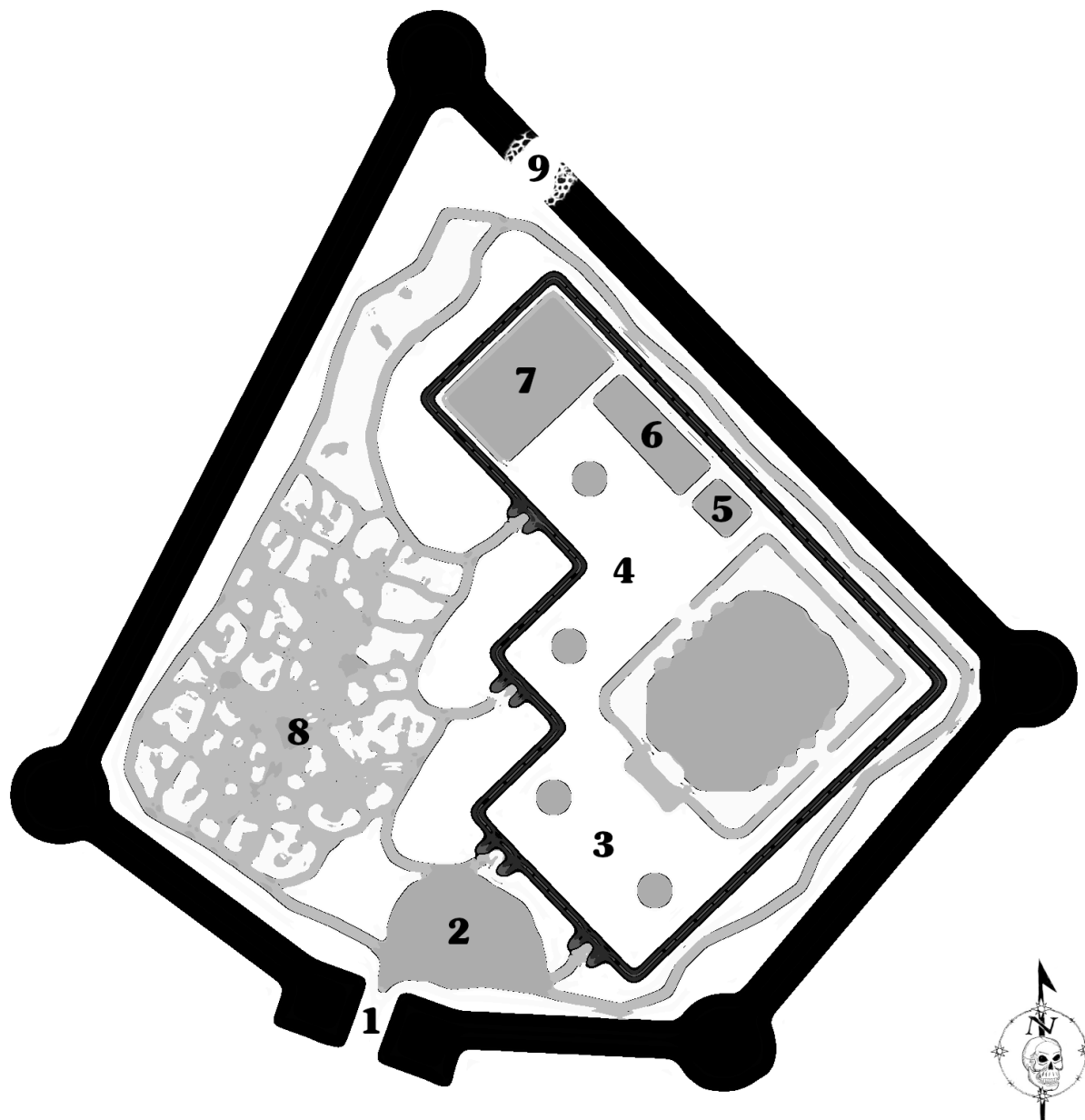
The grand sanctuary features a sturdy oak tree with limbs that climb to the roof, once meant to honor the World Tree. Several figures hang limp, attached to tree limbs by ropes around their necks.

► A ladder behind the altar allows access to the bell tower.

► Secret doors to the left and right of the sanctuary once allowed easy access for priests.

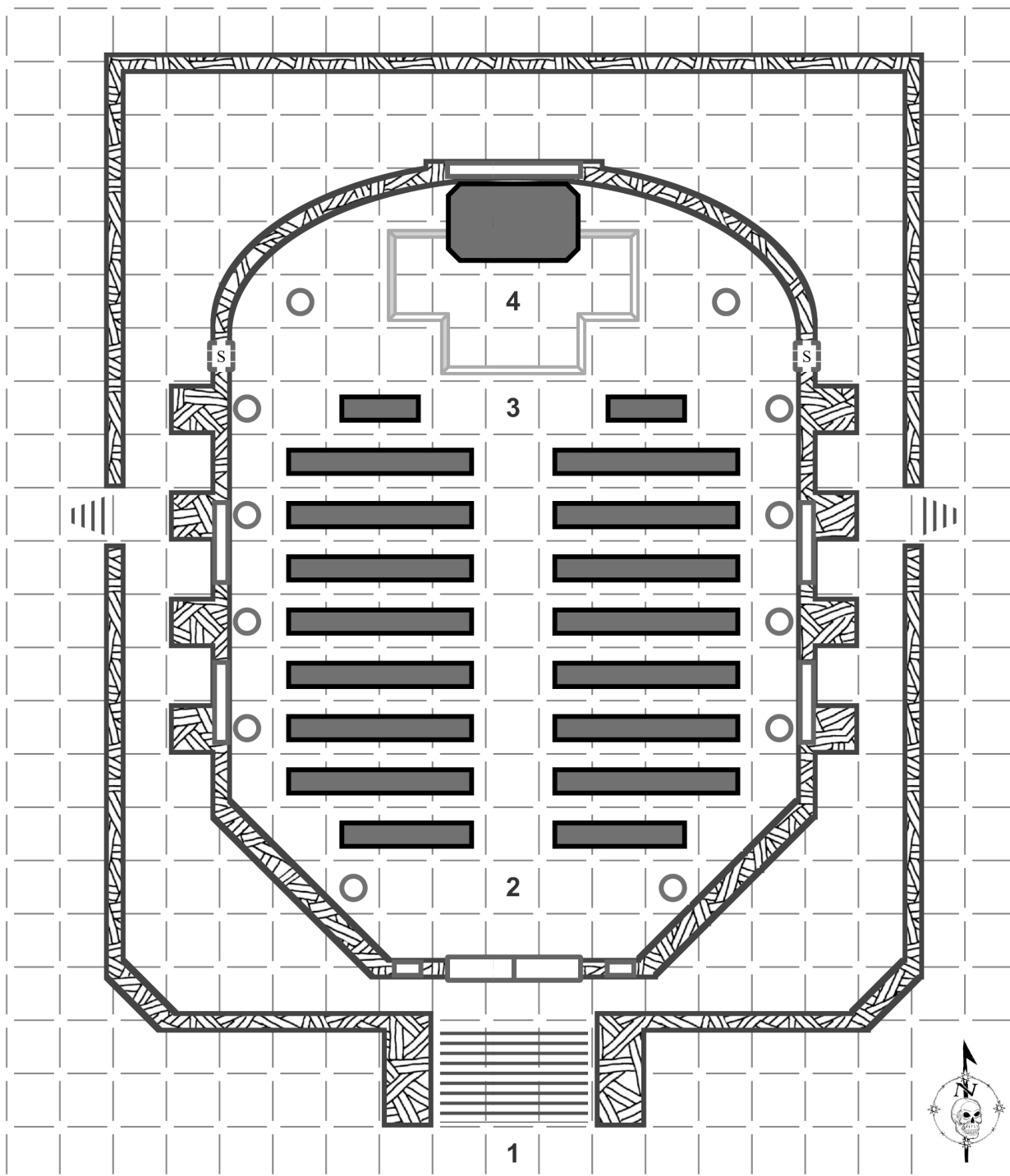
Maps

Grounds



Scale: 1 Square is 5'

Interior



Scale: 1 Square is 5'

The Realm of Haderax

Introduction

Haderax, a god of death, rules over a dimension entirely separate from the waking world the PCs know. Visitors from the known world frequently question whether they are actually asleep and dreaming. Within their own realms, the gods are not bound to honor laws set elsewhere. The facts of their reality are their own and always remain mysterious to mortals who visit.

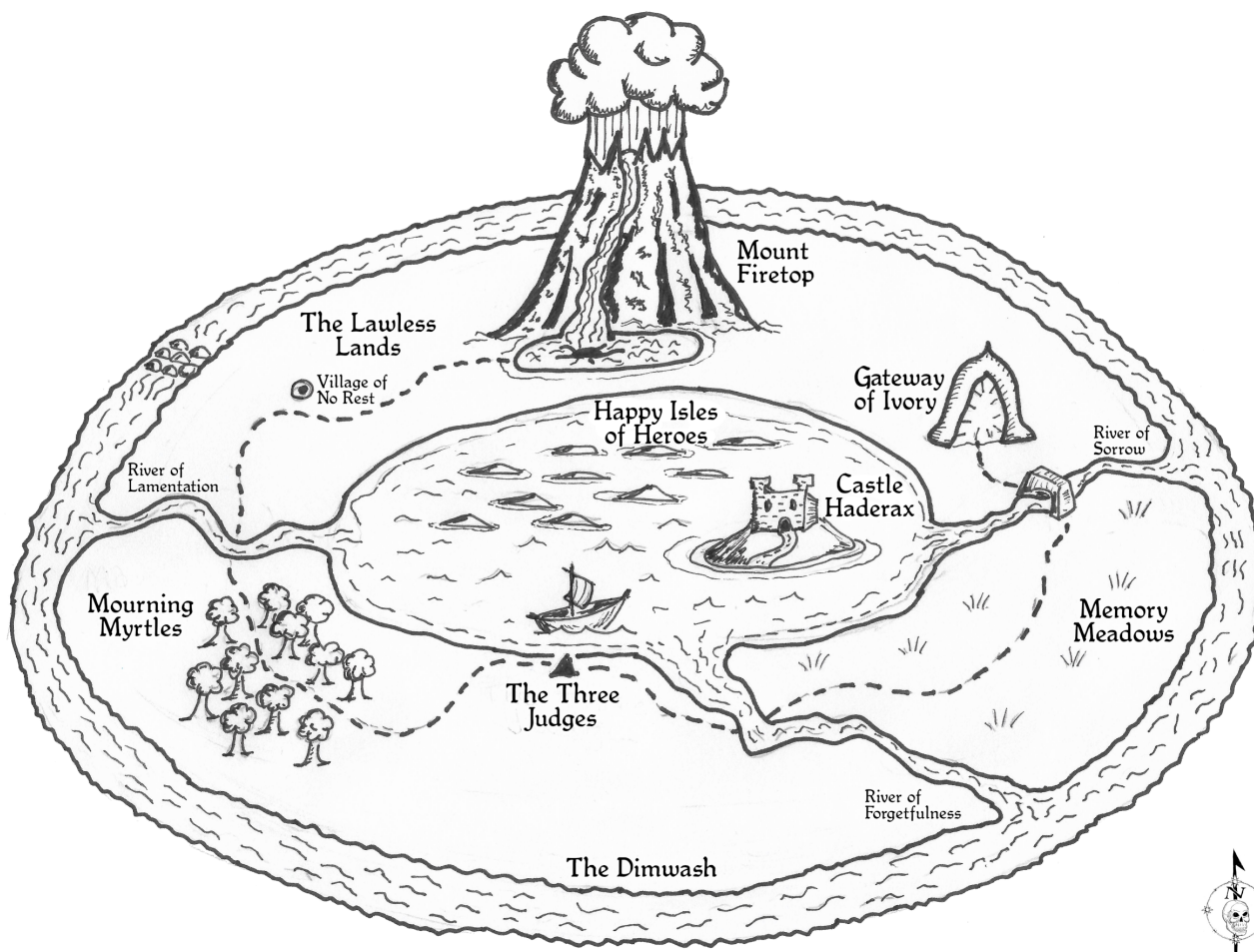
Unlike adventures that present an environment for exploration and combat, the Realm of Haderax is more like a dream with an agenda of its own. The PCs can make meaningful choices, but the will of the gods will steer them towards a particular destiny. If the dreamlike scene does not communicate this forced flow of events, the GM may add hints (e.g. "the unreal landscape makes

you wonder if you're asleep"), or may tell players explicitly that this part of the game works differently.

History

Worshippers of **Haderax** share a creation myth, mostly forgotten now but important to any who find themselves in his realm.

In the beginning of time, people of all types worshiped magical beings of equally diverse types. Elves, Dwarves, Humans, and many other kinds of people chose to pray to particular beings of mystical power. Some gods ruled over the harvest. Others over the minerals of the earth. Any particular goddess might count among her followers intelligent folk of any kind.



But the jumble of faiths was unstable, and two gods arose to battle over the attention of the faithful. One god represented life itself. Another represented death. This latter was **Haderax**.

Their conflict played out in bloody war among the people with no clear advantage until a group of long-lived Elves discovered the secret that allowed a direct connection to the realm of **Haderax**. Their intentions were pure but the result produced disaster.

For hiding in the realm of **Haderax** was a being of pure evil whose aim was annihilation of everything. This demon, for none dare call it a god, introduced the plague of the undying to the known world. The once-peaceful dead were pushed away from **Haderax** to disturb the natural order by preying on the living.

In response, the god of life began a plan to rid the world of the undead. This god caused the birth of a divine son, so called the **Anointed One**, who called on the people to turn away from the old gods and instead pray to the god of life alone. His followers, primarily humans, gained a certain power over death and the undead. Yet, the many portals that allow the undead to escape into the land of the living remain open.

Many followers of **Haderax** consider the unleashing of the undead to be an unintentional mistake they intend to reverse. Similarly, those that follow the **Anointed One** work towards the same end, though they may have an intolerant attitude towards people of different faiths.

Metaphysics

Much like in a dream, the laws of nature are different in the realm of **Haderax**. Sometimes moments transition abruptly. Thoughts are hyper-important. When players express theories, fears or hopes about what's happening around the characters, the realm responds by incorporating those ideas within reasonable latitude. Expressing "I'm worried about ghosts" will likely be followed by the appearance of a ghost. "I wish I were home in my bed" likely will not.

Characters maintain a semblance of their physicality when entering this realm, and that state is wholly restored when they exit. Nothing possessed can be lost nor gained. Any change to mental state or abilities continues after escape.

Visitors the realm do not age but they can grow hungry or thirsty. Plentiful food and beverages are available and kindly offered by residents, but the characters will find that eating or drinking anything in the realm that they did not bring with them will tie them irrevocably to the realm. Even a sip of ale or nibble of sharp cheese will cause a character to be unable ever to leave the realm of Haderax.

Dying inside the realm does not cause actual death. Instead, the body and all possessions turn to smoke that drifts away only to coalesce once again directly before the **Three Judges**. The character wakes up lying in the grass as if from a short nap.

Haderax, many of the resident heroes and even some other celestial beings watch over the doings of any visitors. Any hint of disrespect will likely result in an embarrassing punishment, particularly from **Haderax**. The punishment often takes the form of an inconvenient **polymorph** spell, such as turning a belligerent into a snorting pig. Heartfelt repentance may earn mercy but never a full restoration.

Geography

A circular boundary of rock surrounds the realm. Vertical walls reach upwards into darkness to an infinite distance. Climbing is possible; reaching the top is not. A dull, steady light descends from an inky black sky, enhanced by a red glow of lava pouring down **Mount Firetop**.

Innumerable caves pierce the wall around the entire circumference, some low and some high. These caves lead to other realms.

A narrow shore separates the wall from a river called the **Dimwash** which rushes in a counter-clockwise motion. The waters produce a paralyzing effect without the aid of a spirit guide. Any stepping into the river are permanently paralyzed midstream. Fortunately, many guides wait on the other side, ready to offer assistance. The PCs will meet **Josto** when they arrive.

In one point along the **Dimwash**, near the **Lawless Lands**, boulders were piled, creating a ford. Careful steps allow crossing the river without touching the waters. The rocks were planed there centuries ago by a demon, aided by misguided Elves, who escaped from **Mount Firetop**. This ford allows undead to cross the **Dimwash** and enter the many caves that lead to other realms.

Three smaller rivers draw water unnaturally between the **Dimwash** and a central lake. The **River of Lamentation** flows out of the lake into the **Dimwash**. The **River of Oblivion** and the **River of Sorrow** flow into the central lake.

Most visitors encounter the **River of Oblivion** first, dividing fields of low grass from rolling meadows of tall grass. A path runs from the left hands of the **Three Judges** to the banks of this river. Souls ordered to cross over to the **Memory Meadows** and **Gateway of Ivory** are commanded to drink from the river before crossing. Gradually, as they pass through pleasant fields of waving grass, memories of their past lives fall away, such that when they arrive at the bridge over the River of Sorrow, they know nothing but the present moment.

The dark waters of the **River of Sorrow** seem impossibly deep. To enter the waters is to immediately succumb to overwhelming depression, to become paralyzed and drained of all hope. Victims give up all struggle and sink out of sight forever.

Over the bridge waits the **Ivory Gate**, a massive archway that shimmers with green energy. Souls passing through the gate are reborn in another realm, in another body. Every aspect of physicality is lost in the swirling mists of the gate. Most entrants arrive with no memories left, either.

On the opposite side of the lake, the **River of Lamentation** produces the sound of wailing and sobbing heard from a great distance. A road leads from the right hands of the **Three Judges** through a forest of myrtle trees infested with harpies, eventually to the bank of the river. A sturdy bridge allows easy crossing into the Lawless Lands, its one settlement the **Village of No Rest**.

On one large island in the lake sits the menacing castle of **Haderax** himself. Beyond it are many smaller islands dotted with several humble huts.

The Three Judges

At the shore of the lake, opposite **Mount Firetop**, wait the **Three Judges**. Incoming souls find their way over the grassy fields and wait to be judged by the three who consider all deeds performed in life.

The three judges appear as men of various age. The first is **Aikoss**, who appears as a young warrior with a contemptuous expression. He chooses wicked souls who must turn to their left, travel through **Mourning Myrtles** and eventually to the pool of lava before **Mount Firetop**. There, they must plunge into fiery torment for all eternity.

The next is **Minok**, bent with age, wearing a long white beard and speaking slowly. He chooses those whose deeds in life were indeterminate. He sends them to the right, towards the **River of Forgetfulness**, from which he begs them to drink deeply before heading to the **Ivory Gate**.

The last is **Raddimansosth** who stands between the other two, wearing a light toga hanging from his muscular frame. His manner is calm as he invites the heroic in life to board the boat behind him and sail of the **Islands of Happy Heroes**.

Deeds

Two deeds present themselves to the PCs. They may seem obvious once the details of the situation are known, or they may only be discovered through dialog with NPCs. Consider rewarding heroes who undertake such deeds in an extraordinary way, either with an XP bonus or some other boon.

The first deed is the closing of the portal from **Haderax** to the cathedral in **Tosasth**. Doing so will cut off a major source of evil in **Tosasth**, but it comes at a heavy price. Fortunately, **Rellora** knows how to accomplish this deed and is willing to sacrifice herself if necessary.

To close the portal, the PCs must first visit the **Happy Isles** and acquire a green jewel from a master jeweler. A properly reverent request of **Raddimansosth** will grant them access to the boat. The primary danger to the PCs are the temptation to indulge in the pleasures of the isles, for any drink or food will doom them to be trapped forever in the realm of **Haderax**.

Anyone holding the green jewel and stepping through the portal back to **Tosasth** will be permanently affixed to the portal, sealing it.

The second deed is to destroy the ford over the **Dimwash**, greatly diminishing the ability for the undead to escape from the fires of **Mount Firetop** into the other realms. Accomplishing this feat would be a great gift to the world.

The great dangers presented by the ford are encountering any number of undead and avoiding falling in the **Dimwash**. One way to accomplish this feat is to call on the spirits of the water who will rise up as tall waves of vaguely Human shape. They will offer to wash away the stones in exchange for accepting a **geas** to purify the seven waters of the world.

Entering the Realm of Haderax

Read or paraphrase the following to the players after they travel from the cathedral portal.

You stand in a straight, cylindrical cave. Behind you, the wall shimmers with green magic. Light streams into the tunnel 100' before you. The air holds a chill and smells damp. Walking the short distance, you look out from the edge of the tunnel over a vast valley, illuminated in twilight. Down a short slope, a dark river rushes by.

Beyond the river expands fields of low grass covering rolling hills that flattened to the shore of a lake. A castle can be seen on a substantial island in the lake, and beyond the far shore, a volcano rises. Red lava pours down the slope of the mountain from the peak which glows bright as a star. This beacon seems to be the sole source of light for the valley.

Looking right, you spy another river cutting through the low hills. Indistinguishable shapes shuffle in the dark land beyond this other river. Looking left, you see a forest blanketing the valley, out of which curls of smoke danced up into the ebon above. No stars shine down.

If **Rellora** is with the party, she will name the river as the **Dimwash**, and she will caution them not to enter water. Presently, **Josto** will appear on the other side of the river and introduce himself.

The ghostly visage of a portly man floats up from the river to greet you. He is the rare Elf specimen who grew to excess in life, though now clearly an apparition, proven by translucent body and feet that drifted over rather than stride on ground. "I am Josto," he announces, "and you are outlanders. Follow my instructions, else suffer as this one." He points to a motionless figure midstream.

"I will lead you across if you answer a riddle," declares the spirit with a genuine grin. "What is lighter than a feather yet even an ogre cannot hold longer than a minute or two?"

The solution to the riddle is either "fire", "air", or "breath". **Josto** will wait patiently for the correct answer for as long as it takes. The PCs may give up and explore the shore where they may discover the ford near the Lawless Lands.

Otherwise, after solving the riddle, **Josto** will instruct them to join hands, close their eyes, and follow him into the river. As they cross, they hear whispers drifting up from the rushing water, begging them to peek. The PCs might sense the touch of a tentacle in the waters brush against their ankles. So long as they do not give into temptation, they will safely cross.

Josto will answer questions about the realm as he leads them forward to the **Three Judges**. Soon, the PCs will come upon a crowd waiting for an audience.

Judgement

Aikoss is a young warrior in gleaming armor who rules the land to the west. Disdain camps on his handsome face. His land is wild, forested and filled with the untamed. The long-bearded **Minok** rules the land to the east. Across the **River of Forgetfulness**, his land holds many thousands who wait silently for rebirth. When his subjects hear the call of a distant bell, they shuffle over a bridge crossing the **River of Sorrow** to the **Ivory Gate**.

Between these two is a mature man with a short beard called **Raddimansosth**. He rules the many islands in the northern areas of the lake that enjoy a pleasant, unending season. He consults with the other two judges as they dispatch the crowd into one of the three lands. Most are sent off into the meadows of **Minok's** land.

When the judges turn to the PCs, they will debate over their past deeds, calling out specific events. The GM must judge those deeds. A party who has carried out a bloody campaign of violence or misdeeds will be claimed by **Aikoss**. Those who have been consistently heroic will be claimed by **Raddimansosth**. Otherwise, **Minok** will send them to the **Ivory Gate**. However, **Raddimansosth** will overrule the other two judges to offer the party a chance of redemption. He commands them to sail for the happy isles to speak with the Jeweler.

Josto will bring them to a boat captained by a skeleton.

"The dead wander here, but they cannot escape over the Dimwash. None may cross except by escort, yet somehow they do. They make use of the many tunnels that lead to innumerable worlds. The Jeweler will aid you, but you must find a way back over the Dimwash on your own."

As the party boards, **Josto** bids them farewell. The skeletal captain holds out an empty hand, expecting a coin. Once he has it, he begins pushing it along with a long pole. Curving past the grand castle of **Haderax** and then among many smaller islands, they soon arrive at one where lives the Jeweler. He emerges through the doorway of his thatch hut as they hop from the boat onto the shore.

The Jeweler is a slim Elf, bare-chested and tan, who offers the party wine, bread, and fruit after inviting them into his hut. They would be wise to decline. When told of their quest to close the portal, he agrees to carve a nugget of jade into a disc engraved with a pentagram.

"This token will close the gate. Know that it was opened with a soul and shall close only with a soul."

The skeletal captain will transport the party back to the lakeshore for another coin.

Exploring and Escaping

When the PCs decide to cross back over the **Dimwish**, they might search for **Josto** or another spirit guide to lead them across. This service will not be given freely, but perhaps attainable for a

price, including a **geas**. They may gather information about the ford in the **Lawless Lands**, or they may stumble upon it eventually.

If they enter the **Mourning Myrtles**, they will hear the songs of the harpies before finding their way out. 8 harpies hide among the leaves, hoping to entrance any who wander by.

8 Harpies: AC 13, HD 2*, #At 2 claws/1 spear + special, Dam 1d4/1d4/1d6 + special, Mv 20' Fly 50' (10'), Sv F2, MI 7, XP 100 ea.

Save vs. Spells or become **charmed** by singing.

HP 5 □□□□□
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Erasto the Troll lives under a bridge that crosses the River of Lamentation. He will threaten to attack and eat any who pass without answering a riddle. His favorite query is "What is so delicate that merely speaking its name destroys it?" The answer is "silence".

Belligerents who find themselves fighting the troll can expect to be grappled and thrown into the river where they must save vs. Spells or become overcome with debilitating sadness until removed from the water. Anyone who enters the river must make a save every round until they are overcome.

Erasto is large and strong enough to make two grapple attacks, one with each hand. He may also deliver a headbutt or bite. Unlike an ordinary troll, **Erasto** regenerates 1d6 hit points each round.

Erasto (Troll): AC 16, HD 6*, #At hand/hand/head, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 12, XP 555

Regenerates 1d6 HP per round except from fire and acid.

HP 31 □□□□□ □□□□□ □□□□□ □□□□□
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The lands between the **River of Lamentation** and **Mount Firetop** are filled with disreputable folk who congregate in the **Village of No Rest**. All who stay there belong to one of the gangs who conduct

ongoing warfare in the filthy streets. No houses nor inns are found in the village, only drinking establishments and gambling halls.

Anyone venturing closer to the volcano will encounter all manner of undead and demons.

The ford of boulders over the **Dimwash** allows access to the outside shore and back to the entrance cave. If the PCs are patient, they may see undead approach the ford. Some will clumsily fall into the water where they turn to stone. After some time, the stone dissolves into sand which is washed away.

If the PCs make their way back to the portal, they may pass through it to arrive back at the cathedral. If **Rellora** is with them, she will urge the rest to go on, announcing, "I will close the portal." Anyone entering the portal while holding the token provided by **The Jeweler** will cause the portal to close, trapping their soul in the portal forever. Rellora understands this sacrifice, though she may be persuaded by a charismatic PC to allow another to take her place.

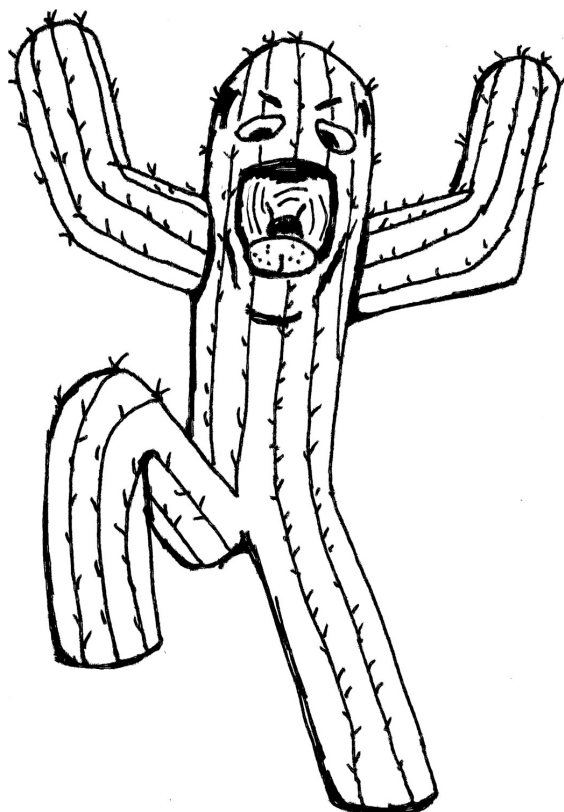
See the description of the cathedral for a discussion of the consequences of closing the portal.

Unusual Monsters

Brown Mold

Armor Class:	Can always be hit
Hit Dice:	2*
No. of Attacks:	Spores
Damage:	See description
Movement:	0'
No. Appearing:	1
Save As:	Fighter: NM
Morale:	N/A
Treasure Type:	None
XP:	100

Brown mold, like its cousin yellow mold, is a fungal growth that emits spores when disturbed. Any living creature within 5' suffers 1d8 points of cold damage every round. Any nearby fire causes the mold to double in size in one round. Magical cold is the only effective way to damage brown mold.



Cactus Man

Armor Class:	15
Hit Dice:	5
No. of Attacks:	2 claws or hug
Damage:	1d8/1d8 or 2d8
Movement:	40'
No. Appearing:	1d3
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	360

The cactus man resembles a Saguaro cactus with arms and legs. In battle, he will either bash with his arms or attempt a hug, treated as a grapple that deals 2d8 points of damage each round. He can communicate empathically with plants.

Deep Ones near Tosasth

The Basic Fantasy Field Guide Volume 2 describes deep ones that primarily inhabit deep waters. An offshoot of these infernal beings infest the underground caverns beneath **Tosasth** and the surrounding area. These creatures have organized themselves to better pursue a relentless desire for knowledge of the other realms. As such, they are sometimes encountered when they tunnel up into caverns and dungeons build by humans and their ilk.

Having collected mystical knowledge in their explorations, the **Tosasth** deep ones benefit from the following extraordinary abilities:

Oily Secretion: the skin of these deep ones is covered in a slippery oil that constantly replenishes. Grapples are ineffective against them, as is **web** or other forms of entanglement.

Electrical Mind: the minds of these deep ones are aligned with the elemental forces of electricity. Any damaging electrical force, such as a **lightning bolt** spell, only does half-damage. Also, no spells that produce a charming effect, including **sleep** spells, have any effect on them.

Alien Metabolism: no type of natural contaminant, including poison, can harm these deep ones.

Sensitive Vision: like the common deep one, their large eyes provide Darkvision out to 60', however their particular devotion to darkness means they suffer a -1 penalty to fighting and saving throws in the presence of anything but the dimmest light. Furthermore, they suffer a -2 penalty when attacked with fire.

Deep One, Warrior

Armor Class:	17
Hit Dice:	2
No. of Attacks:	1 bite or 1 weapon
Damage:	1d4 or by weapon
Movement:	40' Swim 30'
No. Appearing:	1d3
Save As:	Fighter: 2
Morale:	7
Treasure Type:	A
XP:	100

The warrior class of the deep ones wear leather harnesses and wield short spears. They also always have a kris knife in their belt. They also hold small shields coated with a sticky substance. Any unsuccessful attack may cause an opponent's weapon to be held in the sticky goo of the shield; save vs. Dragon Breath (+/- DEX) to avoid. If stuck, a weapon may be freed with a stuck-door check (1+STR on 1d6). The goo is effective for at most 3 blows.

Deep One, Priest

Armor Class:	15
Hit Dice:	9
No. of Attacks:	1 bite or 1 weapon
Damage:	1d4 or by weapon
Movement:	40' Swim 30'
No. Appearing:	1
Save As:	Cleric: 9
Morale:	11
Treasure Type:	A
XP:	1,150

The priests of the deep ones wield a terrible power over the divine energies of the universe. They may cast spells as a 9th-level Cleric, typically memorizing the following spells: **protection from good**, 2x **cure light wounds**, 2x **hold person**, **resist fire**, **striking**, 2x **dispel magic**, **protection from good** 10' radius.

2d6 acolytes typically attend a priest when he journeys in search of mystical knowledge.

Deep One, Acolyte

Armor Class:	15
Hit Dice:	5
No. of Attacks:	1 bite or 1 weapon
Damage:	1d4 or by weapon
Movement:	40' Swim 30'
No. Appearing:	2d6
Save As:	Cleric: 5
Morale:	9
Treasure Type:	A
XP:	405

Like priests, acolytes can cast Cleric spells as if a 5th-level Cleric. They typically memorize the following spells: **protection from good**, **cure light wounds**, **silence 15'**, **resist fire**.



Dogboy

Armor Class:	18
Hit Dice:	3
No. of Attacks:	1 bite or 1 breath
Damage:	1d6 or 3d6 breath
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 7
Morale:	7
Treasure Type:	A
XP:	600

Dogboys are 5' tall semi-humanoid versions of hell hounds that have learned to walk on their hind legs. They are cowardly bullies who will taunt victims and then flee to avoid getting hurt.

Like hell hounds, they choose to breathe fire 1 in 6 times, producing a 10'x10' cone that does 3d6 points of damage.

Elven Vampires

Though similar to vampires as described in the **Basic Fantasy RPG Core Rules**, the Elven vampires of Tosasth can turn to gaseous form at will. Their bodies instantly convert into a translucent mist with movement of 60'/round that may slip through the tiniest of cracks. In this form, the vampire is unable to make use of its gaze attacks or any physical abilities. However, it is also incorporeal and therefore immune to physical attacks.

Elven vampires also frequently have class levels they bring with them into undeath. In addition to all their vampire abilities, they may cast any spells they knew in life.

Ghost Shroom

Armor Class:	12
Hit Dice:	4 (main stalk), 2 (small stalk)
No. of Attacks:	1 + 1 per bush within 20'
Damage:	1d4 + special
Movement:	0'
No. Appearing:	1 main stalk + 1d8-1 small stalks
Save As:	Fighter: 4
Morale:	12
Treasure Type:	U
XP:	240

The ghost shroom is an underground version of the ghostcap bloom as described in **The Basic Fantasy Field Guide Volume 2**.

Molokotu

Armor Class:	55
Hit Dice:	32 (948 hp)
No. of Attacks:	4 or breath or swallow or trample
Damage:	2 Claws 4d8/2 Feet 4d8 or 20d8 or 12d6+30 or 6d6+30
Movement:	125'
No. Appearing:	1
Save As:	Fighter: 20
Morale:	12
Treasure Type:	none
XP:	18,000

Molokotu is a gigantic, mechanical version of Molok, a fearsome demon worshiped by some cults in Tosasth. Made entirely of metal, Molokatu can be considered a unique golem of

considerable size. An artistic sculpturing of Molok's head, including horns and grimace, sits atop a crude cylindrical body. Multi-jointed arms and legs extend from the body to grasping claws and heavy feet. From feet to head, Molokotu stands at 100' tall.

Being a mechanical construct, Molokotu is immune to many spell effects, as are most golems. His body is made of an otherworldly metal that provides protection against damage of various types. Ignore the first 30 hit points of damage from the following sources: acid, cold, electricity, fire, physical, and sound.

Molokotu has four modes of attack. In the first, he may operate each limb independently to grasp or smash. He can pick up large items and throw them instead of simply smashing. Thrown or stuck, each limb may deal 4d8 points of damage. Grasped objects maybe tossed into his open mouth, in which case items are crushed as they pass down a tube, dealing 12d6+30 points of damage before delivering them to an inner chamber. Alternatively, Molokotu may trample, pulverizing everything under his feet, dealing 6d6+30 points of damage to everything in a 20'x20' area.

Once every 4 rounds, Molokotu emits a blast of energy from his open mouth that looks like green lightning shaped in a 20'-wide cylinder that extends up to 2,400'. Rather than focusing the beam on one point, he may sweep his head in a 180-degree arc that extends to half that distance. The energy beam delivers 20d8 points of damage. Anyone struck by this beam is stunned, unable to move for 1d8 rounds. A save vs. Spells avoids the stun effect and halves damage. Any creature killed by the energy beam disintegrates.

Skeletal Cloud Giant

Armor Class:	19
Hit Dice:	12+3*
No. of Attacks:	1 giant weapon or 1 thrown rock
Damage:	6d6 or 3d6
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	12
Treasure Type:	none
XP:	1,975

Animating the skeleton of a cloud giant combines the massive strength of a giant with the advantage of being a skeleton. They take half damage from edged weapons, and one point of damage from arrows, bolts, or sling stones (plus any magical bonus). They can be Turned by a Cleric and are immune to **sleep**, **charm**, and **hold** magic. As they are mindless, no form of mind reading is of any use against them. Skeletons never fail morale, and thus always fight until destroyed.

Freed from the flesh of a living giant, the skeleton also benefits from +2 to initiative.



Tommyknocker

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d4
Movement:	40'
No. Appearing:	1
Save As:	Thief: 2
Morale:	9
Treasure Type:	none
XP:	75

Tommyknockers infest mines where they cause trouble by stealing or sabotaging operations. These mischievous little people stand only two feet tall with big heads, long arms, wrinkled faces, and white beards. They possess Thief-like abilities of Move Silently and Hide using a 75% success rate, which allows them to move about a mine undetected. They are master pickpockets, succeeding 99% of the time.

Tommyknockers have a mischievous nature that drives them to sneak up on unsuspecting adventurers to steal small items from pockets or backpacks. They may also spill containers or damage machines, such as dropping pebbles into gears. But for all the distress they cause, miners can appreciate one beneficial quality of the tommyknocker: the habit of tapping to

communicate a level of danger. Out of sight, the little fellows tap out a rhythm that increases in tempo as those they ogle approach danger.

Water Weird

Armor Class:	16
Hit Dice:	HD 3+3
No. of Attacks:	1 at AB+6
Damage:	special
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	none
XP:	200

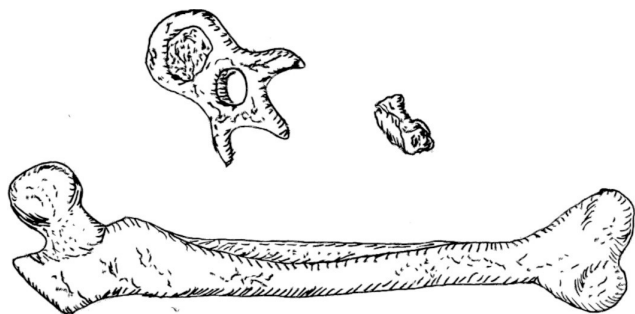
The water weird is a type of water elemental that protects pools and fountains. Two rounds after approaching a water weird, the water forms into the shape of a serpent. It attacks by lashing out to grapple opponents and dragging them into the water. It attacks as a 6 HD creature.

The water weird is immune to many forms of attack. Edged weapons and missiles deal only 1 point of damage. Blunt weapons deal normal damage. Cold attacks merely slow it. Fire deals half-damage. Even if reduced to 0 hit points, the water weird reforms two rounds later.

A **purify food and water** spell cast by a Cleric banishes a water weird, as will draining its pool.

Unusual Items

Bones of St. Jaludi



After his death, **St. Jaludi's** bones were found to be weapons against the undead. A bone may be thrown up to 30' (ranges being 10'/20'/30'), doing 1d6 points of damage. Against undead, apply +4 to hit. On a successful hit, the undead creature is treated as if Turned by a 15th-level Cleric. If retrieved, the bone may be fetched and thrown again to produce the same effect.

The bones must be thrown and alight in the air for a moment to produce the turning effect, though they may be thrown by anyone. While in mid-air, the figure of **St. Jaludi** appears to form in full around the bone as a bright apparition.

St. Irevia's Candle of Protection

Devotees of **St. Irevia** know her secret of producing candles useful against the undead. Within the 10' radius of light produced by these candles, undead must save vs. Spells in order to enter and each round thereafter if they make the save.

The primary material for the candles is the wax of the giant bee, the honey of which may be gathered via bee lining.

Bee Lining

The general concept of bee lining is to follow bees from the flower from which they gather nectar to their hives where honey and wax may be taken from the bees. Practitioners of this art begin with honey or dried fruit that they turn into an artificial nectar, which is set out in a place where giant bees are known to frequent. Giant bees prefer giant flowers, often found in lush rainforests.

Every hour of daylight, check to see if a bee arrives. In fields of sunflowers, bees may be seen 1 in 1d6. Among giant flowers in a jungle, they are seen 1 in 1d4. Once they arrive, bee liners carefully watch the bees move between the flowers and their hive. They travel between the two spots continuously all day, making a bee line.

Following the bee in flight may be difficult, but counting the time taken between visits allows estimating distance. Based on flying speed, every 15 minutes represents a mile of distance. Giant bees typically stay within 6 miles of the hive, never farther than 12 miles. Knowing the distance reduces the area needed to be searched.

Once the hive is found, the bee liner must know how to deal with 5d6 giant bees and their queen. Smoke is known to disperse the bees. Cold is known to quiet the bees as they huddle in the hive for warmth.

Handouts and Area Maps

This section collects handouts and area maps. The *Ode to Tosasth* pages may be printed and offered to players once the PCs discover the manuscript while adventuring. The **Tosasth City Worksheet** may be used by the players while navigating through the city. The overall layout of the city may be viewed from afar from the top of a nearby hill.

The **St. Orlan** and **Tosasth** area maps show terrain in 1-mile hexes. The Game Master may use these to track PC movement overland. They will be especially helpful while the PCs search for elf tombs around **St. Orlan** and while searching for the exact location of **Tosasth**. Hexes are marked with the following terrain types: hills, mountains and swamp. The rest of the hexes are open plains. Use the rules for **Wilderness Encounters** presented in the **Basic Fantasy RPG Core Rules**.

Ode to Tosasth

This collection of poetry, subtitled "A book of Elven verse celebrating that grand city", enjoyed overwhelming popularity when Tosasth thrived. Centuries later, a few copies slumber in older collections. Written in an ancient Elven dialect, its rhymes remain indecipherable to those schooled in the common tongue except by way of spellcraft.

Talanashta

Your people cry with profane delight, Talanashta!
Your life renewed with fall of night, Talanashta!
Greed for coin and greed for life,
Your visage brings woe and strife.
From Haderax your power comes, Talanashta!
Your wealth adds up in growing sums, Talanashta!

The stream of sorrow once you crossed,
Talanashta!
Only your worthless soul was lost, Talanashta!
In Tosasth you reign supreme,
A golden dreadful demon queen.
O! Drink from my crimson cup, Talanashta!
Drink from me and raise me up, Talanashta!

Elmyra Nerijyre's Warning

You can never win them back, never! never!
Though they perish on the track of your endeavor,
Though their corpses strew the earth
That smiled upon their birth,
And blood pollutes each hearthstone forever!

They have risen, to a man stern and fearless.
Of your curses and your banter they are careless.
Every hand is on its knife.
Every bow is primed for strife.
Every palm contains a life high and peerless.

You have no such blood as theirs for the shedding,
In the veins of cavaliers was its heading.
You have no such stately men
In your dank Dwarven den,
To march through foe and fen, nothing dreading.

They may fall before the fire of your legions,
Paid in gold for murderous hire—bought
allegiance.
But for every drop you shed,
You shall leave a mound of dead,
And the vultures shall be fed in our regions.

But the battle to the strong is not given,
While the Judge of right and wrong sits in heaven.
And the goddess Sheebalb still
Guides each pebble by Her will.

There are giants yet to kill—wrongs unshriven.

Imra Herrel

Lord Herrel dwelt among the poor
West of Tosasth's central road.
And on his ebon mansion door,
An Elven knight on steed bestrode.

The smooth stone walls were painted red
To remember foes' blood that spilt.
On moonless night an oath was said.
The lotus bloom may never wilt.

Round butcher's lane where hovels squat
His mansion reaches for the sky.
While starving toilers beg without
He rests well knowing he'll never die.

Shut the Book

Shut the Book! We must open another!
O Elven Brothers! If taught by the past,
Beware, when thou chooseth a brother,
With what ally thy fortunes are cast!

Beware of all foreign alliance,
Of their pleadings and pleasings beware.
Better meet the old snake with defiance,
Than find in his charming a snare!

The Oath of Penelo Elixidor

In the galaxy of nations,
A nation's flag unfurled,
Transcending in its martial pride
The nations of the world.

Though born of war, baptized in blood,
Yet mighty from the time,
Like fabled phoenix, forth she stood—
Dismembered, yet sublime.

And braver heart, and bolder hand,
Ne'er formed a fabric fair
As Elven wisdom can command,
And Elven valor rear.

Though kingdoms scorn to own her sway,
Or recognize her birth,
The land blood-bought for Liberty
Will reign supreme on earth.

Celaena

Nay, keep the sword which once we gave,
A token of our trust in thee;
The steel is true, the blade is keen—
False as thou art it cannot be.

We hailed thee as our glorious chief,
With laurel-wreaths we bound thy brow;
Thy name then thrilled from tongue to tongue:
In whispers hushed we breathe it now.

Yes, keep it till thy dying day;
Momentous ever let it be,
Of a great treasure once possessed—
A people's love now lost to thee.

Thy mother will not bow her head;
She bares her bosom to thee now;
But may the bright steel fail to wound—
It is more merciful than thou.

And ere thou strik'st the fatal blow,
Thousands of sons of this fair land
Will rise, and, in their anger just,
Will stay the rash act of thy hand.

And when in terror thou shalt hear
Thy murderous deeds of vengeance cry
And feel the weight of thy great crime,
Then fall upon thy sword and die.

Those aged locks I'll not reproach,
Although upon a traitor's brow;
We've looked with reverence on them once,
We'll try and not revile them now.

But her true sons and daughters pray,
That ere thy day of reckoning be,
Thy ingrate heart may feel the pain
To know thy mother once more free.

Wysaphyra

Let the trumpet shout Once more, Wysaphyra!
Let the battle-thunders roar, Wysaphyra!
And again by yonder sea,
Let the swords of all the free
Leap forth to fight with thee, Wysaphyra!
Old Tosasth loves thy name, Wysaphyra!

Grim Ophin guards thy fame, Wysaphyra!
Oh! first in Freedom's fight!
Oh! steadfast in the right!
Oh! brave and holy knight! Wysaphyra!

Chindrorth with his host, Wysaphyra!
Encamps by yonder coast, Wysaphyra!
And the Demon's might shall quail,
And the Dragon's terrors fail,
Were he trebly clad in mail, Wysaphyra!

Not a leaf shall fall away, Wysaphyra!
From the laurel won to-day, Wysaphyra!
While the ocean breezes blow,
While the billows lapse and flow
O'er the Dwarven bones below, Wysaphyra!

Let the trumpet shout once more, Wysaphyra!
Let the battle-thunders roar, Wysaphyra!
From the centre to the shore,
From the sea to the land's core
Thrills the echo, evermore, Wysaphyra!

The Lone Sentry

'Twas in the dying of the day,
The darkness grew so still.
The drowsy pipe of evening birds
Was hushed upon the hill.
Athwart the shadows of the vale
Slumbered the men of might,
And one lone sentry paced his rounds,
To watch the camp that night.

A grave and solemn Elf was he,
With deep and sombre brow.
The dreamful eyes seemed hoarding up
Some unaccomplished vow.
The wistful glance peered o'er the plains
Beneath the starry light—
And with the murmured name of Ghot,
He watched the camp that night.

The Future opened unto him
Its grand and awful scroll:
Tosasth and the valley march
Came heaving o'er his soul—
Tirdeg and Argarid thundered by
With that tremendous fight
Which gave him to the angel hosts
Who watched the camp that night.

We mourn for him who died for us,
With one resistless moan.
While in the realm of Haderax

He marches to the Throne!
He kept the faith of Elves and saints
Sublime, and pure, and bright—
He sleeps—and all is well with him
Who watched the camp that night.

Brothers! the midnight of the cause
Is shrouded in our fate.
The demon Dwarves pollute our halls
With fire, lust and hate.
Be strong—be valiant—be assured—
Strike home for heaven and right!
The soul of Jonamor stalks abroad,
And guards the camp to-night!

Tirdeg and Argarid

Doraggour, master of beasts,
Held two dragons by a leash.
He drove them at our kin.

Scales of white wore Argarid.
Scars displayed the evil he did.
His soul was stained with sin.

Blue wings spread across the sky,
As Tirdeg's bolts brought death on high.
We scattered like autumn leaves.

Blue and white, white and blue,
The twins of slaughter's menace grew.
We grasped the thread that fate unweaves.

Back in your hole, foul Doraggour!
Drag your beasts behind to cower!
The bell of Haderax marks the hour.

Elmyra

Friend of the thoughtful mind and gentle heart
beneath the citron-tree
Deep calling to my soul's profounder deep
I hear the Innisris Sea.
While through the night rides in the spectral surf
along the spectral sands,
And all the air vibrates, as if from harps
touched by phantasmal hands.
Bright in the moon the red pomegranate flowers
lean to the yucca's bells,
While with her chism of dew, sad midnight fills
the milk-white asphodels.
Watching all night—as I have done before—

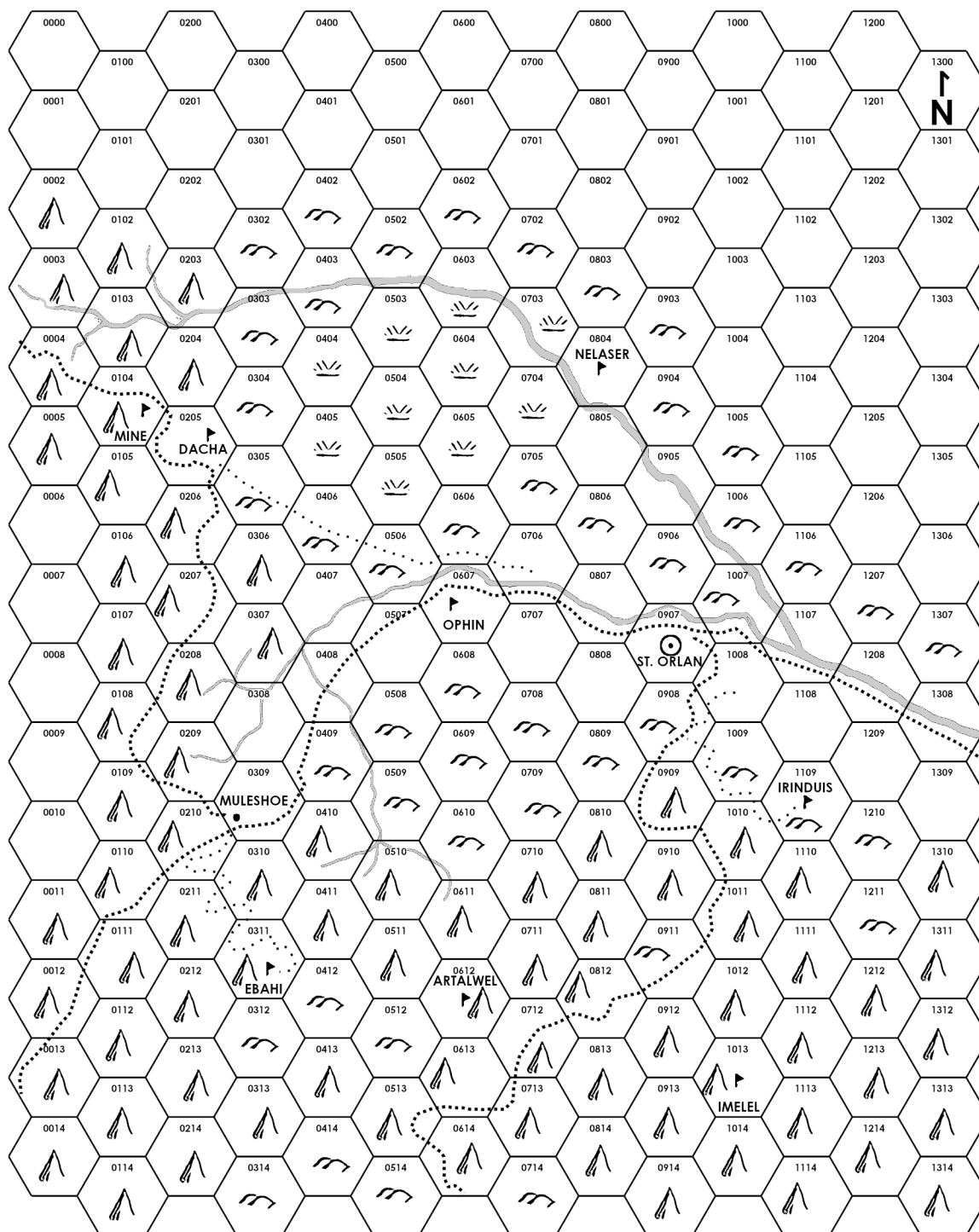
I count the stars that set,
Each writing on my soul some memory deep
of pleasure or regret;
Till, wild with heart-break, toward the East I turn,
waiting for dawn of day; —
And chanting sea, and asphodel and star
are faded, all, away.
Only within my trembling, trembling hands—
brought unto me by thee—
I clasp these beautiful and fragile things,
bright sea-weeds from the sea,
Fair bloom the flowers beneath these Northern
skies,
pure shine the stars by night,
And grandly sing the grand Hazzic waves
in thunder-throated might ;
But, as the sea-shell in her chambers keeps
the murmur of the sea,
So the deep-echoing memories of my home
will not depart from me.
Prone on the page they lie, these gentle things!
as I have seen them cast
Like a drowned woman's hair, along the beach,
when storms were over-past.
Prone, like mine own affections, cast ashore
in Battle's storm and blight.
Would they had died, like sea-weeds! Pray forgive
me,
but I must weep to-night.
Tell me again, of Summer fields made fair
by Spring's precursing plough.
Of joyful reapers, gathering tear-sown harvests—
talk to me, will you?—now!

Weep Not

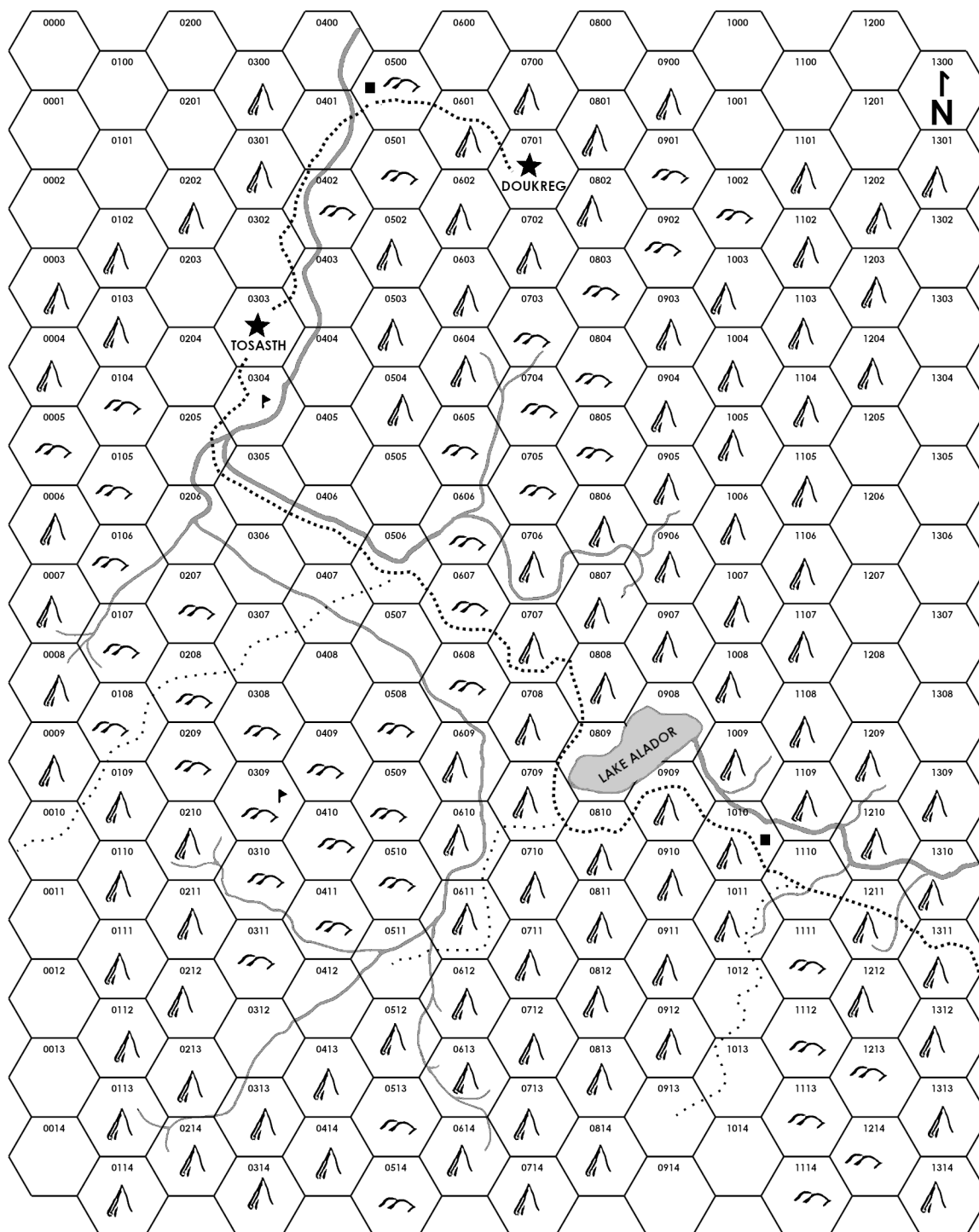
O! weep not for the dead,
Whose blood, for freedom shed,
Is hallowed evermore.
Who on the battle-field
Could die—but never yield!
Oh, bemoan them never more—
They live immortal in their gore

Oh, what is it to die
Midst shouts of victory,
Our rights and homes defending!
Oh what were fame and life
Gained in that basest strife
For tyrants' power contending,
Our country's bosom rending!

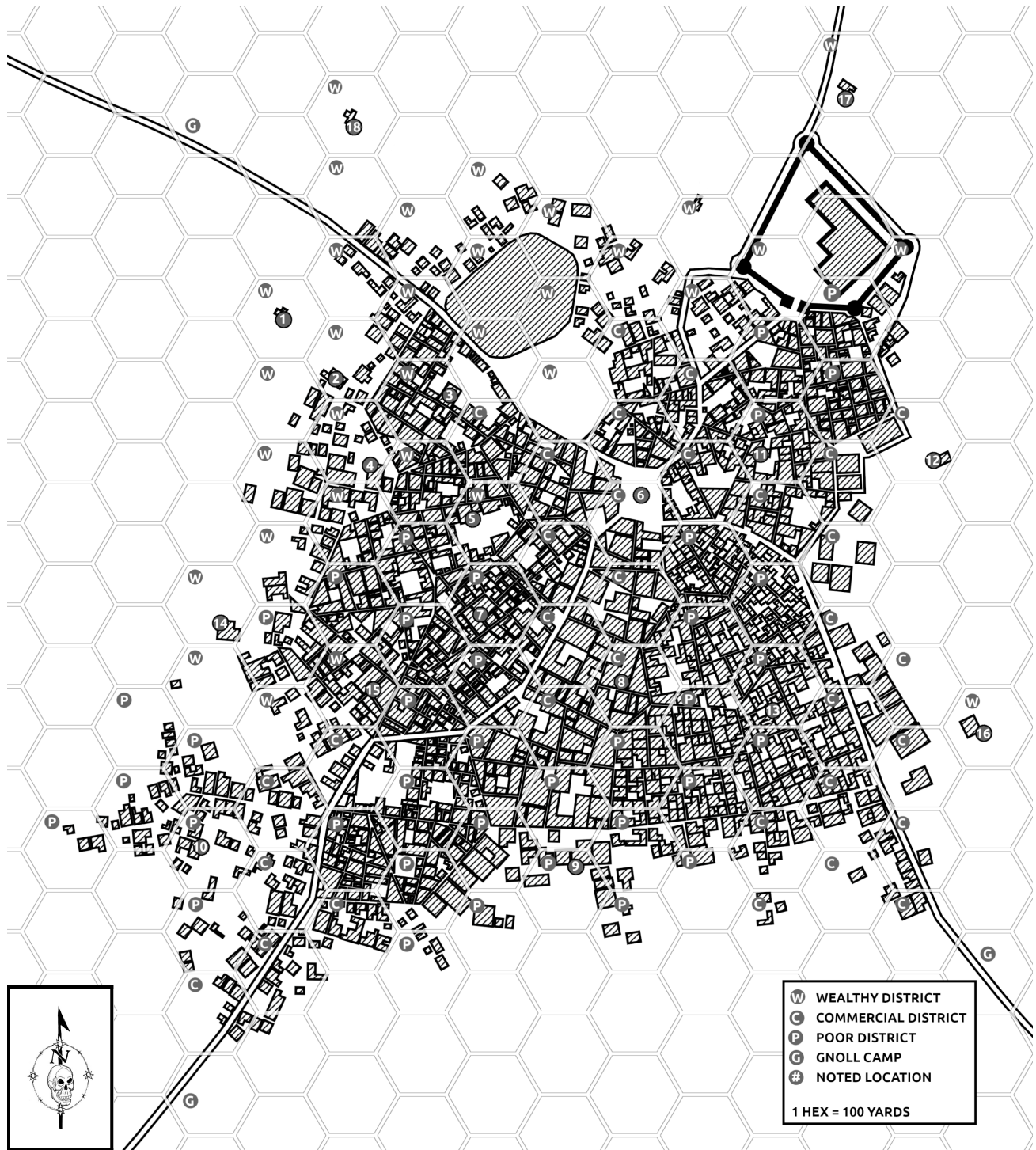
St. Orlan Area



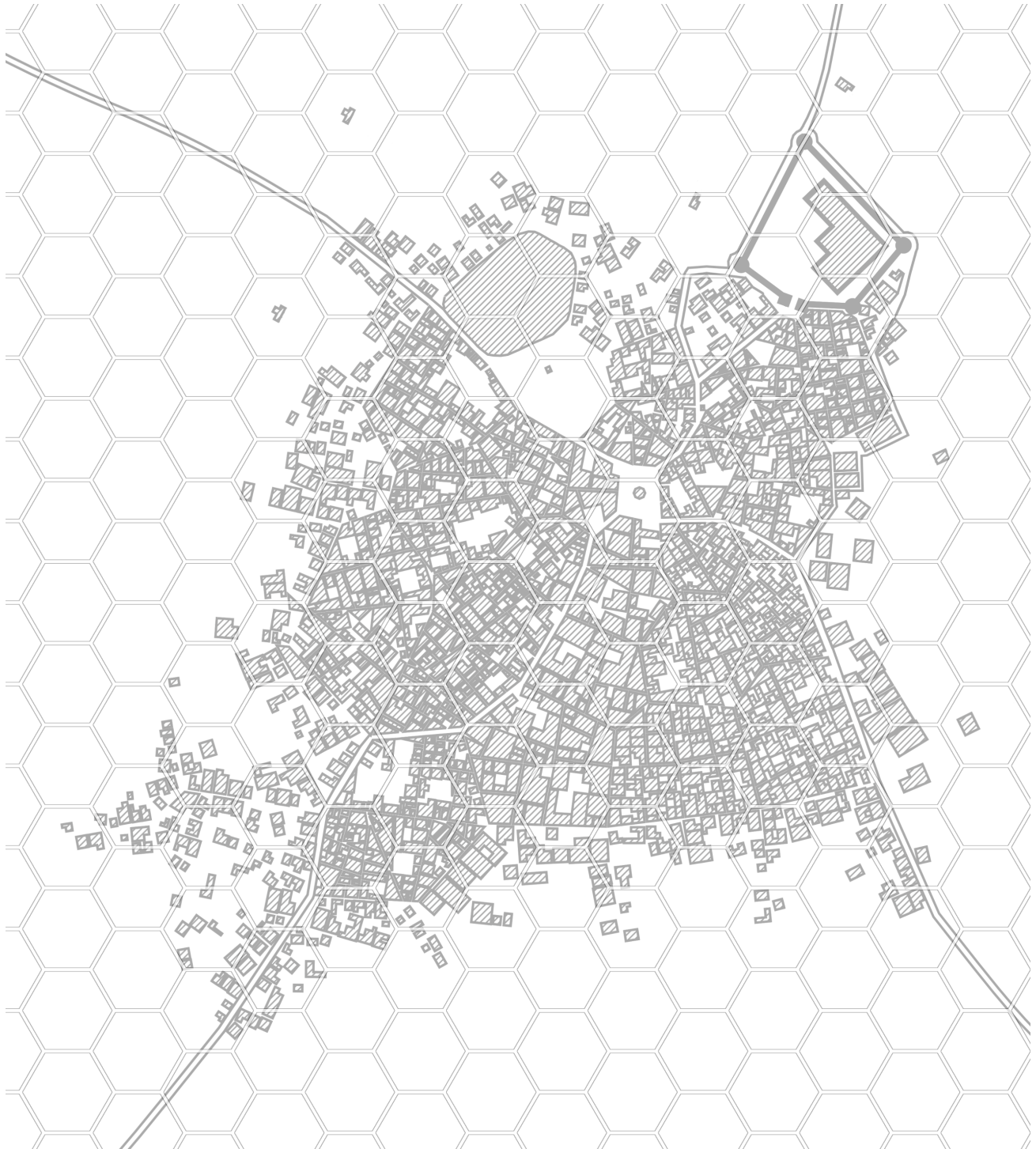
Scale: 1 Hex is 1 Mile

Tosasth Area

Scale: 1 Hex is 1 Mile

Tosasth City

Tosasth City Worksheet



Scale: 1 Hex is 100 Yards