

Adventure For 3-6 Characters at Skill Levels 9 to 12

714

Suitable
for use with
ADVANCED
DUNGEONS & DRAGONS®



**Battle through
three ages to
imprison the
Dark Lord**



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THE KEEP



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THE KEEP

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THE FIRST AGE

History of the First Age

Gamemaster's Introduction

This module is based on the major motion picture *The Keep* by Paramount Pictures based on the novel by F. Paul Wilson.

The module is designed for use by characters of 9th through 12th skill. The characters will be drawn into a battle between powerful demi-gods fighting for the destiny of man. There are three linked adventures in this module: all happen on Earth, and all happen at the same place, but at different ages. The adventurers are transported through time to take part in each of the three adventures.

The first adventure is set in the ancient precataclysmic world called the *First Age*. The second section takes place in 1476 in a mountainous section of the Balkans called Wallachia, which later was incorporated into greater Transylvania and is now a territory within Romania. The third section takes place in the same location in the year 1941, shortly after the German army had arrived at the invitation of dictator General Antonescu.

The Time of the Gods

Once there were many gods. Foremost among them was Mok-har, god of justice, knowledge, and wisdom whose symbol was a great Silver Dragon as big as a mountain. When the Earth was created, the gods of fire, earth, water, and air created the lands and seas from the elements of their own bodies. Other gods of came forward and gave life to that which grew in the soil, flew in the air, swam in the ocean, and walked on land.

The gods were pleased with their work, but Mok-Har realized there was none to appreciate and build on the foundation of this creation.

So, Mok-har raised his hand, and sentience came forth. But all the folk that were created were part of the creations of the other gods; so Mok-har raised his hand again and created man. Mok-har knew man to be his greatest creation, for he came from the world itself. Man could choose his own path in life, and would live long past the prophesied demise of the gods.

The Time of Mok-har

In the *First Age*, many men worshipped Mok-har. The seat of Mok-har's power was the Temple of Mok-har in the Western Mountains (called the Daciam Mountain Range). Thousands of years passed, and Mok-har saw that magic was fading and the gods were dying; in the future, men would have to decide their fate for themselves. So he devised a way to prepare man for life without the wisdom of the Gods.

During this time, the last High Priest of the Temple of Mok-Har was a man named Rasalom. As High Priest, he carried the sacred sword-like scepter of Mok-har, the symbol of supremacy within the church.

One day, some priests began having visions they interpreted to mean that Mok-har was leaving mankind. This caused much strife between the priests, and opinions concerning these interpretations divided sharply. Rasalom, fearing a schism in the church, called a great council of all the temple priests. The meeting was a catastrophe with both factions screaming threats at each other. The whole discussion was about to dissolve into open spell casting when, from the back of the room, a new voice spoke up.

The Child

One of the very youngest of the acolytes had spoken. He said that had seen the vision also and to him it meant that it was time for mankind to stand on its own without gods. Man must make his own way in the world. The purity and innocence of the Child was astounding, it was as if he glowed with a spiritual innocence and wisdom.

There was a moment of stunned silence and then the hall erupted in chaos. Both sides appealed to Rasalom, one side calling for the dissolution of the church, the other calling for the death of the acolyte for his heresies. Rasalom could not decide which was the correct path. In a moment of incredible indecisiveness, Rasalom feared that he would lose control of the church. So to restore his own control, Rasalom took down the holy sceptre, and that night sought out the child. When he found him, the high priest slew the young acolyte.

But the young child was not as he seemed. He was the god Mok-har come down in the guise of the child to break the deadlock between his priests. When Rasalom struck the child, a flash of light blinded the high priest. When his vision cleared, he saw—in all its terrible majesty and power—the image of Mok-har. Rasalom ran screaming from the temple, clutching the scepter in agony.

The Division

For two-score days Rasalom wandered, his mind torn with indecision and his body ablaze with the residual power of being in the presence of a revealed god. Mok-har was furious with Rasalom and he decreed that the high priest's soul would not be allowed peace; that he was doomed to wander the land, clutching his clothes, until he decided to accept the fate of man.

But Rasalom was unable to decide. As the struggle intensified, Rasalom's mind and soul divided. Finally, his

human body could stand no more, and with a great burst of radiant energy, he was cleaved into two separate beings, both transformed into powerful demi-gods by the supernatural intensity of the ordeal. The first entity held to the old religious beliefs. In his hands was the blade section of the scepter. The second entity followed the teaching of the child. He held the hilt-shaped bottom of the scepter, the hilt or talisman piece.

The Curse of the Moroi

While Rasalom wandered, Mok-har laid the Curse of the Moroi upon the priests that had scoffed at his new wisdom and driven Rasalom to slay the child. It was the nature of the curse that those priests are doomed to destroy by their own hand that which they most loved. Furthermore, Mok-har declared that they could not die until they either recanted or were destroyed by one of the priests that had accepted the new message.

One half of the High Priest, who took the reverse of his former name, *Molasar*, felt the temple should not change and stayed with the cursed priests to rebuild the temple.

The other demi-god, changed his name to: *Glaeken*—which means “He who stands alone.” Glaeken took his followers out among the people to teach them the new way.

The Order of The Dragon

Those who followed Glaeken formed their own protective force, the Order of the Dragon, named for the dragon of Mok-har’s wisdom. The Dragons made it their mission to hunt down the cursed priests and redeem them or destroy them. Mercenaries, holy men, and others came from far away to apply for membership. Each was tested, and those that passed were initiated into the Order. These Dragons of the Order rode out in search of the fallen priests. Soon, only a few Moroi remained. One of the last,

Molasar, had destroyed all who had come against him. It was decided that only Glaeken could oppose this last Moroi.

The common member of the Order was known as a *Dragon*, those that upheld the laws of the order as a *Draco*, and those that were senior in the order were called *Great Drakes*. The high Dragon of each temple was known as the *The Dracula*.

The Medallions

Each member of the Order received a dragon medallion. These granted the wearer the benefits of a Protection from Evil spell, +2 save vs. level drain, and would glow with a silver light if a Moroi were within 60 feet.

If the wearer was killed, he could not become an undead. The medallion could also convey a mystical summons in times of need. When a Dragon was elected to the position of Draco (skill 3 to 7), he earned the right to wear the dragon heraldry. A Great Drake (skill 8 to 12) was elected from the Dracos when he had learned the wisdom of the dragon.

A Dracula (skill 13+) was elected from the wisest of the Great Drakes when a monastery was leaderless. Only he was allowed to wear the black robes embroidered with the symbol of the dragon. A Dracula could resign his position and journey as a Great Dracula.

The Order Changes

The order changed over time. It became a repository for knowledge and art. It upheld the virtues of man and taught that each man had to make his own way in the world and could not depend on the generosity of the gods. All this Mok-Har planned, for the god had seen a day when darkness would envelop the land and these few heroes would be there to keep a small light of civilization burning through the coming hardships.

THE TEMPLE OF MOK-HAR

Molasar in the First Age

The Timeline

The first adventure centers around the old temple to Mok-har situated in a mountain valley called, in more recent times, the Dinu pass. The temple is located in a country that will be named Dacia by the Romans and Wallachia in the 12th century.

But long before this, Molasar was building an army of undead in the deserted temple to Mok-Har. It is here, during the *First Age*, that the first adventure takes place. While Molasar is preparing his undead legions, the Order of the Dragon, nearby at the Monastery of Sagol, is planning to attack the temple. The adventurers will be alerted by their dreams and may learn more information from the seers. They will have the option of signing on with the Dragons in the beginning or later on in the scenario, exploring the temple completely on their own, or even siding with Molasar.

Two months ago: The Order of the Dragon at Sagol notices a change in the atmosphere at the temple.

Four Weeks Ago: The Dracula of the Order at Sagol detects hoards of undead at the temple through the use of Divination spells.

Two Weeks Ago: The Dracula sends two members to investigate the temple.

One Week Ago: The investigators are captured by Molasar and impaled.

The Week of Adventure: The Order of the Dragon at Sagol sends a summons for aid to all available Order members.

- The player characters’ sense the summons in their dreams.

- Many soothsayers sense strange forces about the player characters' and beg to be allowed to divine their fortunes.

Three Days Later: The party arrives at the monastery and agree to steal Molasar's blade for the Order, **OR** the player characters may investigate the temple on their own before visiting the monastery.

Two Weeks After the Adventure Begins: Glaeken returns to the monastery at Sagol and takes the Blade that the party (may) have stolen for him. He will immediately prepare the Dragons for battle.

Three Weeks After the Adventure Begins: If the player characters arrive too late in the week, there will not be enough time before the attack to investigate the temple and steal the Blade. In that case, the Order of the Dragon will ask the adventurers to fight on their side in the battle.

130 members of the Order of the Dragon attack the temple to stop Molasar's crusade of terror.

- If Glaeken defeats Molasar, he will give the characters medallions (if they do not already have one).
- The party is pulled forward through time by Glaeken and begin the second adventure.

If the party steals the Blade, but keeps it (instead of turning it over to Glaeken when he arrives), the Blade bearer will be charmed by Molasar through the Blade (no save) and forced to return the Blade to the temple, where he will then be sucked dry of his life essence and turned into a Zombie.

If the player characters do not help Glaeken defeat Molasar, the Order will lose the battle (but will eventually win the same fight two hundred years hence).

In either case, the player characters will be pulled forward through time by the medallions they found in the temple. Glaeken will tell them that they must help him defeat Vlad, and the second adventure will start.

Seers & Soothsayers

At the beginning of the first scenario, the characters are engaged in their various pursuits of daily life.

As the characters lay sleeping, they will have a dream of a sweeping chase across a vast landscape. The characters will feel involved in some great struggle against death and destruction. In the dream, they will see two glowing, man-shaped beings in a titanic battle. The characters will see an ancient dragon god sweep forth out of heaven and alight on the earth. The god's eye expands to cover the whole horizon. Then there will be scenes of great battles, clashing armies, individual toil against impossible odds, and true glory.

As the dream nears completion, the characters see themselves sitting as judges in some huge judgement hall. A case of cosmic importance is being presented, but they cannot hear the arguments of the two parties involved. When they look down on the two arguing beings, they will again see the two glowing forms. However, as soon as the characters look away, they find themselves on horseback, riding eastward into a setting sun, or is it rising? They cannot tell.

When the characters awake, they will feel very certain that the dream was "sent" by some great magic. This

impression will be strong, and will bother them with its images and moods for several hours.

The mood and power of the dream will return each evening as they sleep, and will intensify until the characters take some action to investigate the cause of their dream's images.

In the town that the characters inhabit, the GM should place sooth-sayers, fortune tellers, etc. One of these, an old weathered human by the name of Hurn'da, will approach the characters, and beg to speak to one character privately. If the character complies, the seer will ask the adventurer to follow him back to his shop.

The elderly seer will then plead to be allowed to tell the fortune of the character, as there are great powers awake in the land whose impact threatens many. If the character refuses, the seer will let the adventurer leave, but will then approach another of the party.

In fact, the sages and mystics in town are all in a horrible frenzy because some source of magic is beginning to slowly leach out their powers, perhaps irrevocably. They can perceive that the characters are somehow linked with this magic. Over the next few days there will be a 10% chance per hour per day that a seer, sage, mystic, or holy man will approach any one of the characters. This chance will go up by 10% per day until it reaches 100%. All these encounters will be similar to the one described above.

Once a fortune-teller has been allowed to cast a fortune, he will drop into a trance and begin laying out tarot cards. To determine the result of the reading, roll D100 and consult the following table.

Tarot Reading

1 - 30: The fortune-teller has gotten a jumbled message from the cards. He can sense dimly that the characters will be threatened no matter what course of action they take. He can tell that the cards point westward, deep into the mountainous country. He has a vision of a dragon symbol surmounting a pile of dead and rotting bodies, he does not know what it means. The seer can sense that the conflict will happen near water (wrong). He advises to look for hidden friends.

31 - 80: The seer lays out the cards and begins a chant. He says that the characters have been chosen by a dead god of dragons to fight a great menace. The fortune-teller will say that the party must travel to an abandoned monastery deep in the mountains to the west.

"Look for a pass. Beware of that which is dead and that which is not," he says to the characters. He will see a symbol of a dragon appear over a symbol of power and wisdom.

81 - 95: The seer lays out the cards and immediately gasps. The cards have taken on a subtle glow of yellow light. One card, The World, floats off the table; in the center of the card appears a living eye. The eye is not human, but the soothsayer explains this is the symbol of "The Eye Of Wisdom," and that the spirit of wisdom has possessed the cards.

The seer will then begin the reading. He says that the characters have been summoned to the temple of the dragon in old Dinu, high in the river pass in the western mountains. "There," the seer says, "seek the wisdom of the

Drakes, but beware the pit. The dead who have risen shall hunt you. Here are two who are one, living in eternal night and eternal day.”

96 - 00: The seer will start the ritual of reading when the deck leaps out of his hands. It spreads itself onto the table in a figure eight pattern. In the center is the Death card, inverted. At opposite ends of the figure eight are the cards of the Magician, and the Hierophant. Overlaying the Death card is the Fool card. Hovering in mid-air is the World card. Within the card, as if from a distance, can be seen a dragon of immense size and power. The dragon seems to circle, over and over.

The fortune-teller whispers to the characters that the gods themselves are threatened in this conflict and they have chosen to tell their own story. “The cards tell me that you and several companions have been selected by the essence of wisdom itself to help in a fight against the darkness and evil,” the sage says. “The evil comes from an abandoned temple in Dinu, high in the passes of the western mountains. There, a great priest has turned against his god. Seek him out and take his weapon of power, for otherwise he shall surely rule all of us with his dark hand. Also, there is a great priest of the light who shall help you. He seeks to slay the evil, and is prepared as no other can be.”

“In that land,” the soothsayer continues, “there are Undead, creatures of the night, the dark man rules them, beware. The pass also holds friends in the garb of dragons, trust them.”

Once the fortune has been told, the vision will begin to fade from the soothsayers’ minds, but it is possible to get a second opinion. Reduce 5% from the above chart each day after the first prophecy is read.

The Order of the Dragon

It has been approximately 700 years since the church of Mok-har split and the Moroi took over the Temple of Mok-har. Those priests who sided with Glaeken set out across the country and founded the Order of the Dragon. The members of the Order retained much of the knowledge of the old Temple. They can still cast the priestly miracles, although they now attribute it to the power of the individual man and not to the will of Mok-har.

Only the most knowledgeable priests are familiar with the precise history of the church of Mok-har. The rest of the members of the order know themselves to be an outgrowth of an ancient religion in opposition to the evil of the Moroi. They know that the Moroi are a result of the curse which Mok-har had leveled against a group of priests who had turned away from the god.

The History of Sagol

The Order of the Dragon at Sagol has traditionally been the largest group within the Order because Sagol is less than 30 miles from the old High Temple to Mok-har and the Moroi who worshipped there. In the last 700 years the members of the Order have managed to destroy most of the Moroi, leaving Molasar and one or two others who still inhabit the High Temple. Sagol is the last monastery still actively opposing the activities of the Moroi.

Mendu

Dracula

Human Skill 14 Cleric

AC: 1, HTK: 68, Align: Lawful/Neutral

Stats: Strength: 13, Intellect: 17, Insight: 18,

Stamina: 12, Dexterity: 14, Appeal: 14

Weapons & Armor: Medallion of the Order, +2 mace, +1 plate armor.

Spells: 6/6/6/5/3/2

Preferred Spells (for attack): Cure Light Wounds (x3), Bless, Protection from Evil, Remove Fear, Find Traps, Spiritual Hammer (x2), Chant (x2), Silence, Remove Curse, Cause Blindness (x3), Dispel Magic, Continual Light, Cure Serious Wounds (x3), Neutralize Poison (x2), Flame Strike (x2), Raise Dead (against undead), Dispel Evil, Aerial Servant, Heal (Mendu will always keep one Heal in reserve.)

Description: Mendu is in his mid-forties. He has a medium build and is in good health. His hair is dark brown, and his eyes are black. Mendu wears the dragon embroidered black robes of the Dracula. Around his neck is the Medallion of the Order.

Costu

Grand Drake

Human Skill 9 Mage

AC: 9, HTK: 31, Align: Chaotic/Neutral

Stats: Strength: 12, Intellect: 18, Insight: 10,

Stamina: 16, Dexterity: 13, Appeal: 13

Weapons & Armor: Medallion of the Order, Wand of Illusion (3/day), Magic Scroll with triple strength Passwall spell, +1 dagger

Spells: 4/3/3/2/1

Preferred Spells (for attack): Costu prefers to attack using his Wand of Illusions and will usually use up all three charges before he resorts to his own magic.

Sleep (x2), Protection From Evil, Shield, Continual Light, Pyrotechnics, Knock, Invisibility 10’ radius, Dispel Magic, Phantasmal Forces, Massmorph, Confusion, Conjure Elemental (Earth)

Description: Costu is in his early thirties. He has a rather large build for a mage. His hair is blond and his eyes are blue. Costu prefers to wear the clothes of the ordinary commoner.

Beckek

Grand Drake

Human Skill 11 Paladin

AC: 1, HTK: 123, Align: Neutral/Good

Stats: ST: 18 (53), IT: 13, IN: 13, SM: 17, D: 14, A: 17

Weapons & Armor: (+2 to Hit and +3 to damage due to Strength) Medallion of the Order, +3 longsword, +1 bow and (10) +1 arrows, +2 dagger, +2 plate (emblazoned with a silver dragon encircling the entire chest piece).

Spells: 2/1

Preferred Spells: Cure Light Wounds (x2), Hold Person

Description: Beckek is a huge man in his late thirties. He has black grey streaked hair, a full grey beard, and coal black eyes. His face and body bear the scars of many

battles. Beckek's armor is emblazoned with the standard of the Dragon. Beckek lives following the dictates of his own moral standards. He is slow to anger, and will not threaten idly.

(5) *Guards*

Human, Skill 4 Fighters

AC: 4, HTK 23, 24, 26, 30, 31 Align: Neutral/Good

Stats: Average except: ST: (15+), IN: (12+)

Weapons & Armor: All carry bows and (10) +1 arrows.

Each also has a +1 sword or +1 spear and a dagger. All wear chainmail covered with a cloth tabard.

Description: These guards all wear the symbol of a Silver Dragon on their tabards and engraved on their iron helmets. They are all loyal to the Order and will never willingly betray it. All have taken an oath to fight to the death against the Moroi.

Arrival at the Monastery

The Monastery looks deserted as the characters approach. The building, made from a dark, hard rock, is sparse and austere. It is windowless and appears to be quite old, perhaps 400 years or more. The Monastery is rectangular, 50 feet wide, 80 long, 40 feet in height and has a 100 foot high bell tower above the front entrance. There are 13 rooms within the structure, including a central hall. Eight members of the Order of the Dragon live at the monastery. There is a Dracula who is the head of the monastery, a Grand Drake who stayed to help against Molasar, one permanent Grand Drake caretaker, and five people of the member level.

The door will be answered by a commonly dressed man wearing a dragon medallion on a chain around his neck. He introduces himself as Costu and asks the characters what need has brought them to the Order of the Dragon.

Anyone requesting the help of Order of the Dragon against the Moroi, Molasar, or the Temple of Mok-har will be allowed in immediately. They will be led into the central hall. The roof is covered in paintings of knights, bearing the dragon standard, laying waste to the denizens of darkness. It is here that the characters will be greeted and discuss what will come.

The Stealth Mission

The Dracula of the Order (named Mendu) will explain the situation at the Temple of Mok-Har. He will tell the party that Molasar is the most powerful of a group of priests that have been cursed by their god, and that it is the duty of the Order of the Dragon to oppose the workings of these fallen priests.

Mendu will ask the player characters to help them destroy the last of the Moroi. He will ask them to scout the Temple of Mok-Har and steal Molasar's Rune Blade. Before they attack, the Order needs to know more about the growing undead force within the Temple—if they have any hope of winning the battle. Furthermore, Molasar must be stripped of his Rune Blade.

Their troops are not trained for such stealth, but a group of resourceful individuals, such as the adventurers, may succeed. Specifically, the Order would like to know if such an army of undead is being raised, if the bodies of buried priests are being defiled, and how many of each type of undead are present in the temple. They would also like

specifics on the temple's defenses. As an incentive, Mendu will offer the party membership within the Order of the Dragon, and all treasures found at the temple not associated with the Order.

The Dracula will then give each adventurer a Dragon medallion, the symbol of a member, and explain its abilities (see the GM's introduction for details). Mendu will caution the adventurers to take care to avoid conflict, stressing the dangers of the High Temple, but at the same time, the vital importance of capturing the Blade.

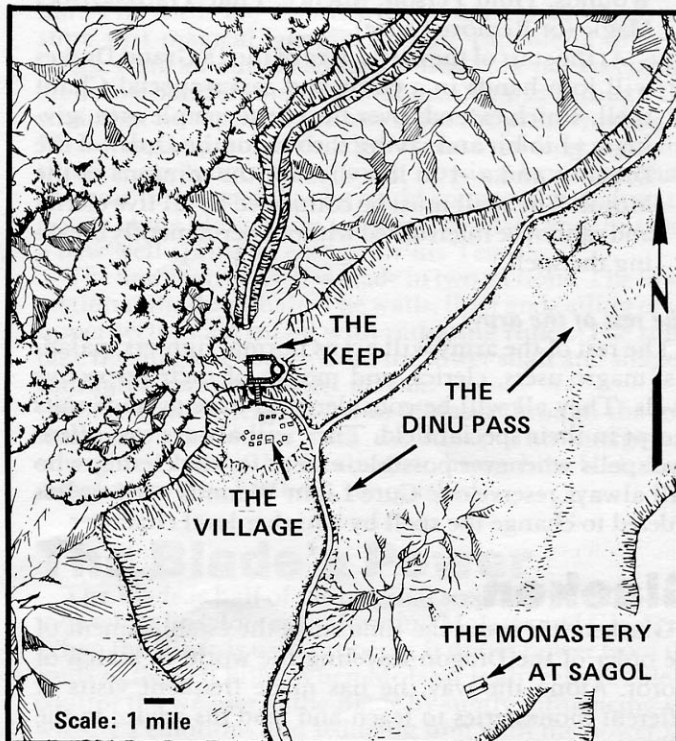
GM NOTES: For the stealth mission, or if the characters stumble on THE KEEP before they meet the Order of the Dragon, use the overall description of THE KEEP during the *First Age* found at the end of the adventures.

An Army of Dragons

When the Dragons assault the temple, the leader of the troops will be composed of the members at the monastery, a traveling Grand Dracula who will act as the general of the forces, and 13 Grand Drakes from around the country who form the officers of the army. Unlike the Grand Drakes already met, these "Grand Drakes" are low level clerics. The rest of the troops are composed of 20 Skill 2 paladins, 70 Skill 1-4 fighters, 15 Skill 1 or 2 clerics, 10 Skill 1-4 mages and 4 Skill 2-5 monks

All these warriors are loyal to the Order, but do not have much experience fighting as a team. When the magic starts flying, they will clump together in groups of 2 to 12 around the higher level clerics and magic users (2-24 around Glaeken). Once 50% of their number are killed, they will not advance unless an express order is given by a higher level character. The lower level men are not susceptible to Fear generated by the Rune Blade due to the protection of the medallions of the Order, but will break and run if losses exceed 75% (exception: the five Skill 4

MAP 8
Dinu Pass



Varkala *Grand Dracula General of the Order.*

Human Skill 18 Paladin

AC: -2, HTK: 205, Align: Lawful/Neutral

Stats: ST: 18(00), IT: 15, IN: 17, SM: 16, D: 16, A: 17
Weapons & Armor: +3 Armor (subtracts 3 from all saves as well), +4 Holy Sword (18th level Dispel Magic in 5' radius around Varkala and an additional +10 HTK to all Moroi).

Magic Items: Helm emits Continual Light at will, Dragon Wing Cloak of Flying (24" for 12 hours a day), Ring of Water Breathing, Ring of Fireballs (10 charges left—6D6 Fireballs)

Special Abilities: Heal 36 HTK, Cure Disease, +2 to saving throws, Detect Evil in 60' radius, Continual Protection from Evil, Turn Undead as Skill 15 Cleric.

Spells: 3/3/3/1

Preferred Spells: Bless, Command (x2), Hold Person (x2), Find Traps, Cause Blindness, Locate Object (The Rune Blade if not already found), Remove Curse, Exorcise.

Description: Varkala is a hardset, rugged woman of middle years. She wears black armor embossed with a silver dragon on the front and back. She also wears a silver cloak that resembles dragon wings. She has close cropped blonde hair and will only take off her helmet indoors. Varkala is very strong willed and determined. She has a shrewd tactical mind and does not tolerate insubordination.

(13) **Grand Drakes**

Human Skill 5 Clerics

AC: 2, HTK: 5D8, Align: Neutral/Good

Stats: Average except: IT (13+), IN: (16+), A: (15+)

Weapons & Armor: All will have Medallions of the Order which serve as their Holy Symbol. All will also have a +1 magic weapon (blunt).

Spells: 3/3/1

Preferred Spells: Bless, Command, Cure Light Wounds, Hold Person, Silence, Find Traps, Dispel Magic (or Remove Curse).

At the start of the battle, five of the 13 Grand Drakes will join hands in a circle and cast a special Chant spell, which extends over the entire temple area, giving a +1 to hit and saving throws for the Order of the Dragons and a -1 to like dice for the minions of the Moroi. The spell must be continued by all five clerics and cannot be interrupted without permanently breaking the spell.

The rest of the army

The rest of the army will act as normal fighters, paladins, magic users, clerics, and monks of their respective levels. They all will be considered to have average stats except in their special field. They will always cast offensive spells whenever possible, except for the clerics, who will always reserve one Cure Light Wounds spell unless ordered to change the spell by a higher level character.

Glaeken

Glaeken has spent the time since the establishment of the order of the Dragon traveling the world in search of Moroi. Along the way, he has made frequent visits at different monasteries to teach and lend his advice to the followers.

Only the Draculas of the monasteries know that Glaeken was the last high priest of the Temple of Mok-har and most of the members of the Order considered Glaeken to be a powerful demi-god whose origins are unknown, although associated with the origin of the Order. Glaeken holds no rank within the Order, but he is treated as a superior by even the most venerated Draculas.

When the summons to battle was made by the Monastery of Sagol, Glaeken was two and a half weeks away at a village on the dark sea. He responded immediately and will arrive at Sagol in time for the battle against the forces of Molasar.

When Glaeken arrives at the monastery, he will ask for the Rune Blade—if the characters succeeded in stealing it. He will explain that Molasar will be weakened without it and Glaeken should be able to slay him. If the adventurers complain that the Blade should be theirs by rights of conquest, Glaeken's eyes will smoulder with anger as he carefully tells the greedy party members that the Blade is a holy weapon that only he or Molasar can wield, and that anyone else who uses the Blade is flirting with forces over which they have no control.

GM NOTES: Molasar's magic can work through the Rune Blade, but he will not be able to control the characters while they stay on the grounds of the Monastery at Sagol. Actually, Molasar will not even notice that the Rune Blade is gone (see THE KEEP description).

Glaeken will ask the adventurers to fight beside him when the Order attacks the temple. They will be the group that will directly confront Molasar. If the characters do not stand by Glaeken, he will fight alone against the Dark Lord.

In either case, Glaeken has convinced himself that he can slay Molasar and not be forced to die himself. (Molasar can be banished by being physically slain, but he will not be truly dead until both he and Glaeken die together.) Glaeken will therefore seek Molasar out and attempt to kill him.

Glaeken

Human (?) Demi-God

AC: -2, HTK: 320, Align: Lawful/Good

Stats: ST: 20, IT: 16, IN: 21, SM: 17, D: 15, A: 21

Fights and Svaes as a Skill 25 Paladin.

Weapons & Armor: The Rune Blade (see section on the Blade). +4 Holy Sword (Instead of normal Dispel Magic aura, Aura of sword turns Undead as a Skill 20 Cleric. Also, all damage from a sword cannot be magically healed or regenerated, but must heal naturally—undead cannot heal wounds made by this sword.

Spells: 1 per round, any level

Preferred Spells: Glaeken can cast any clerical spell at any time. However, he will not cast a Gate spell.

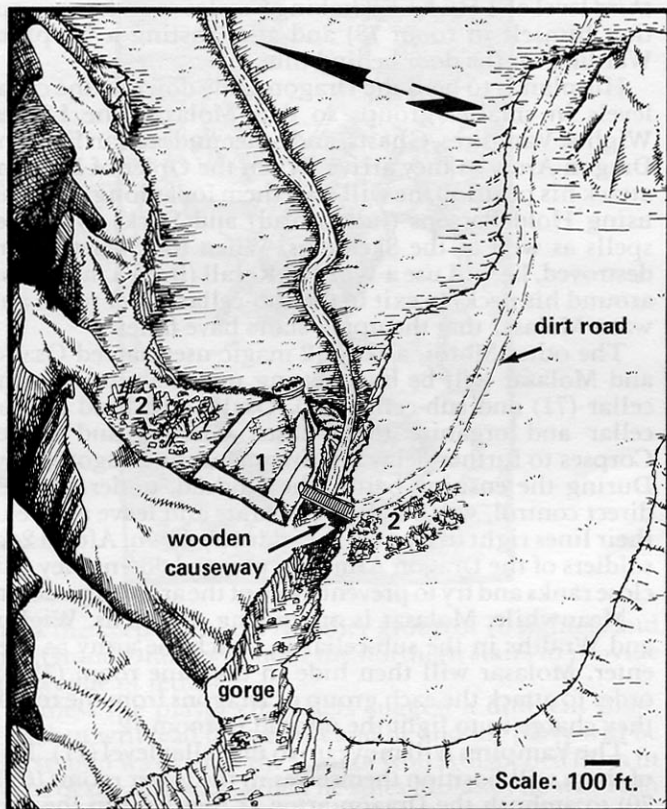
Special Abilities:

Emanates a continual Protection from Evil 10 foot radius.

While within a certain radius of Glaeken, all of his followers have save and attack bonus adjustments according to the following table:

- *Within 100 yards: +1 to all saves and attacks, -1 for foes.*
- *Within 10 yards: +2 to all saves and attacks, -2 for foes*
- *When spoken directly to by Glaeken: +5 to all saves and attacks, -5 for foes*

MAP 1 First Age



- +25 to morale rolls at all times, -25 for foes
- All creatures of up to 4 skill levels or hit dice must save verses awe when seeing him.
- Glaeken is 25% magic resistant.
- Glaeken is not immune to level drain, but he has the ability to regenerate 1 level per day up to his original total.
- Glaeken casts no reflection.

Description: Glaeken appears as a majestic 7 foot tall humanoid who glows with an inner radiance. His head is circled in a halo of red fire, and his entire being radiates holy power. His features are hard set and determined. He wears a glorified version of the clothes of the common man, and wears no priestly trappings except for a large silver Dragon Medallion.

Molasar's Forces

It has been 677 years since the split within the church of Mok-har. In the initial days, the fallen priests were very powerful, and Molasar was the strongest among them. They slowly degenerated into greater and greater decrepitude as the years passed. Their hearts turned cold as they saw their actions twist and deform the world.

The Order of the Dragon has hunted the Moroi since their fall, and now there are only three left. Molasar and his two remaining priests, Rommor and Osalie, have stayed at the Temple of Mok-Har. It is from here that Molasar plans to launch his holy crusades. Molasar has spent the last few centuries quietly building his matrix of power which will revive the old church of Mok-har. He has perverted the Rune Blade with a piece of his own soul

so he can field an invincible army. Only for the last two years has the Dark Lord's activities become known to the Order of the Dragon.

Molasar has been raising the dead from the crypts below the temple to fill the ranks of his undead army. He has made the past High Priests his Lich generals (including a Skeleton Warrior), and from the other priests he has created Vampires, Wights, and Wraiths. The lay followers and anyone unfortunate enough to be caught in the temple at night form his army of Zombies, Ghouls, Ghosts, and Coffin Corpses. Molasar has even summoned a number of the Sons of Kyuss to stock his undead menagerie.

THE KEEP

Molasar lives in the upper rooms of the tower. He keeps the sacred Rune Blade of Mok-har upon the wall there in a plain leather sheath. If he is threatened, or the temple is attacked, he will take the Blade down and use it to defend his home.

Molasar spends most of his day brooding in his room in THE KEEP. At night he goes to the crypts to create more undead and hold council with his undead priests. The Blade is unprotected in these periods, as Molasar does not expect anyone to get past his undead guards.

The Rune Blade

In order to make his forces invincible, Molasar built a powerful matrix within the crypts beneath his fortress. He took the holy blade that was once part of the scepter of the High Priest of the Temple of Mok-har and laid a piece of his soul within to make it a thing of evil. The Blade draws power from the carnage of battle and feeds the matrix.

The Matrix

The spell matrix which Molasar built was placed at the top of the magical shaft underneath THE KEEP. The shaft is a remnant from the early days of worship to Mok-har. The walls are ribbed with power bands which can store vast magical energies and are capable of drawing magic from an outside source. When Mok-har was taking an active hand in the affairs of men, it was through this shaft that he supplied the power for the priestly miracles. Now that the god has decided to cease guiding mankind, there is no longer any power flowing from the shaft. Molasar discovered that he could connect the shaft to the power of the life essences taken by the Blade and thus have a new well-spring of energy for his Temple.

The new matrix itself is made in two sections. The lower section is the deep shaft. The walls, floor and ceiling of the upper section are inlaid with pulsating runes. The runes take the magical energy from the lower shaft and shape it through a complex power matrix.

Some of the energy is fed to Molasar through the soul link which he shares with the runes. This energy can strengthen him if he is alive, or bring him back from dissolution if he has been vanquished.

The Blade's Power

The Blade is half of the original scepter which Molasar took when Rasalom split (forming Molasar and Glaeken). When the Blade is used properly, it draws power from the souls of those it kills. When Molasar is alive, he is able to control the wielder of the Blade by subtly influencing the wielder's emotions and seducing him with the power the Blade offers.

Abilities of the Blade

- +5 to hit
- 3D8 damage.
- On a roll of a natural 19 or 20, the Blade will take one level from the victim, no save.
- Each levels drained in the above manner is converted into 1D8 *temporary* hit points for the wielder. Damage is subtracted from these temporary hit points first and does not need to be healed. These temporary hit points are lost after 24 hours.
- Creates a powerful Fear spell that covers a 2 mile circle around the wielder. Those people not allied with the swordbearer who are caught within the spell's area of effect must save or flee from battle. There is the normal save against the Fear spell, but it is a continuous presence and must be saved against every turn. Furthermore, the swordbearer can turn the power on and off as he chooses, in case he wants to draw a force into battle with his troops.

Abilities of the Wielder

- +5 charisma. Good alignment creatures that can Detect Good see the wielder at a -5 modifier.
- The wielder has great visual acuity and can see as well as a hawk.
- The wielder is able to speak with any person well known to him at any distance (acts as an infinite range telepathy spell).
- Every command given by the wielder acts as a powerful Suggestion spell at a minus 2 to the saving throw. Members of the order of the Dragon are immune to this spell due to the protection of their medallions.

The Attack Begins

In the morning of the third day of the third week, the Order of the Dragon attacks. When the Dragon army is a little more than halfway across the plain to the ruined temple, Molasar will be alerted to their presence. Molasar will instantly realize that the Blade is among his enemy (if the characters have stolen it). Molasar will then implement his defensive plans.

The Dark Force

Molasar and the two Moroi will awaken the undead in the temple. One Moroi, Rommor, a Skill 14 Evil High Priest, will cast 5 Continual Darkness spells on the inner courtyard and instruct the Zombies to block both the northern and southern doors with rubble. After that, Rommor will awake the Skeletons in Rooms 63-66 and take them to the tower rooms on the second level (rooms 67 and 68). He will then position the rest of the Zombies, Skeletons, and Ghoul Dogs in the courtyard to slow up the attacker's progress.

Rommor will observe the courtyard from room 68 during the battle and help their fight by casting spells himself. He will throw 1 Blade Barrier in front of the entrance way to the central keep and cast a Flame Strike on the first group to enter THE KEEP. After that, he will pick out high level characters and use two Flame Stikes against them. If he sees Glaeken (100% chance in a frontal assault), he will summon an Aerial Servant who will attack not only Glaeken, but the adventurers as well.

He will change locations to the other window on the *third* level of THE KEEP (taking 5 melee rounds to reposition himself in room 78) and after casting a Glyph of Warding on the door behind him.

His plan is to herd the Dragon army down to the cellar levels in smaller groups so that Molasar, the Liches, Wights, Vampires, Ghosts, and other undead can fight the Dragon Army as they arrive. When the Order of Dragons attack his position, he will stall them for as long as he can using Hold Persons (full spread) and Sticks to Snakes spells as well as the Skeletons. When the Skeletons are destroyed, he will use a Word of Recall (from a medallion around his neck) to exit to the sub-cellar tower room and warn Molasar that the upper stairs have fallen

The other Moroi, a skill 12 magic user named Osalie, and Molasar will be busy setting up an ambush in the cellar (71) and sub-cellar (72). Osalie will head for the cellar and organize the Ghosts, Ghouls, and Coffin Corpses to further delay and fragment the Dragon army. During the ensuing battle, the Undead, under Osalie's direct control, will suddenly separate and leave a hole in their lines right in front of the stairway down. After a 2-24 soldiers of the Dragon Army has charged down, they will close ranks and try to prevent more of the army to go down.

Meanwhile, Molasar is organizing the Liches, Wights, and Wraiths in the sub-cellar to attack the army as they enter. Molasar will then hide in the rune room (73) in order to attack the each group of Dragons from the rear as they charge in to fight the undead in room 72.

The Vampires will move up to the cellar level (71). Two of them will position themselves in the tower rooms (69 & 70) to ambush the Dragon army as they pass to the sub-cellar in order to break the Dragons into groups of 20 to 30 people. The other two Vampires will remain with the Ghosts, Ghouls, and Osalie to assist in fragmenting the Dragon army. Only if the Ghosts and Ghouls fare poorly, will the Vampires and Osalie directly attack the army. Otherwise, Osalie will cast Confusion and Cloudkill spells to stop the Army. If these do not work, he will create a Wall of Iron in front of the Army as soon as the first rush makes it down the stairs. If Osalie sees Glaeken (75% chance if Glaeken attacks the stairway directly), the Moroi will cast a Disintegrate, directly at him and then cast a Cone of Cold. If both of these fail, and he is still alive, he will Teleport back to the lower cellar.

Osalie has a Ring of Spell Storing with a Transmute Rock to Mud in it. If he is not holding the Army back, he will cast this spell on the beams holding the ceiling in front of the stairwell, causing it to collapse (6D6 damage to anyone underneath—save versus Dragon Breath).

If attacked directly, Osalie will Dimension Door away and try to cast offensive spells against his attacker. The Vampires and Osalie hate each other and will not come to the other's aid no matter what.

The Light Force

When the Dragon army arrives, they will discover the northern and southern entrances to THE KEEP blocked by rubble. One of the Grand Drake mages will cast a Passwall spell from a Scroll and the army will pour through the opening. They will suffer some losses in the central courtyard for three rounds from Rommor's Flame Strikes until the clerics and paladins manage to dispel the Continual Darkness spells and the clerics turn the undead.

They suspect Molasar will be in the lower crypts organizing his Lich generals and therefore will fight their way across the courtyard to the stairwells leading down. They will take the relatively unprotected northern stairway down to the cellar level. A small group of 15 fighters, two Grand Drakes, and 2 magic users will attempt to clear and



hold the keep stairwell. Another group of 10 fighters and one Grand Drake will hold the northern stairs to provide an avenue of retreat.

Unless the player characters suggest a different plan, Glaeken will lead the assault and he and the party will be the second wave, after the Wall of Iron is dispelled from in front of the stairway. When he spies Molasar, he will rush to engage him and drive him back into the room of runes. The air will be electric with the splendor of godly magic as the two beings fight. The runes on the wall will pulse with an intense dark light, casting an eerie pallor on the battle in the adjoining room.

Molasar will ignore the characters, unless one actually causes more than 1D8 HTK against him in any one round. In which case, Molasar will attack him for one round, ignoring Glaeken.

If things transpire as projected and Glaeken has the Blade, he will slay Molasar in 10 melee rounds, drawing his soul into the Rune Blade and dispersing it to the four corners of the earth. As the Dark Lord dies, his soul scream will rip from THE KEEP and reverberate across the mountains, echoing in the Dragons' minds for the rest of their days. The world will be free of the curse of the Moroi until his return in the second age at the bidding of an ambitious would-be prince.

GM NOTES: The attack on the Temple of Mok-Har can be a big production if the characters Role Play every aspect from start to finish. An encounter chart is provided below to allow the GM to shorten the whole process and speed the flow of the game. Playing each and every encounter could take an entire day to play out the attack.

Encounter Chart

Roll each encounter number once and take all encounters that happen in the order of the roll (i.e. the Zombies will attack, *then* the Flame Strike will hit, *then* the Aerial Servant will strike. If any encounter lasts for more than 3 rounds, roll for the next encounter and see if the two attacks overlap.

While in the Courtyard:

- (50%) 1D10 Zombies
- (60%) Within the area of effect for a Flame Strike
- (90%) Attacked by Aerial Servant under the cover of a Continual Darkness. The Aerial Servant will be able to see the characters.

While in the entranceway:

- (50%) 1D10 Skeletons
- (60%) 1D10 Ghouls
- (50%) Random offensive spell from Rommor.

While in the Cellar:

- (90%) 1D4 Coffin Corpses
- (80%) 1 Vampire
- (60%) 1D6 Ghosts
- (50%) Random offensive spell from Osalie.

While in the Sub-Cellar:

- (80%) 2 Wights
- (70%) 1 Wraith
- (60%) Skeleton Warrior
- (70%) Spell from Lich cleric
- (*) Molasar (depends on player's actions)

Of course, the above chart does not take into account if the adventurers actively go after a certain undead or Moroi, if they try to attack THE KEEP from a different direction, or whatever. The GM should use his discretion, but in general, the closer to Glaeken the group is, the more attacks they will receive. The above chart assumes the group stays with Glaeken right to the end. If they stray, the characters should have more chance of encountering lower level undead (Skeletons, Zombies, Wights, Wraiths, etc) and less chance of encounter higher level undead.

At any time, there will be 1D10 members of the Dragon Army around the player characters. Also, there is a 10% chance per turn the character can get Glaeken's attention. He will stop to help any hurt or hardpressed adventurer **except** when facing Molasar.

Aftermath

If Molasar has been defeated in the great battle, the undead will strike only half the time, and will have to check morale every 3 melee rounds or break and run. The Dragon Army will destroy or dispel them all with ease and then search THE KEEP, destroying the necromatic tombs and liberate the remaining treasure (200,000 gp). The dead and wounded will be taken to a makeshift field hospital (where the characters can get healed as well).

Glaeken will thank the party for their help and give each player character 10,000 gp for their service. They will also be invited to the giant victory celebration.

The Victory Celebration

A huge celebration is set up by the Order of the Dragons for the following week. Hundreds of local villagers and many nobles and foreign dignitaries are in attendance. Exotic food is prepared, bards sing of the glory of the Order (including verses about the characters), and an artist asks if he could paint a portrait of the party. The adventurers will be asked to say a few words about their resourcefulness in stealing the Blade. They will be ushered into the speakers area with a great fanfare. If they try to resist speaking, the crowd will jeer and disparage their humility.

The Disappearance

Just a few moments into their speech (if the feast is going well, the GM may wish to postpone the disappearance for a while), the adventurers will notice bright lights begin to encircle them. The rest of the enraptured crowd does not seem to notice. Suddenly the whole celebration seems to twist upside-down, whirl around and disappear in a burst of blinding light. The adventurers are aware of a hurtling, falling sensation that seems to last forever.

GM'S Conclusion

The disappearance is caused by Glaeken, now in the future (1476), who is summoning them through time via the medallions. Glaeken has spent the intervening millennia repairing THE KEEP and sealing off the Room of Runes (73) from the crypts with a magical wall and sealing the door at the top of the stairs leading to the tower room (69) with a magical concealment spell.

Molasar

Human (?) Demi-God

Fights and saves as a Skill 30 Cleric

AC: -2, HTK: 320, Align: Chaotic Evil

Stats: ST: 20, IT: 16, IN: 21, SM: 17, D: 15, A: -3

Weapons & Armor, +5 Rune Blade—if he has it. Otherwise, +4 Sword of Sharpness

Spells: One from any clerical spell list. He prefers to use the reversed spells.

Special Abilities:

- Molasar can create undead from any corpse.
- He casts Fear at all foes of less than 4 hit dice or skill levels.
- Emanates a continual Protection from Good 10 foot radius.
- 25% magic resistance.
- Molasar is not immune from level drain, but he has the ability to regenerate one level per day up to his original total, unless slain.
- Molasar casts no reflection.

Description: Molasar appears to be a coldly regal seven foot tall humanoid who is surrounded by a blackish fog. The fog does not appear to come from him, but flows into him. His head is gaunt and almost skeletal, his entire being exudes malice. Molasar wears the full black and red robes of the religion of Mok-har which conceal his bony form.

Zombie

AC: 8, HTK: 2D8, M: 6"

Att: 1, Dm: 1-8, Special: immune to Sleep, Charm, Hold and cold-based spells.

Skeleton

AC: 7, HTK: 1D8, M: 12"

Att: 1, Dm: 1-6, Special: half damage from sharp or edged weapons, unaffected by Sleep, Charm, Hold, and cold-based spells.

Ghoul

AC: 6, HTK: 2D8, M: 9"

Att: 3, Dm: 1-3/1-3/1-6, Special: paralyzation, immune to Sleep and Charm spells.

Ghoul Dog

AC: 6, HTK: 1D8, M: 18"

Att: 3, Dm: 1-3/1-3/1-8, Special: treat as ghouls.

Coffer Corpse

AC: 8, HTK: 2D8, M: 6"

Att: 1, Dm: 1-6/weapon, Special: Can only be hit by magical weapons—treated as Wraith on cleric/undead turning table. If a Coffer Corpse is struck for more than 1-6 HTK from a normal weapon, it will fall

to ground and appear dead, but actually, it will rise up in the next melee round and continue fighting. All those fighting it must save versus Fear or flee in terror. Sleep, Charm, Hold and Cold-based spells do not affect these undead.

Son of Kyuss

AC: 10, HTK: 4D8, M: 9"

Att: 1, Dm: 1-8, Special: Radiate a 30' spherical zone of Fear, regenerate 2 HTK per melee round—only acid, lightning, holy water (or holy objects) will cause permanent damage. Characters struck by a Son of Kyuss have a 25% of contracting advanced leprosy (fatal in 1-6 months). The disease negates all Cure Wound spells.

Finally, each melee round one 1 HTK worm from a Son of Kyuss will attack. If successful, will take one round to burrow under skin and 1-4 rounds to reach brain (character dies and becomes a Son of Kyuss) *Sons of Kyuss turn as Mummies on cleric/undead table.*

Ghast

AC: 4, HTK: 4D8, M: 15"

Att: 3, Dm: 1-4/1-4/1-8, Special: exude a noxious stench—save versus poison or -2 to attack rolls, paralyzation, unaffected by Sleep and Charm spells.

Wight

AC: 5, HTK: 4D8+3, M: 12"

Att: 1, Dm: 1-4, Special: Energy Drain, Silver or magical weapons needed to hit, unaffected by Sleep, Charm, Hold or Cold-based spells.

Wraiths

AC: 4, HTK: 5D8+3, M: 12"/24"

Att: 1, Dm: 1-6, Special: Energy Drain, Silver or Magic weapons needed to hit, unaffected by Sleep, Charm, Hold, or Cold-based spells.

Vampire

AC: 1, HTK: 35, 25, 46, 31 (8D8+3), M: 12"/18"

Att: 1, Dm: 5-10, Special: Energy Drain, +1 or better weapons needed to hit, regenerate 3 HTK per round, assume gaseous form, Polymorph to bat or wolf, Charm by looking in Vampire's eyes, unaffected by Sleep, Charm, Hold spells, poison or paralysis, take half damage from electricity and acid.

Narlome

Skeleton Warrior

AC: 2, HTK: 67, M: 6"

Att: 2, Dm: 1-8+6, Special: +3 to hit, Cause Fear in all characters under Skill 5. Fights as a Skill 15 fighter, uses a longsword.

This Skeleton Warrior was once the greatest warrior for the Order of the Dragon. He is now under the command of Molasar whose control is so absolute he has no need to concentrate on the undead creature (although removing the cirlet from Molasar's neck will cause the Skeleton Warrior to attack the Dark Lord). The Skeleton Warrior will take orders from the three Liches and will protect them from direct attack.

(3) *Lich/Skill 11 Clerics*

AC: 0, HTK: 44, 46, 37 (11D8), M: 6"

Align: Chaotic Evil, *Intell:* Exceptional

Att: 1, *Dm:* 1-10

Special: These Liches were created against their will by Molasar and are under his control. Therefore, they are weaker than the normal Lich. However, they are still powerful foes. They are immune to Charm, Sleep, Enfeeblement, Polymorph, Cold, Electricity, Insanity, or Death Spells/Symbols. Can only be struck by magic, each Lich has all the spells he commanded in life.

Spells: 5/4/4/3/2/1. Like Molasar they prefer to use the reverse of helpful Clerical spells.

Aerial Servant

AC: 3, *HTK:* 70, *M:* 24"

Align: Neutral, *Intell:* Semi-

Att: 1, *Dm:* 8-32, *Special:* Surprises a 1-4, Invisible

Rommor

Moroi, Skill 14 Cleric

Stats: ST: 03, IT: 16, IN: 18, SM: 05, D: 15, A: 06

AC: 9, *HTK:* 39, *Align:* Chaotic Evil

Special Abilities: 25% Magic Resistance

Treasure: Amulet with one Word of Recall once per day. +1 Chainmail, +3 Mace (on a natural 20 does double damage).

Spells: 6/6/6/5/3/2

Osalie

Moroi, Skill 12 Magic User

Stats: ST: 12, IT: 18, IN: 15, SM: 05, D: 14, A: 15

AC: 8, *HTK:* 24, *Align:* Chaotic Evil

Special Abilities: 25% Magic Resistance.

Spells: 4/4/4/4/4/1

Treasure: Crown of Mok-har—Detects Enemy in 60' radius, Ring of Spell Storing (up to three spells of any level)—Rock to Mud, Fireball (12D6), Cloud Kill.

Both Moroi appear as 7' tall human-shaped creatures who glow with an evil black radiance. Rommor is horribly disfigured and can barely speak intelligibly. Osalie is bald. They wear tall 6 pointed crowns that, if possible, glow even more darkly than they do.

THE CASTLE OF VLAD

Molasar in the 1476

The Cataclysm

In the ages after the lives of the adventurers, sweeping changes took place. The many gods, heroes, and monsters continued their epic battles for thousands of years, all leading up to a final, earth-shaking war. The war swept across the world, destroying gods and mortals alike. The remaining gods passed beyond the veil of life, their connection to their followers severed, as Mok-har foresaw. With the link to their life-giving gods shattered, the races of such as Elves, Dwarves, Nixies died out. Without the great amounts of ambient magic produced by the old gods, whole races of enchanted creatures died off. This time is known as the Great Cataclysm.

The Dragons in the New Age

Many of the human members of the Order of the Dragon survived, and kept the remaining fragments of their knowledge. They spread this knowledge down through the generations of men by word of mouth.

Glaeken also survived the Cataclysm, and wandered the dawning new Age. The demise of magic had left him far less powerful than before, though he was still greater than any man.

He watched as new civilizations grew and fell, as armies clashed and cultures formed. The cultures created by men were rough and ill-formed compared to the majesty of the previous age when the gods themselves designed the patterns of life.

Glaeken's Wanderings

Glaeken's wanderings led him across the earth, through all the greater nations and lesser tribes. In all the areas he visited, he spread some of the wisdom of the Dragon to the

populace. But he always returned to the area of the old Temple of Mok-har. After the Cataclysm, he and the remaining individuals from the Order of the Dragon worked to repair THE KEEP. Glaeken walled up and magically sealed the room of power runes (73) so that the men of the new age would not be able to use the old godly powers in the time of human self-determinism. In the event of Molasar's return, Glaeken placed a spell of Binding within the room of power.

The Spell of Binding

The spell is designed to take the energy from Molasar's power matrix and turn it upon itself, thus draining Molasar of his power and forming a shell that Molasar cannot breach. The spell of binding is centered upon a gold and silver replica of the mystical Talisman, another party of the holy scepter of Mok-har. It is shaped like the hilt of a sword. If the replica is placed above the entrance to the room of power, it will activate the Binding spell.

However, if the Rune Blade is used while Molasar is bound, he will be able to draw power from the runes and eventually break the Binding spell. For every ten people killed using the Rune Blade, Molasar has a 10% chance of breaking free. Once Molasar is bound within the room, Glaeken plans to create a larger spell of Binding encompassing the entire KEEP and powered by the original Talisman. As long as the authentic Talisman is within THE KEEP, Molasar cannot pass beyond its walls.

In order to oppose the alterations which Molasar had made to the Blade, Glaeken placed a piece of his own soul within the Talisman to make it thing of good. Glaeken placed a far greater amount of his own soul within the Talisman so that it would be able to overcome the force of

Molasar's Blade. Because of this, Glaeken is now physically and magically weaker than Molasar, but he is now capable of thwarting Molasar's attempts to conquer the world.

The Talisman

Because the Talisman is shaped as the symbol of the dragon of Mok-har, and because it holds a piece of the soul of Glaeken who loved the murdered child, Molasar cannot bear to touch or even see it. It forces him to confront his betrayal of Mok-har's wisdom. The Talisman has the ability to drive Molasar away, and to drive away the effects of Molasar's power, including his control over beasts and undead. When the Talisman is used for this purpose, it radiates a bright light which drives off the effects of darkness.

Abilities of the Talisman

- The sight or touch of the Talisman is unbearable to any Moroi, undead, or any living creature controlled by Molasar. Any creature that can see the Talisman cannot approach within a 20' radius. Any such creature that comes in contact with the Talisman will suffer 4D6 damage per round and be stunned for 1D3 rounds.
- The Talisman weakens the spells cast by Molasar, giving the wielder the effects of a +5 save versus magical attack from Molasar.
- The Talisman makes the user immune to level drain.
- The Talisman makes the user immune to the magical effects of the Blade, ie: The user of the Talisman is invisible to the magical hawk-sight of the wielder of the Blade, he is not affected by the Suggestion spells of the wielder.
- The Talisman can unite with the Blade to form an awesome weapon capable of slaying both demi-gods in a single blow.
- The Talisman's abilities do not diminish with age.

Molasar's Return

Although Molasar was killed during the *First Age*, he was not completely destroyed. Because he and Glaeken came from the same being, he could not be truly dead while Glaeken still lived. The two are merely halves of a complete being that cannot rest until it is whole. The minute streams of Molasar's soul slowly began to reform, flowing through the countryside to rejoin. This process continued inexorably for thousands of years. Just after the year 400 AD, he was whole enough to regain his consciousness. He hovered over the countryside for centuries, aware of the life going on around him, but unable to significantly affect it.

Soon he was able to locate people who had cruel tendencies, and those that were bitter and full of hate. As he gained more power, Molasar began to focus on that bitterness and amplify it. People who were innocent and kind were beyond his power, but where he found minds that had a strong leaning toward hatred he sowed the seeds of his return.

It was Molasar who engineered the ill-fated Crusades to the Holy Land, the persecution of the German Jews in the

13th century, the wars between Spain and the Moors, and finally, it was Molasar who turned a small plague in Black Sea into the catastrophic Black Death of the Middle Ages.

Vlad Tepes, the Veovod

Glaeken saw the growing corruption in the world, but was not strong enough to combat it directly. Instead he set up a counter force: a new Order of the Dragon. In the year 1000 he had a new monastery built on the ruins of the old monastery at Sagol to serve as their base of operations. He called the new monastery Snagu.

The Dragons were culled from a group of local knights and scholars that sought to teach higher values by example, showing that one could prosper without resorting to greed and malice. A Dracula of the Dragons was chosen to live at the Snagu monastery and preside over the Dragons from there. This group seemed to prove effective at stemming the growing unrest from Molasar's influence and Glaeken had plans to extend it over all of Europe and Asia.

By the 1400s, the new Order of the Dragon had undergone some changes. Glaeken deliberately left the future of the Dragons in the hands of men. Not all of their decisions were the wisest possible. There was no divine hand guiding them, as there was in the previous age.

At times, people who did not exemplify the high ideals of the Dragons were made members for political reasons. Others were rewarded for their prowess in battle alone, and not because they followed the ideals put down by Glaeken. The Dragons were weakening, and Molasar was strengthening.

In the year 1410 an ambitious young warlord, or *Veovod*, named Vlad Tepes II, was given membership in the Dragons as a reward for his successful campaigns against the invading Turks. But Vlad's personal morality was not as pure as a Dragon's should be. He used his new status to rally more troops to his side. His subsequent victories against Wallachia's enemies increased his status in the Dragons and he was given the honor of safeguarding THE KEEP. His family lived in THE KEEP for the next few generations until his heir, Vlad Tepes IV, grew unsatisfied with the title Veovod.

From ancient texts left in THE KEEP, Vlad Tepes IV discovered the existence of the Blade and its powers over troops. He realized that such a weapon would give him total control of every aspect of war. He knew that with its powers he could win the throne of Hungary and keep it for the rest of his days. It was in 1473 that he walked into the monastery at Snagu, killed the Dracula, and claimed the blade as his own.

Vlad Tepes, the Dracula

The Order of the Dragon was thrown into turmoil as they scrambled to find a new Dracula with which to oppose the renegade Dragon. Vlad seized the opportunity to declare himself the new Dracula of Wallachia. Vlad announced that the Keep would be called Castle Dracula, and was now the base for the Order of the Dragon. He appointed his Boyers Grand Drakes, and called his captains Dracos. Every member of his elite guard was given the title of Dragon of the Order.

Molasar sought out Vlad and began to work his influence over Vlad through his link with the weapon. The blade fed souls to its master as it was used in battle. Molasar strengthened as each day passed. Before long, Vlad

was sacrificing his prisoners to Molasar, using grisly impalement fields and malicious torture. By 1474, Molasar was in power.

Radu Rasalom, Advisor to the Dracula

Due to the lower magic content in the new age, Molasar is also much weaker than in the *First Age*. Sensing his own weaknesses, he decided to work behind the scenes, using Vlad as the focal point of power. He changed his name back to Rasalom and adopted the prefix: Radu. Then Molasar presented himself to Vlad as a wise man with unearthly powers. He impressed Vlad with his ability to cast prophecies and work magic. Vlad made him chief advisor. Molasar moved into THE KEEP tower, and

planned his new reign of terror against a world that had fallen from Mok-har's ways.

The Summons

In 1476, Glaeken was drawn to Wallachia by strange emanations coming from the area. To his surprise, he found extensive traces of Molasar's power. He suspected the invading Turks of being under the influence of Molasar, and were attacking the Dragons. He is, of course, wrong.

Glaeken knew he would need the help of adventurers to find and bind Molasar, so he opened his medallion's connection to those worn by the player character's, and activated the ages old spell of transport within their medallions.

PLAYER CHARACTER INTRODUCTION

Arrival in the New Age

Slowly, the blinding light fades and sensation of hurtling forward ceases. The adventurers can see lightly forested terrain around them, and a small village in the distance. They can feel a light breeze blowing, and smell the woods around them, but something feels very wrong about the area. The air seems thin, as if they are in a high altitude. The vegetation looks weak and almost sickly. The atmosphere seems hollow. Noises sound less full. The entire atmosphere is pervaded with an eerie stillness.

GM NOTES: The lack of powerful amounts of magic in the environment causes this feeling. The adventurers are used to living in a magic rich area, and being in a post-cataclysmic, magic-poor area is a shock. Any spells cast will function as described in the Death of Magic section at the end of the module.

The Turk Spies

The sudden appearance of the adventurers in Transylvania in 1476 did not go unnoticed. A group of spies for the Turkish army, disguised as gypsies, were hiding in the woods nearby, and saw the flash of light that transported the adventurers through time. The Turks had long suspected the Wallachians of trafficking with the Devil, and this appearance is proof. They confer for 1D4 rounds, and then decide to attack the infidels with full righteous fury.

The Turks charge out of the underbrush, shrieking unintelligible words. If a Tongues spell is cast, it will be revealed that they are shrieking "Infidels! Demons! Die!" They will attack in a frenzy, as berserkers (+2 to hit and damage). If the adventurers use magic in the fight, they will discover their new limitations.

(6) Turkish Spies

Human, Skill 4 Fighters

AC: 7, HTK: 16, 17, 12, 20, 17, 16

Stats: All stats average except: (ST: 15+)

Weapons & Armor: Scimitar (1-8), they are all wearing chainmail underneath their costumes, but because they are attacking so fiercely, they add two to armor class.

Special: Berserker fury: +2 hit and damage

Turkish Captain

Human, Skill 9 Fighter

AC: 3, HTK: 75

Stats: ST: 18 (56—+2 to hit, +3 to damage), IT: 15, IN: 16, SM: 18, D: 16, A: 17

Weapons & Armor: Fights with two scimitars (2 strikes a turn). His armor class is lowered due to his great dexterity.

Description: A huge man, over seven feet tall, he dominates the rest of his group. He is a strong, swift, cunning man and if the battle is going badly will not hesitate to run away to fight again.

Glaeken Again

Activating the spell of time-travel cost Glaeken more in magic power than he suspected, he must rest 1 turn before he can search for the adventurers. He will locate them 2 Turns after they defeat (or are killed by) the Turks. During this time, the adventurers can wander about the area. They will continue to feel that something in the environment is *wrong*.

Glaeken's Story

When he finds them, Glaeken will embrace each of the adventurers, causing a permanent Translation spell to be placed in each Dragon medallion. He will welcome the party in the new language, and then will invite them to the village inn where he is staying, promising to explain everything.

At the inn, Glaeken will buy the adventurers food and drink, and then tell them the situation:

"You must forgive my unconventional form of summoning. I assure you that it was necessary. You are in the same area, but at a different time. It is now thousands of years after your births. Much has transpired since we last met. The world as you knew it is no more. A great war has destroyed it. The old gods are no more. Their magic is fading. This is truly becoming the age of men. Through great struggle, men have carved out their place in the

world. The people of this land are now at war with invaders. I do not care which side wins, as long as the fight is free of outside influences.

"I suspect that Molasar has become involved in that fight," Glaeken continues. "If he is successful, he will taint the emerging race of mankind forever. In the name of life, I ask your aid."

"I have only been in this land for a few days," says Glaeken. "I was drawn here by the dark emanations from this area. I fear Molasar has returned.

"There is a new Order of the Dragons based at the old Temple Keep. You can go there to get help from the Order Dracula. He is a very trustworthy man, I have known his family for generations. His name is Vlad Teppes IV.

"I want you to go to THE KEEP, get some help from the Order to look for Molasar. I will meet with one of you two days from now on a mountain two miles from THE KEEP, just follow the summons of the medallions. I think I should tell you that the medallions no longer work at their full abilities, I used most of their remaining magic to pull you forward through time."

"By planning ahead we can crush Molasar forever," Glaeken continues. "We will have a whole force of Dragons ready for him when he makes his move. But we must move quickly, for he gains more strength each day. The sooner we find him, the easier he will be to stop."

GM NOTES: The medallions no longer cast a continual Protection From Evil.

The Arrival at THE KEEP.

When the adventurers arrive at THE KEEP, they will be stopped and questioned by the guard at the gate. He will notice their Dragon Medallions and send a runner to alert Vlad that a group of men wearing the insignia of the Order of the Dragon are at the front gate. Vlad will greet them personally and show them into his private reception room in the tower. Vlad seems to a harsh master, but quite amicable toward these new found Dragons. He will be very interested in their origins and intrigued by their antiquated manners.

Vlad will listen politely to the character's request for aid, but is in no mood to conduct business. There is no chance that, at this time, he will make the connection between Molasar and Radu Rasalom. Vlad will insist that the characters stay at THE KEEP as his guests, and show them to his finest guest suites (43, 46, and 47) summarily tossing out the diplomats who were previously quartered there.

The Feast

That evening, Vlad will host a huge feast to honor the arrival of the adventurers. He will be wearing the Rune Blade at his hip. Vlad's honor guard will be standing at attention along the walls of the dining hall. There will be bards, jesters, and dancing girls to entertain the guests. All the dignitaries and ambassadors will be in attendance. The meal will be served in 14 exquisite courses.

In the beginning, the atmosphere will be jovial and carefree. During the seventh course, a servant will announce Radu Rasalom, Advisor to the King, and Molasar will enter the dining hall, sitting on Vlad's right hand side. Vlad will introduce him to the characters as

Radu Rasalom, his advisor and greatest friend. As Molasar is introduced, he will smile slowly and remark that the adventurers remind him of some old friends.

GM NOTES: There is no reason for the characters to immediately recognize Molasar, especially if they did not confront him in the first adventure. Molasar, however, will instantly recognize the player characters. Eventually each character should roll 10 plus his intellect as a percentage to see if they recognize the Dark Lord.

Molasar will not act until he knows where Glaeken is and what he has planned. Vlad is totally unaware of the situation and will continue to be friendly to the adventurers. If the adventurers attack Molasar, Vlad, and all the guards will fight back.

After the meal, Molasar will speak to the characters in the ancient common tongue of the *First Age*. He will talk to them in the presence of Vlad and his guards. Molasar will ask the adventurers about their exploits in the previous age. He will ask them why they follow Glaeken. If the player characters explain, he will say that Glaeken has deliberately lied to them.

"I was once a great high priest of Mok-har," Molasar will say, "and Glaeken was also a priest of high standing. But one day Glaeken was corrupted by an acolyte who was possessed by blasphemous forces. The acolyte convinced Glaeken to destroy the temple and the god. He turned Glaeken into a theocidal maniac. Glaeken almost succeeded in his mad plan, but I and a few other priests managed to save part of the god. Unfortunately, in trying to worship a dying god, we had to worship the death aspects of his being. It is only this death worship that can keep any magic in the world at all."

If the player characters seem surprised at this, he will continue, "Didn't you know? Haven't you noticed that there is far less magic now than before? The death of Mok-har was just Glaeken's first step. He and his men killed hundreds of other gods and thus caused magic to fade away. If Glaeken is not stopped, all magic will soon be gone from the world.

"I invite your aid," Molasar will continue. "If you do not believe me, go talk to Glaeken. Ask him who caused the worshipers of Mok-har to leave the church and turn from the god. He must admit that he did it."

GM NOTES: Most of Molasar's story is a lie based on truth. He hopes to manipulate the party into working against Glaeken.

While Molasar speaks, the entertainment for the night will become progressively stranger. Vlad will have an innocent villager tortured in the center of the room. Then he will offer the guests some wine, bringing out a weeping nine year old girl and puncturing her arm to allow the blood to flow into a copper bowl. He will flavor the blood with a dash of mead and pass the bowl among the characters.

Later on, Vlad will move the whole party to the top of THE KEEP's tower, where they can gaze upon the impalement fields and watch as a group of captured Turks disguised as gypsies are impaled.

Meeting with Glaeken

Early the second morning, a random adventurer will feel a tugging from his medallion. This tug will lead him to a mountain two miles from THE KEEP where Glaeken

will be waiting for him. (No one in the castle will try to stop him or the party as they leave.) After the characters tell Glaeken what has transpired, his face will turn pale and he will tell the party that apparently Vlad has succumbed to the power of the Blade and is now completely enthralled by Molasar.

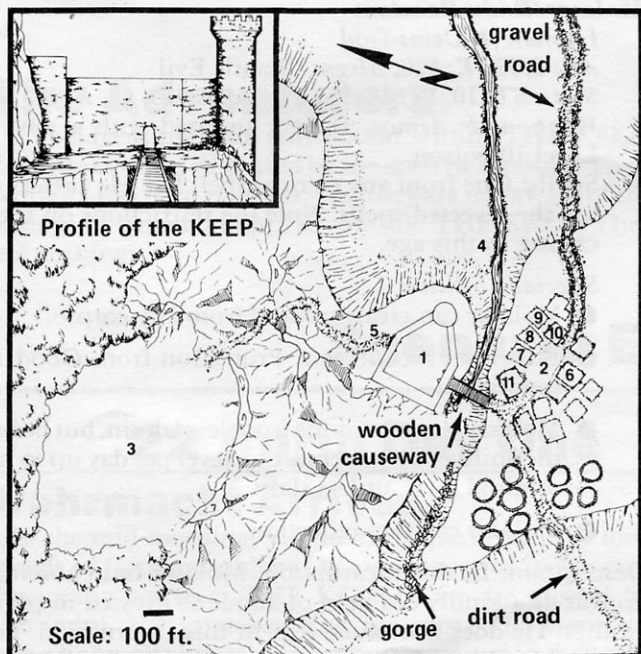
If the characters ask Glaeken about the destruction of the temple to Mok-har, the demi-god will become irritated and say that what happened was meant to happen. He will not wish to discuss the situation. Only if the party threatens to quit will he explain his side of the story. If the player characters are satisfied, Glaeken will reveal his plan.

"What you must do," he will explain, "is steal the Rune Blade again and use it to draw Molasar to the room above the room of power runes. When you have Molasar in that room, you must take the Talisman and slide it onto the grip of the blade. The two artifacts will unite and form a weapon of immense power, far surpassing the power of the Blade alone. With this weapon, you will be able to defeat Molasar.

"When Molasar feels he is losing," Glaeken continues, "he will break through to the Rune room (73) I sealed the room long ago. It is then we will spring our trap."

Glaeken reaches into his cloak and takes out a gold and silver Talisman that glows with a green light. "This is a magical replica Talisman," he says. "You must place it above the opening. Doing this will activate the spell of Binding which I have placed in the lower room, and seal Molasar within. Whatever you do, do not wait before activating the spell, for Molasar will be able to recharge himself almost instantly. Furthermore, do not use the Rune Blade again under any circumstance, because Molasar will be able to absorb the magic that it sends through the runes. Eventually, he will be strong enough to break free from my spell."

MAP 2
1476, 1941



Glaeken will give the player characters the Talisman and the replica Talisman. He will then embrace each party member and bid the adventurers good fortune in their quest.

If the characters return surreptitiously, their absence will not be noted by the guard.

Stealing the Blade

The Rune Blade never leaves the side of Vlad. At night he keeps the Blade in a plain leather scabbard under his bed. Vlad will not suspect the characters and can be surprised by a sudden attack. However, he is no fool and will always have 1D12 Elite guards with him and another 1D12 within calling distance (1-4 melee rounds).

If Vlad's in bed, 1D12 guards will be in room 76 and another 1D4 will be in room 78. Furthermore, Vlad *always* has a companion in bed with him. The girl will scream unless silenced.

If the characters can find some way to steal the Blade without Vlad raising the alarm, only Molasar (who will not let the Blade be stolen again without his knowing) will sense that it has been taken. 1D4 rounds after the Blade is taken, Molasar will raise the alarm, chase the characters, and try to recover the weapon.

If the characters enlist the aid of Captain Eric (see non-player descriptions), they can sail past the guards with no trouble. Molasar's alarm, however, will alert the guards.

Binding of Molasar

If the adventurers manage to do as Glaeken instructs, Molasar will be bound within the room when the characters place the replica Talisman above the opening. Molasar will immediately run to the rune room (whose seals he broke long ago) the moment the characters join the Blade to the hilt-shaped Talisman. Molasar will not confront the power of the united Talisman and Blade.

Unfortunately, and without their consent, the characters will *also* be caught within the spell of Binding and put into a state of suspended animation. There is no save against this magic.

GM NOTES: In order to save the GM's life, the description of the imprisonment should be handled carefully. The character's consciousness will end the moment the Talisman is placed above the door. They will freeze in place (hopefully along with Molasar) and cannot move, talk, cast spells, or even think. This can be very frustrating for the players, so the GM is advised to move quickly on to the third adventure.

After the Binding

Glaeken will return to THE KEEP and befriend Vlad, who is now free of the influence of Molasar. Together they will place 108 Talisman shaped crosses in the courtyard of THE KEEP. Glaeken will weave a spell of Binding through these crosses to keep Molasar locked within the lower room.

Glaeken will then create a larger spell of Binding to encompass the entire KEEP and restrict Molasar to the interior of the building if he should ever escape from the room.

This spell will be powered by the true Talisman which Glaeken buries in the floor of the crypt level (72). As long as the Talisman remains within THE KEEP, Molasar and the characters will not be able to leave.

As a final precaution, Glaeken will place the suspended characters in the largest of the tombs on the crypt level. He will magically seal them in and link that seal with the the Binding spell holding Molasar within his prison. When Molasar is freed, The characters will awaken from their suspension to fight Molasar for the third time.

Glaeken will take the Blade with him as he leaves THE KEEP. He will arrange with the villagers to ensure that THE KEEP is kept in good repair. Vlad will continue with his ambitions to become prince, and at the end of the year, he will be murdered and entombed in the monastery at Snagu. THE KEEP will remain empty until 1941.

Non-player Characters

Elite Guard

Human, Skill 5 Fighter

AC: 2, HTK (5D10)

Stats: ST: (16+), IT: (13+), SM (14+) all other statistics average

Weapons & Armor: Plate with great shields and closed helms. While in the castle, guards carry a spear and either a battle axe, longsword, or heavy war hammer.

Description: The Elite Guard wear tabards over their armor with a picture of a dragon embossed on the front. Different colors of the dragon are used to denote the various ranks. (Green for regular, Blue for Cadet, Orange for Sergeant, Silver for Captain). The primary responsibility of the guard is the safekeeping of Vlad and THE KEEP. There are 4-6 men on duty in the guardrooms, 10 and 19. There are 4 men stationed at the tower stairs outside room 30. 1D12 are in room 76 while Vlad sleeps and another 1D4 are in room 78.

Dominik

Sergeant

Human, Skill 10 Fighter

AC: 3, HTK: 60

Stats: ST: 17 (+1 to hit, +2 damage), IT: 13, IN: 16, SM: 16, D: 12, A: 14

Weapons & Armor: Standard Guard issue, carries a huge war hammer.

Description: Dominik is a big, broad soldier of middle age with brown hair. The dragon on his tabard is orange. Dominik will be curt and short tempered upon his initial meeting with the party, viewing them as an additional security problem. Dominik is fanatically loyal to Vlad. He has a deep set hatred for all Turks. Born under the cusp of Capricorn, Dominik is very lucky and receives an additional +2 to all saves.

Eric Laudlum

Captain

Human, Skill 12 Fighter

AC: 2, HTK: 75, Align: Neutral/Neutral

Stats: ST: 18 (61—+2 to hit, +3 to damage), IT: 14, IN: 13, SM: 16, D: 15, A: 14

Weapons & Armor: Standard Guard issue, longsword, two handed Claymore sword strapped to his back.

Description: Eric is a middle aged man with a trim build and black hair going gray at the temples. The dragon on his tabard is silver.

Eric is a sullen, withdrawn older man. He is very reserved in his judgements and is prone to thinking through all his decisions in agonizing detail. He is slowly realizing that something is very wrong with Vlad since Radu Rasalom has become his advisor.

After the characters arrive, Eric, whose hobby is the history of the Order of Dragons, has a 10% chance per day of discovering that Radu Rasalom is actually Molasar, the Dark Lord. If the characters talk with Eric, add 05% per day of his discovering Molasar's secret.

Once Eric has made his discovery, if characters approach him with their plan to steal the Rune Blade and imprison Molasar, there is a 75% chance he will help you. Approach Eric before his enlightenment and the chance is 10%. Eric will not allow the characters to kill Vlad.

Vlad Tepes IV

Dracula of the Order

Human, Skill 9 Fighter

*AC: 4, HTK: 90, Align: Lawful/Neutral**

*Stats: ST: 15, IT: 17, IN: 09, SM: 17, D: 13, A: 13 (18)**

Weapons & Armor: The +5 Rune Blade, +4 throwing dagger that returns, +2 Sword of Cold (secondary weapon), plate armor (rarely worn), chainmail armor (usually wears this on the field).

** see description.*

Description: Vlad is a stocky, powerfully built man in his mid forties. He has a ruddy outdoorsman's complexion and long black hair that falls past his shoulders. His eyes are dark and piercing. Vlad has a forceful, Machiavellian personality. He is certain that what he is doing is in the best interest of his country and the Order of the Dragon. He truly believes himself to be Dracula of the Order.

His normal alignment is subtly being corrupted by Molasar to Chaotic/Evil. Also, his normal Appeal is increased to 18 due to the Rune Blade.

Treasure: Vlad wears a golden dragon medallion the scales of which are outlined in platinum, the claws are mother of pearl, and the eyes are set with rubies (worth 1,200 gp). He wears a gold and silver spiraled armband (500 gp). On his finger is a platinum ring mounted with a 14 karat sapphire (800 gp).

Molasar/Radu Rasalom

Human (?) Demi-God

AC: 2, HTK: 320, Align: Chaotic Evil

Stats: ST: 10, IT: 16, IN: 21, SM: 14, D: 12, A: 17

Weapons & Armor, Dagger smeared with a with a Level 10 poison.

Spells: One from any clerical spell list. He prefers to use the reversed spells. Note the restrictions on spell casting in this age.

Special Abilities:

- Molasar can create undead from any corpse.
- Emanates a continual Protection from Good 10 foot radius.
- Molasar is not immune from level drain, but he has the ability to regenerate one level per day up to his original total, unless slain.
- Molasar casts no reflection.

Description: In this incarnation, Molasar has chosen to appear as a kindly old man of about 65 dressed in plain clothes. He does not exude fear in this incarnation, nor does he have his 25% magic resistance. His saving throw is that of a 30th level cleric.

THE PRISON OF MOLASAR

The Return of The Dark Lord

GM's Introduction

Hundreds of years have passed since Molasar and the adventurers were bound into THE KEEP. Molasar has atrophied during his confinement—though the characters are fine.

Glaeken has spent the ensuing years wandering and observing civilization. As the adventure begins, Glaeken is working in a small Portugese fishing village trying to live as a common man. He has continued to send money for maintenance of THE KEEP through a Swiss bank account. He still has the Blade. Glaeken's magical powers have weakened significantly over the centuries. He can be harmed by non-magical weapons.

Glaeken

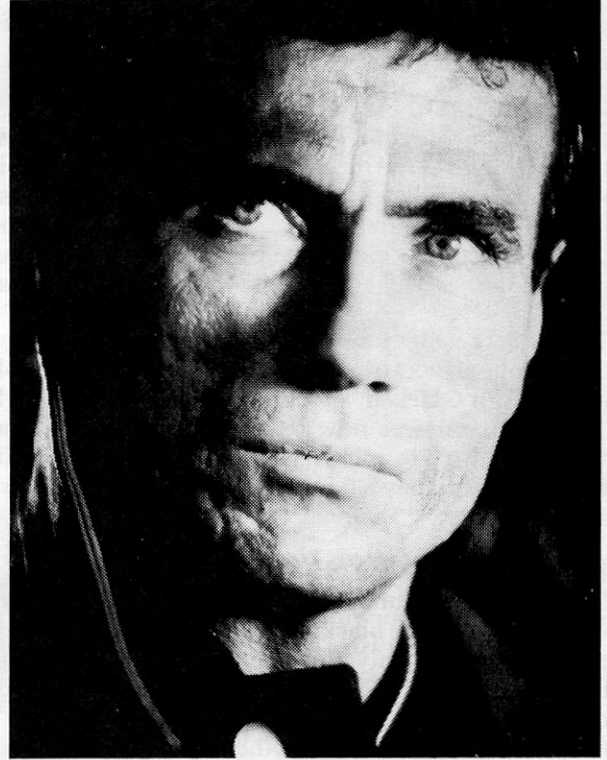
Human (?) Demi-God

AC: 9, HTK: 100

Fights and Saves as a Skill 15 paladin

Stats: ST: 18 (00), IT: 17, IN: 16, SM: 18, D: 16, A: 18

Casts no reflection.



Molasar

Even though Molasar has been bound within THE KEEP, the very nature of his being warps the mood of the building and affects anyone who stays within it. This manifests as haunting nightmares of being trapped, alone, and hungry in the dark. Molasar stops the dreams after the Germans move in, since he does not want to scare them off too quickly.

The Adventurers

The adventurers are still bound within THE KEEP, their life essences dispersed by the spell of Binding. Their captivity has been painless, and they are not aware of the passage of time taking place outside THE KEEP. They feel nothing.

The Germans

The Romanians are at war with the allied forces. They have invited the Germans in to provide them a front on which to fight the Russians. The Germans have marched through Romania, occupying and fortifying strategic military positions. One of them is THE KEEP, which overlooks the extremely important Dinu Pass. In April of 1941, they move a small force of Wehrmacht soldiers into the ancient structure. Through their actions, the Binding spell is destroyed and both Molasar and the adventurers are freed.

Scenario Events Day by Day

22 April: Day One

Wehrmacht Arrives

In the mid-morning, via the Dinu pass road, the four squads of German soldiers (38 men) assigned to Captain Woermann arrive at THE KEEP. They are greeted by Alexandru, the caretaker, and his sons. The Germans string lights all about the inner courtyard and in the halls.

The lights are run from field generators. The presence of the crosses built into the walls of the courtyard is noted by all, and the rumor that THE KEEP was built to hide Papal gold begins to circulate.

April 23: Day Two

Molasar is Freed

Two soldiers, driven by their greed, pry a gold and silver Talisman shaped cross from the inner wall of THE KEEP. The block that the cross was set is pulled free, revealing a dark passage. One soldier crawls into the tunnel and breaks the delicate runes powering the spell of Binding. Molasar is freed from his confinement within the rune room. With a famished howl, Molasar rips the life-essence from the German private. Then he focuses this new energy through the runes to shatter the wall and burst free.

The adventurers are also released from their captivity when this occurs. They begin to slowly re-form.

Molasar Returns

At this point, Molasar is greatly weakened. He must consume the lives of the mortals around him to regain his physical form, until, on the 21st death, he will be complete. In his present state, Molasar is only able to draw the lives of five victims a night, and has difficulty turning them into Zombies. He cannot cast any spells at this point.

Glaeken is Alerted

When Molasar was freed from his tomb, a mystic jolt passed through Glaeken, shocking him with the knowledge that Molasar was now free. Glaeken realized that Molasar would try to remove the Talisman from THE KEEP. He immediately left for THE KEEP and will arrive in five days.

The Adventurers Awake

Slowly, the adventurers become aware of a gray hazy area forming out of the blackness. They cannot sense their own bodies, but feel only a floating sensation, like being in the Ethereal Plane. They cannot move, cast magic, or affect their environment. They are aware of each other's presence, but cannot see one another. They can only see a formless gray. Slowly, the images begin to take shape. The entire KEEP interior can be *seen* in a misty form, as if in a dream.

GM NOTES: The adventurers are re-forming just as Molasar is. During this time, their life essences are dispersed throughout THE KEEP, they can sense activity anywhere within THE KEEP, but it will be hard to concentrate and get a clear picture.

What the Adventurers See

By the end of the day, the adventurers become aware of people moving about within the Keep. These people look and act strangely. They all seem to wear the same type of clothing, a simple gray tunic and breeches with a helm and boots. None of them have armor or weapons other than knives and clubs, so to the adventurers they would look like laborers. The men work at setting up some form of temporary living quarters in THE KEEP. They move in a large mass of supplies and strange equipment.

The adventurers are also aware of a grim, forboding, and evil presence throughout THE KEEP, but centered on the tower.

GM NOTES: This is the weakened presence of Molasar. As time passes, the adventurers sense Molasar gaining more strength as he consumes the life-essences of the Germans.

At 3 a.m. (although they will not be aware of the hour or day), the adventurers notice a group of the strangely garbed men carry the bloodless and dusty bodies of five men into the subcellar. (These are the bodies of Germans killed by Molasar on the first night.)

At 5 a.m. the adventurers will sense the grim evil presence coming near area 72. It appears as a black cloud of intense cold. This is Molasar's still weak form. The cloud will hover over the area and then quickly depart. (He cannot come near the Talisman (area 72), which he wants to remove from THE KEEP.)

The adventurers can now sense the greater spell of Binding centered on the Talisman. Any mage within the party can sense the lines of magic that make up the spell, and will realize that as long as the Talisman is within THE KEEP, both they and Molasar will be unable to leave. He will also know that if the Talisman is removed, Molasar will be unleashed upon the world.

24 April: Day Three

The Killing Continues

In the morning (9 a.m.), Woermann will muster his courage and explore the shaft where the bodies of two of his men were found (room 69). Woermann will be inside only briefly, and leave white and shaking.

What the Germans Do

The Germans are beginning to panic and rumors of Vampires spread. Some of the Germans (10%) are carrying makeshift crosses made from available metal and wood scraps. That evening, Woermann sends a message to the German high command: *Request immediate relocation, something is murdering my men.*

What Molasar Does

Once Woermann has retired to his room, THE KEEP becomes quiet and Molasar again hunts. At this point, 11 p.m., Molasar will enter the sub-cellars, and hover over the bodies there. The adventurers will sense foul energies being released. He will then leave (He was casting the beginnings of a spell to create undead. He doesn't yet have energy to do the whole transformation.) On this day Molasar can cast first level spells as a thirtieth level cleric

25 April: Day Four

Another German Dies

The adventurers sense the day quietly passing. If they try, they find they can move their consciousness about THE KEEP and observe the strange men and their actions. If any character rolls under his Intellect on 1D20, he will notice that their ability to sense THE KEEP is fading. They all feel heavier. If they experiment, they will discover that they can cast first level spells. However, they still cannot affect Molasar's presence.

Once the sun has set, they sense Molasar becoming active. Shortly before midnight, Molasar kills a sentry atop the courtyard wall (above room 7). Molasar hangs the sentry upside down by the feet from the power lines as an insult to the petty power of the soldiers, but this is the only death that day.

After the body is set to rest in the sub-cellar, Molasar again appears. He has more solidity this time, but is mostly a black misty image. He hovers over the bodies. Molasar can now cast all second level clerical spells as a Skill 30 cleric.

The villagers are beginning to sense the panic within THE KEEP.

26 April: Day Five

The SS Arrive

In the morning, Major Kaempffer and his SS Einsatzkommandos arrive. Kaempffer believes that the killings have been caused by Rumanian partisans. He gathers twenty villagers in the middle of the square and coldly orders his men to shoot ten of them. He turns to the rest of the villagers and tells them that this is the result of harboring partisans. The remaining ten are taken to THE KEEP as hostages to be shot if the killings do not stop (room 34). Father Fonescu and Tomasci are among the hostages.

The Adventurers Revive

The adventurers can sense their awareness of THE KEEP fading rapidly. They feel heavy. They barely see a group of men dressed in black arrive at the Keep (SS Einsatzkommandos). These men talk to the men already here, leave, and come back with some people wearing peasant clothes. After a while they begin to feel physical sensations; the chill of air and the smell of musty stone. The characters with Infravision can see wooden boards immediately above them. Others just see darkness. They feel a pins-and-needles sensation all over their bodies. Those who roll under their Insight on a D20 realize they are returning to their bodies. They also sense the weakness of the atmosphere that they detected in the previous adventure (the fading magic). It seems even weaker now.

The characters will find themselves in darkness in a small coffin-sized wooden box. The lids cannot be pushed off, but a total of 20 points of damage will shatter the aged wood, releasing the character into a darkened 20x30 stone room. The room is filled coffins resting on 3 foot pedetals. All adventurers are in coffins. The coffins are ornate, have brass fittings, and are sealed with wax. They are arranged in the shape of the talisman.

GM NOTES: The party's Medallions still work to decipher the speech of the age. Also they still give a +2 save versus undead drain and glow within 60ft of Molasar.

The Shooting

Once out, the adventurers can hear loud voices arguing beyond the door (area 72). If they open the door quietly, they will see two men in the gray uniforms arguing. One of them has his back to the adventurers and a metal wand in his hand. The other man is in front of him, facing the adventurers. He is saying "I was just joking! I won't tell Woermann! . . . God in Heaven! Look behind you!"

The other sneers and says "Ha! You don't think me idiot enough to fall for that. Die Pig!" A bright flash erupts from the metal wand in his hand, making a loud crack.

Instantly, the other man's chest bursts open and he falls to the ground, blood spewing from a wound in his chest. Any player character rolling under his Intellect on a D20 will realize that these metal wands are far deadlier than any sword.



If the adventurers attack, the soldier will turn and fire the remaining 5 rounds from his gun—at a -5 to hit due to panic. If they manage to subdue and question him, he will tell them all he knows. (He fears they are Vampires). His name is Private Wilhelm Gluckleben, he is with Woermann's troops, and runs a black market racket on the side.

The man he killed was Gunter Kohl. He killed Kohl because Kohl threatened to tell the captain unless he was made a partner. If the adventurers demand his black market goods, he will lead them to a section of the subcellar floor covered by an old board. Underneath is a box containing 100 chocolate bars, 20 pin-up magazines, 50 packs of cigarettes, 5 stale croissants, 15 bottles of schnapps, 6 bottles of Rhine wine, one bottle grape-flavored soft-drink and a package of 18 silk stockings.

If the adventurers force it, Gluckleben will tell them how his Luger works. If a character tries to figure out how to work the gun without aid, there is a chance equal to 20 minus Intellect on percentiles of accidentally discharging it per attempt. If it discharges, there is a 35% chance the character will shoot himself, and a 15% chance he will shoot someone else in the room.

Private Wilhelm Gluckleben

Human, Skill 5 Fighter

AC: 9, HTK: 25

Stats: ST: 15, IT: 14, IN: 16, SM: 12, D: 10, A: 08

Weapon: Luger with 3 clips (24 rds.)

Equipment: wristwatch, flashlight, cigarette lighter, 150 marks, small bottle of aspirin.

Exploring the Keep

At this point (6 p.m.), the adventurers are free to explore THE KEEP. The best strategy will probably be a stealthy exploration, because there is a good chance the adventur-

ers will die quickly against the strange new weapons.

The Germans are extremely jumpy and will tend to shoot first and ask questions later. Only by approaching Woerman, Dr. Cuza (when he arrives), or Eva will the adventures get a chance to speak before getting blasted away.

Molasar's Warning

Molasar will avoid confronting the player characters while he is weak. Instead he will leave a warning to them and the Germans. He will attack another man around 11 p.m. and drag his body into the sub-cellar. There he uses the blood of the victim to inscribe the words *Strangers, Leave My Home* on the wall of the tomb room (72). He writes it in an ancient language (old Slavonic) derived from the language he and the adventurers spoke in the pre-cataclysmic age. He will again hover over the corpses of the Germans, priming them to become undead. Molasar can use all clerical spells up to the third level as a Skill 30 cleric.

Sgt. Oster finds the message and alerts Woermann. Kaempffer orders Fonescu to translate the script and sends for Dr. Cuza at the Ploesti relocation center (30 miles away) when Fonescu is unable to perform the translation.

27 April: Day Six

Molasar's Undead

Molasar has developed a definite nervous system that outlines his shadowy form. He has gained enough power to fully create his undead and can cast all cleric spells up to the fourth level as a Skill 30 cleric.

Today, Molasar creates 9 undead: 4 Ghouls, 2 Zombies and 3 Zyklons. He places the Ghouls and Zyklons on watch in the sub-cellar, lying inconspicuously on the floor. He takes the Zombies to the rune room to stand guard. If the player characters investigate the rune room after 4 a.m., the undead will be there. One of the Zombies will open its dead eyes, look at the characters, and say:

"Welcome to my home, again. This is not your time, and I shall win now. I have a place for you in my armies, join me." The voice of the Zombie is Molasar's.

During his explorations of the S.S. troop's equipment, Molasar discovered a small can of crystals that produced a



deadly gas. He recognized their value, and put them in the mouths of some of the Ghouls he was working on. He named them Zyklons after the label on the can.

Doctor Cuza Arrives

Doctor Cuza arrives on this day with his daughter Eva at 1 p.m. Both of them are quartered in the ground level of the tower (30 & 31). Cuza is taken down to the sub-cellar to translate the message. He explains to the Germans that he has been unable to determine when THE KEEP was built. Kaempffer gives Cuza only two days to figure out what has happened.

The characters will have an opportunity to talk with Cuza if they can sneak into his room. Cuza will be very interested in hearing their bizarre stories, and will have a 30% (60% if non-humans are in the party) chance of being convinced of the characters' validity.

If Cuza is convinced, he will tell Woermann that he believes THE KEEP to be haunted by a Vampire. He will bring Woermann into his room to meet the characters, telling him that the characters have special knowledge giving them the ability to combat Molasar. If Dr. Cuza introduces the characters to Woermann add +20 to the chance of that Woermann can be convinced to allow the characters supervised (two SS Guards) movement within THE KEEP

If the characters have been captured by the Germans, Cuza will talk to them in their cells (room 35). Again there is a 30% (60% as above) chance that he will be convinced. He will then bring Woermann to their cells to talk with them.

Dr. Cuza Changes Sides

Later that evening (11 p.m.) Molasar will go to Cuza's room and cast a Cure Disease on the infirmed historian. Molasar will try convince Cuza to release him from THE KEEP. The Dark Lord promises to use his powers to kill Adolph Hitler and end the Nazi terror. Dr Cuza, a Jew on his way to the concentration camps, has a 75% chance of changing sides to Molasar. Molasar will then order Cuza to remove the Talisman.

GM NOTES: Molasar cannot magically force Cuza to remove the Talisman. It can only be removed by one pure of heart who is in control of his own actions (and therefore his own destiny). But Cuza is not immune to Molasar's corruptions and his righteous hatred of the Nazis is carefully being turned by Molasar towards the player characters. Since Dr. Cuza realizes the characters want to prevent Molasar's release, there is a 50% chance per day from day seven on that he will turn them in to the SS (or turn Kaempffer against them).



Glaeken Arrives

That night Glaeken arrives in the village (8 p.m.) prepared to kill both himself and Molasar in order to put an end to the ancient indecision. He takes a room in the inn facing THE KEEP and readies himself for the final struggle. If the characters are at a location where they can see the village, there is a 2% chance per person that the group will notice Glaeken. They still cannot leave THE KEEP without removing the Talisman, however.

Later that night (11 p.m.), Glaeken is captured by the SS. As he is led into THE KEEP, he leaps from the causeway and is hit by numerous machine gun bullets, severely injuring him. With the help of Eva, he returns to his room. He uses the power of the Blade to cure himself.

Again, if the characters are in a position where they can see the causeway, there is a 60% chance for the entire group that they will notice Glaeken.

28 April: Day Seven

The Corruption Spreads

Molasar has gained so much power that the villagers begin outwardly manifesting Molasar's evil influence. The entire village erupts in violence, killings, and cruelty; Father Fonescu sacrifices his dog in a black mass, Alexandru's sons murder him, and a woman is raped in the market square. All the birds in the village die. Molasar has gained enough magical power to cast one clerical spell per day from the fifth, sixth, and seventh level as a skill 30 cleric.

By dawn, Molasar has developed a skeletal structure partially covered with flesh. At noon, Molasar will use his undead slaves to dig pits in search of the Talisman—unless the player characters notice the activity and manage to stop them. At this point, there are 10 Zombies, 5 Zyklons and 5 Ghouls—mostly from the Wehrmacht unit, but already 5 SS guards are among the undead. The Germans refuse to go into the cellars and will even shoot their officers if forced.

The Party is Hunted

If the characters have dug up the Talisman and are carrying it with them, Molasar will direct his undead to attack them. Also, he visits Kaempffer and orders the SS Major to shoot the adventurers. There is a 60% chance that the frightened Kaempffer will order five of his men to track down and kill the party. If the confused Dr. Cuza has also talked to Kaempffer there is a 80% chance Kaempffer will act to kill the characters. The SS major will not go himself. There is a 25% chance Woermann will discover the plot against the player characters and warn them—giving the party weapons to defend themselves, but not fighting with them.

Molasar visits Cuza after sundown and convinces Cuza to remove the Talisman from the Keep so that he will be free to fight the Germans. He casts a Regenerate on Cuza enabling him to dig up the Talisman and carry it from THE KEEP, which he will do at 2 a.m. the next morning. If the undead have been stopped from digging up the Talisman, Cuza will spend an hour digging it up before trying to escape with it at 3 a.m. If the player characters have the Talisman, Cuza will attempt to obtain it through persuasion, trickery, or theft.

The Night of Chaos

By midnight, Molasar has developed an entire body. He will wait until early in the morning of the 29th (2 a.m.) and then begin wholesale slaughter of the Germans in order to provide cover for Cuza as he tries to remove the Talisman. If Cuza does not have the Talisman, Molasar will raise all the undead Germans as Zombies and direct them to physically push whomever is holding the Talisman from THE KEEP.

GM NOTES: The Zyklon's will move to the front of the Zombie attack and breath against anyone who holds the Talisman.

When the adventurers enter the scene, Molasar will summon all rats and vermin from the surrounding countryside to attack them.

The attack is made up of 100 rats, and a swarm of three inch long cockroaches. The swarm strikes as a single monster.

Vermin Swarm

AC: 5, HTK: 200, M: 12"

Att: 8, Dm: 1-4 (x8)

Special: Swarm does no damage to someone who scores a hit on it, due to the attacker successfully destroying all the vermin near him in that round. The Swarm covers an area 100 yards by 100 yards and can direct its eight strikes in any combination it wants. It cannot hurt the person who holds the Talisman.

(10) Zombies

AC: 8, HTK: 2D8, M: 6"

Att: 1, Dm: 1-8, *Special:* immune to Sleep, Charm, Hold and cold-based spells.

(5) Ghouls

AC: 6, HTK: 2D8, M: 9"

Att: 3, Dm: 1-3/1-3/1-6, *Special:* paralyzation, immune to Sleep and Charm spells.

(5) Zyklons

AC: 9, HTK: 4D8, M: 9"

Att: 2, Dm: 1-8 plus breath weapon (3D6), *Special:* Zyklons are a special form of undead created by Molasar after his release by the Germans. He started to create some powerful Zombies out of the dead German soldiers, and happened across some canisters of Zyklon B, a poison gas carried by the SS Einsatzgruppen soldiers. He decided to place pellets of the solidified gas into the mouths of these powerful Zombies. The Zombies keep their mouths tightly shut until they attack, then they exhale the lethal gas. Any characters within 10 ft of a Zyklon zombie will take 3D6 HTK of damage (save versus poison and take half damage). Zyklons can only use this attack once.

The Germans, horrified by the supernatural massacre, will fire at anything that moves. The confused soldiers will fill the courtyard, looking for the army that is assaulting THE KEEP. They slowly (1 Turn) realize that Molasar (who is boldly directing his army from the center of the courtyard) is the focal point and fire wildly at him, but the bullets have no effect; he can only be affected by magical weapons. During this attack, all the Germans including Woermann and Kaempffer will be horribly killed (unless protected by Talisman or adventurers).

All the German soldiers who are killed during this attack will instantly become Zombies (75%) or Ghouls (25%) under Molasar's direction.

Glaeken Returns

At 5 a.m., Glaeken will be healed enough to confront Molasar. He will appear in THE KEEP with the Blade and search for the Talisman. If the player characters have the Talisman, he will ask them to give it to him, killing any who resist. If they give him the Talisman, he will thank them, saying that they bought him enough time to act, and that he will now make up for past errors.

The Confrontation

Glaeken will slam the Talisman and the Blade together, causing the crosses of the binding matrix to light up as they feed their remaining energies directly into him. Glaeken will advance on Molasar, who will retreat to the tower top. The sun rises from the east as they lock in combat and Molasar tries to throw Glaeken and the Talisman from the roof. The central shaft of the tower collapses with the force of their struggle as Glaeken drives the Blade home through Molasar's back and into his own chest. The two, impaled together, fall down the shaft, breaking through the floor of the rune room and down into the lower shaft past the glowing bands of rock. The two continue down an interminable distance as their lives ebb away. They flash back through time, past the cracked red desert that was their origin and into the an infinite black tunnel, finally achieving the peace of death.

GM NOTES: Anyone or thing in the tower will fall with them and be destroyed. THE KEEP itself will be a shattered hulk at the end of the fight.



Player Character Actions

Contacting Woermann

The players can approach Woermann or be captured and brought before him. In either case, he will be highly suspicious of them and at first will think the adventurers are partisans attacking his men.

But due to the party's strange garments and weapons (if they have strange weapons and armor), he will change his opinion to a wait and see attitude. His desperation is such that he is willing to try anything to survive. He will remove the player characters' weapons and imprison them in storage rooms (34 and 35).

Woermann has a 50% chance (+20% if the characters contact Dr. Cuza) of deciding to give the party access within THE KEEP to hunt and kill their "vampire". If this roll fails, on April 28th (the day of the massacre), with his men disappearing around him, he will release the characters (and the other hostages) and ask them to help him kill whatever is destroying his command.

Woermann has only a 30% chance of convincing Major Kaempffer that the characters need free movement. If this roll fails, Kaempffer will insist that two SS Guards be with the characters at all times and that all their weapons be kept in the room 18.

Confronting Molasar

Each day Molasar gets progressively stronger. Besides the increasing ability to use spells, Molasar slowly gains back much of his old power as he kills more Germans.

Molasar's Statistics on Days 1-4

Molasar can be turned as a Zombie and a Protection from evil will keep him out. He will flee from the adventurers if encountered. He cannot throw spells.

AC: 5, HTK: 100, M: 9"

Att: 1, Dm: 1-8, Special: Drain one life level per strike. Can only be hit by magical weapons. Gaseous Form

Description: The Dark Lord is still unformed and appears as a cloud of black smoke. The smoke can drain the energy from anything, including the electricity of lightblubs.

Molasar's Stats: Days 5-6

On these days, Molasar will confront the party if they attack his undead servants in the cellars, but will flee if he takes more than 25% damage.

AC: 0, HTK: 190, M: 12"

Att: 1, Dm: 2-16,

Saves and fights as a Skill 30 Cleric

Specials:

- Molasar can create undead from any corpse.
- He can summon rats and vermin (see third adventure for statistics)
- Drain one life level per strike (save versus Death Magic—+2 if carrying the Talisman, or wearing a medallion).

- Can use up to fourth level clerical spells as a Skill 30 cleric.

- Molasar casts no reflection.

Description: As his body forms from the inside out, Molasar will change from a bundle of nerves suspended in a black fog to a skeleton wrapped in bits of skin and flesh.

Molasar's Stats: Day 7-8

By now his body has reformed to the point that facial features can be discerned. He will not directly attack the player characters, but will try to have the Germans or his undead do it for him. If he takes more than 50% damage, he will turn gaseous and flee.

AC: -2, *HTK:* 320, *Align:* Chaotic Evil

Stats: *Att:* 2, *Dm:* 2-16

ST: 20, *IT:* 16, *IN:* 21, *SM:* 17, *D:* 15, *A:* -3

Spells: One from any clerical spell list. He prefers to use the reversed spells.

Special Abilities:

- Molasar can create undead from any corpse.
- He can summon rats and vermin (see third adventure for statistics)
- Drain one life level per strike (Save versus Death Magic).
- 25% magic resistance.
- Molasar casts no reflection.

Description: Molasar appears to be a coldly regal seven foot tall humanoid who is surrounded by a blackish fog. The fog does not appear to come from him, but flows *into* him. His head is gaunt and almost skeletal, his entire being exudes malice.

Alternate Endings

The characters' actions are likely to cause some major change along the adventure, and it is possible that things will not resolve quite so nicely. If they cause or allow the Talisman to leave the confines of THE KEEP, the spell of Binding will be irrevocably shattered, and Molasar will be free to unleash his wrath on the world. He will greatly increase in power once out of THE KEEP. (Besides his other powers, treat as a Skill 30 Cleric).

If the party kills Molasar, his death will be temporary. Unless he and Glaeken die together, he will revive in 1D4 days. If Glaeken dies, the same is true. During this time, the adventurers must spend the time lost in a strange land.

The Conclusion.

Unless protected by the characters, none of the German soldiers will be left alive. The villagers have recovered from their fits of insanity, and begin to repair their damaged lives. The adventurers will notice that the world has become very ethereal. Their perceptions are strangely altered and they begin to feel physically weak, as though they have had no nourishment for weeks. The feeling will grow stronger as the minutes pass, until they feel as though they may actually be dying.

GM'S NOTES: Without Molasar and Glaeken to pour magic into the environment, there is not enough ambient magic in this century to sustain the characters' magic dependent lives.

All of the adventurers will feel a strong pull from their medallions which seems to promise the life giving magic. The pull will lead to the same mountain where Glaeken met the party in the 1476 adventure. But now, the adventurers see that it is not a mountain at all, but a huge Silver Dragon.

The Dragon is slowly stirring as though rousing itself from an eons long sleep. The Dragon lazily opens one vertical eye and speaks to them. "I am the wisdom of Mok-har," he says, "and have slept here since before the cataclysm. Your actions have made possible a time in which mankind can live free to make his own decisions. But the men of your age have not won the right of self-determination, and so you do not belong here. Your essence is dependent upon food from the gods; you cannot live in a age without magic. Come climb on my back and I will take you back to your time. There is only one restriction: you cannot take the weapons of this age with you. They are the tools of self determination and you have not earned it."

GM'S NOTES: The last line is optional, depending on whether or not you wish modern firearms and equipment in your campaign.

The dragon will alight into the air and fly back along the path of time. The characters find themselves standing in the central hall of the Order of the Dragon monastery. The are back at the first victory celebration and the crowd is looking at them with puzzled expressions. Then Glaeken laughingly tells them that they can't get out of telling their story that easily.

The characters will note that the Medallions of the Order have a dull lusterless look and do not detect as magical; the last of their power has been used up. If requested, Glaeken will replace the powers.

But as a final bonus, the characters will feel different by their millenium long sleep. In fact, the journey through time, suspended animation, and reconstitution, has increased certain statistics. Increase all adventurer's Stamina and Insight by *ONE*. The stats cannot be increased over 19 although any race can have the increase—even if it exceeds racial limitations.

All characters will also receive a permanent reduction of *ONE* to all Saving Throws.

German Army NPCs

(38) *Wehrmacht Infantry*

Human, Skill 4 Fighter

AC: 9, *HTK:* 4D10

Armor: Cloth uniform and helmet.

Weapons:

40% have Schmeisser automatic machinepistols with one extra clip (64 rounds),

60% carry Gewehr 98 Rifles with ten five round clips (50 rds) on an ammunition belt.

knife or bayonet, two Stielhandgranate 24 high explosive stick grenades.

The German Wehrmacht infantry appear wearing an open metal helm of a dull gray color, and tunic and breeches of gray cotton cloth. The tunic has long sleeves and buttons down the front to the top of the thigh. There are carefully worked embroidered patches sewn on the sleeves, shoulders, and collar of the tunic. The embroidery appears to be some kind of rune-like insignia.

The player characters will recognize the swastika as a pre-cataclysmic fertility symbol of the life gods. Each soldier wears a black leather belt. The breeches are of the same gray cotton cloth and are tucked into high rigid black leather boots. The boots are of average to poor quality leather, but of excellent workmanship. The stitching is very exact.

80% will have a cigarette lighter. 30% carry cigarettes. At night, any group will have one flashlight per three men. Each will carry a set of 1D6 modern keys. 95% have wallets with 1D10 marks and 1-8 exquisitely detailed miniature portraits (photographs). See below for descriptions of the equipment and weapons.

Wehrmacht Hauptfeldwebel (1st Sergeant) Oster

Human, Skill 6 Fighter

AC: 9, HTK: 36

Stats: ST: 15, IT: 12, IN: 14, SM: 13, D: 15, A: 10

Armor: Cloth uniform and helmet.

Weapons: Luger Pistole 08 (50 rds in stiff leather pouch on belt, Gewehr 98 rifle with rifle grenade mount (rack of 20 rifle grenades) and 50 rounds of ammunition in 10 clips attached to belt, and a Nazi party knife, the names of his wife and young son with engraved on the handle.

Description: His tunic and breeches are of the same cloth and color as the other soldiers. However, the patches on his tunic and jacket collar are different, and he has two silver pins on his epaulets.

He is a dark, slim man of 25. He is anxious to be at the front amid the fighting, not at a remote outpost in the Transylvanian Alps. Sergeant Oster is Woermann's aide. He is loyal to his commander and will obey his orders. He will question cooperating with the characters. Sergeant Oster will be killed on day 6 by Molasar.

Wehrmacht Hauptmann (Captain) Woermann

Human, Skill 9 Fighter

AC: 9, HTK: 54,

Stats: ST: 14, IT: 17, IN: 15, SM: 14, D: 15, A: 13

Armor: Cloth uniform and cap (has a metal helmet in his room)

Weapons: Schmeisser automatic machinepistol with one extra clip (64 rounds), Luger, knife.

Description: To the player characters, his boots, breeches and tunic are the same cloth and color as the soldiers. His insignia are very different. His tunic has epaulets fastened with a two gold pins and the green stripes on his sleeve sport two crossed leaves. He wears a visored cloth cap with a metal insignia.

He has a steel cigarette lighter with an iron cross inscribed on the front, a set of keys to lock or unlock the supply rooms, armory, prison rooms, and any guest suite, a fountain pen, and a pocket watch. He carries a wallet with 7 photographs.

Woermann is a veteran soldier of middle age. He has brown hair and eyes. His bearing betrays his Prussian background. He received the Iron Cross in World War 1, but now he is under suspicion for his refusal to join the Nazi party. His assignment to this backwater defense in Rumania with only a sergeant as aide is an indication of the displeasure that the High Command currently has for him.

(20) Schutzstaffel (SS) Einsatzkommandos

Human, Skill 3 Fighters

AC: 9, HTK: 3D10

Armor: Cloth uniform and helmet

Weapons: 60% have Schmeisser automatic machinepistols with three clips, (96 rounds)

40% carry Gewehr 41 semiautomatic rifles with 50 rounds divided into 5 round clips.

5 Eihandgranate high explosive grenades, SS knife

Description: The SS wear a similar uniform to the Wehrmacht troops, but in black, not green. Pinned to the collar is a stamped metal death's head. This is obviously a group of death worshippers, but they seem friendly to the life worshippers. The SS are very loyal soldiers and cannot be easily frightened by unnatural or supernatural activity.

Equipment: 20% have flashlights, 50% lighters, 95% wrist watches. 95% have wallets with 2D10 marks and 1-8 photographs.

SS-Sturmbannfuhrer (Major) Kaempffer

Human, Skill 8 Fighter

AC: 9, HTK: 49

Stats: ST: 15, IT: 11, IB: 10, SM: 15, D: 13, A: 15

Armor: Cloth uniform and helmet

Weapons: Schmeisser automatic machinepistol (96 rounds), Walther PPK pistol (25 rounds), SS knife.

*Description: Kaempffer is 40 years old, blond, with a muscular physique. He has just won a much sought after assignment as commandant of a relocation camp at Ploiesti. He unreservedly espouses and believes the Nazi Party doctrines. Kaempffer has a solid gold jeweled wrist watch, a gold lighter encribed with a death's head, a set of keys similar to Woermann's, a locket with a woman's photograph signed *Claudia*, and a pair of high-powered binoculars.*

Kaempffer views his orders here to investigate Woermann's relocation request as a nuisance. He assumes that nothing more than partisans are involved. It takes the sight of several dead German soldiers to cause him to question his belief. He and Woermann know and dislike each other. They will not attempt to cooperate, each being sure the other is wrong.

If the characters have been captured when he arrives, he will insist on questioning them, using torture in an attempt to make the adventurers admit they are the partisans attacking the German soldiers. If there are non-human characters in the party, Kaempffer will treat them as sub-humans, and will take the first opportunity to have them shot or tortured to death.

Village NPC'S

Father Fonescu: *Village Priest* He is the village priest and strongly pro-partisan. He is middle aged with black hair and blue eyes. Fonescu is strongly religious and believes Molasar to be satanic in origin. His dog Petru is always beside him.

Stats: ST: 15, IT: 14, IN: 16, SM: 16, D: 12, A: 15

HTK: 12

Tomasci: *Innkeeper* He receives the payment for the Keep's caretaker. He has never seen the owner, acting merely as an agent. Tomasci is kind and amiable, until the seventh day when, under the influence of Molasar, he kills his wife.

Stats: ST: 15, IT: 12, IN: 10, SM: 14, D: 09, A: 15

HTK: 9

Alexandru: *Caretaker of THE KEEP* He is an old man and has been maintaining THE KEEP his whole life. He is now assisted by his two sons. He can provide the Germans with only general knowledge of the Keep. He lives in the village.

Stats: ST: 09, IT: 14, IN: 12, SM: 06, D: 12, A: 10
HTK: 2

Doctor Cuza: *Historian* Dr. Cuza spent his childhood in the village. His frequent trips to THE KEEP make him a well-known figure in the village. Dr Cuza is a well educated historian who has specialized in the study of THE KEEP.

He suffers from scleroderma. It is a debilitating disease that impairs his circulation and confines him to a wheel-chair.

He and his daughter were 30 miles away at a German relocation camp before being summoned here to translate the message written by Molasar. He appears to be an old man, but is really the same age as Father Fonescu, his good friend.

ST: 05 (15), *IT:* 17, *IN:* 12, *SM:* 04 (15), *D:* 03 (15), *A:* 13
numbers in parentheses are Cuza's new values after Molasar heals and regenerates him.
HTK: 4 (15)

Eva Cuza: *Dr. Cuza's daughter.* She is 30 years old and attractive but attempts to hide it. She acts as her father's nurse and companion and is unwilling to leave him. Her presence in the middle of six squads of German soldiers is very disruptive.

Stats: ST: 12, IT: 15, IN: 14, SM: 12, D: 09, A: 16

Modern Artifacts Descriptions

The uses and functions of these devices should be discovered through experimentation and not revealed as soon as the player characters find them. Any party member attempting to use a weapon will hit only on a 17 or higher due to his total unfamiliarity with the weapon.

See the adventure description for 26 April (day five) for details concerning player characters learning to fire a weapon.

WEAPONS

Pistols: A small metal wand with a club-like hand grip.

The wand casts a spell similar to a magic missile, but with more devastating results. When used, the device makes a loud crack and a flash of flame spouts from the end. Apparently, the weapon can be recharged by replacing small elongated metal pellets.

Rifles, SMG: A larger two handed version of the pistol doing more damage. The handgrip has been lengthened to club size. The noise caused by activation of the spell is much louder.

Machinegun: This club is smaller than the two handed metal wand, but the handgrip is also two handed. This weapon uses two attacks. The magic missile attack of the pistol and rifle is the first one. The second is a Noise spell that causes loss of hearing to the caster for one round.

Grenade: A metal throwing hammer containing an Explosive Rune spell. Twisting the handle will cause them to explode. They take a while to activate, but make a hell of an explosion when they finally do.

EQUIPMENT

Lighter: A small, heavy, metal rectangle, 2 x 1.5 x .5 inches. It smells of oil. When the top is opened, a tiny wheel is exposed.

To use: Flicking the wheel generates sparks which light a wick. Closing the cap puts out the flame. It has 300 charges, and can be refilled with alcohol, but will afterwards be difficult to light (10% chance per attempt).

Flashlight: A heavy metal cylinder 12 in. long by 2 in. diameter. One end is wider than the other and covered with a glass plate. There is a small bump 3 inches below the wide end. The wider end comes loose to reveal three 3 inch cylinders which fit into the larger cylinder.

To use: Sliding the bump forward causes a steady beam of light to come from the glass plate. Casts a 20 foot wide 45 foot long cone of light. Provides 50 hours of light, cannot be recharged. Acts as a 1D6 club, but breaks when so used.

Watch: A large coin shaped glass faced thing usually worn on the wrist. Beneath the glass can be seen a circle of 12 numbers, two slow moving sticks and one fast moving stick. There is a small bump sticking out of the side.

To use: The rotating sticks mark the passage of time. They can be moved to a new position by pulling and twisting the bump. Twisting the bump while it is pressed in causes the sticks to continue rotating for two days.

Keys: These are similar to old style keys, although some (10%) are much smaller and made of a higher grade metal.

Light bulb: A hollow pear shaped glass. The smaller end is made of ridged metal. It produces light when placed in a special cup. The cups are usually connected by thongs in a leathery sheath. The thongs can be traced back to a noisy metal box.

GM'S NOTES: If player character sticks a metal knife into the socket, he will receive 1D12 HTK.

Generator: A 3 foot high, 4 foot long, 2 foot wide, 500 lb. metal box with protruding wheels and pulleys that looks as though it were made by a Dwarven artificer gone mad. It doesn't appear as though it could ever work. The whole thing makes a deafening noise and emits a cloud of noxious fumes. There could be a Fire Demon in the box.

Radio: On a table in the room next to kitchen is a metal box, 2 feet high, 3 feet long, 1 foot deep and acts as if a Magic Mouth spell was cast on it. The front of the box is covered with glass covered runes. On the table in front of the box is a foot high metal statue connected by a thong. When one of the soldiers speaks at the metal statue, the runes move and the box talks back. The soldier apparently expects this, and even takes orders from it. Both the soldier and the box speak in an untranslatable language (military code).

Field Radio: In the room with the talking box are three smaller metal boxes, 2 feet high, 1 foot wide, half foot deep. They also have runes on the front, but instead of a statue, there is a lumpy hunk of metal connected by a thong.

THE KEEP

A Description Throughout the Ages

Exterior Description: First Age

THE KEEP rests on a huge stone slab that juts out from the western wall of the Dinu pass. It is almost cut off from the pass by two high ridges, but when the pass was cut hundreds of thousands of years ago a small tributary river cut an opening in the hill face which gives THE KEEP an unobstructed view of the northern end of the pass. The river also cut away the softer rock from around the slab THE KEEP is built on, creating a deep gorge all the way around the building. The gorge is 50 feet deep.

In the first adventure, no evidence of life is visible as the party walks along the path that leads up from the dry river gorge. The trail leads over the top of a rise and for about three hundred yards and then ends in a mass of jumbled stones and broken walls surrounding a dark, ruined temple abutting the mountain face. The central portion of the temple with its single tower appears intact. (Map 1, #1).

To enter THE KEEP, the party must pick their way through and over the rubble to one of the doors on the north or south sides. Both sets of double doors are of thick wood. The southern doors are partially blocked by a pile of stones, but can still be shoved inward if a combined strength of 22 or more is applied. The northern doors are already pushed open. These doors are not the only entrances, there is a secret door at the base of the tower which leads into the cellar. The secret door can only be found on a roll of 1 on a **D8** (from this side, it is easier from the inside—see the cellar description).

Exterior: 1476

The only surviving portion of the ruined temple from the **First Age** is THE KEEP itself. (Map 2, 1). The southern doors open onto a wooden bridge that spans the gorge and leads to a village. (Map 2, 2). The northern doors open onto a road that leads down the more gradually sloping western ledge to the plain of the pass where a large army encampment is evident. The guard legions of Veovod Vlad Tepes surrounds his castle (3). Directly below the Tepes' castle is a large field (4) with row after row of 8 foot stakes sunk into the ground. The upright end is sharpened and upon all but one or two are impaled human victims. Veovod Vlad enjoys the entertainment of the impaling field, often watching the placement of victims from the tower when he cannot be personally present on the field.

Exterior: 1941

THE KEEP remains on the mountain ledge (Map 2, 1), but the eastern plains are now covered by small tufts of unhealthy looking mountain grasses where the goats and sheep graze. THE KEEP is silent and deserted, and has a gray look to it from a distance. It is avoided by everyone, especially the wildlife in the area. Surprisingly, the black granite stones remain in good repair, as does the timbered causeway connecting THE KEEP to the village. The doors on the northern side of KEEP are no longer there.



The Village: 1476

The village (Map 2, 2) is a thriving community due to Vlad's army and its activity. The town is built around a cobblestone square with shops, a church and an inn. There are numerous craftsmen such as fletchers (7), carpenters (8) and glassblowers (9) that have taken up residence to supply the army's needs. A caravan makes regular trips east to the Black Sea ports and back. Lep-na, the caravan master, lives in the village (10). The church is on the northwest end of the square (11). It is run by Father Plaitu. The village tavern is the Black Goat (6), and is run by Giorgio. It is on the southwest edge of the square. Giorgio has rooms available for travellers. The common room is usually crowded with transient merchants, soldiers and townspeople.

Village: 1941

There are few craftsmen in residence now around the cobblestone square. The shops cater to the needs of a rural community. The church at the northwest corner is now pastored by Father Fonescu. The tavern is owned by a man named Tomescu. THE KEEP's caretaker, Alexandru and his family live in the village (Map 2, 10). They are responsible for maintaining the castle. They are the only regular visitors to THE KEEP from the town.

By the time the party has a chance to visit the town in this time, Molasar is already stalking THE KEEP, and the madness is slowly taking over the townspeople. They will be very chaotic, but most often will go about their bloodthirsty business and ignore the strangers. Remember, the characters cannot leave the fortress as long as the Talisman is within THE KEEP's walls. The player characters somehow contact the townspeople, they can successfully win some of the townspeople over to their side, but Molasar's influence is growing every day.

LEVEL ONE (Map 3)

First Adventure

1476

1941

Rooms 1-7

The remains of tables and chairs, plus many small scroll cases are strewn about, all empty. The furniture is rotting and overturned. These were offices in the old temple complex. The scraps of scrolls that survive are filled with administrative details. There is a 05% chance of finding a medallion of the Order of the Dragon per room, if the characters spend more than two rounds searching any one room.

Treasure: Medallion, two magical scrolls hidden in room 6 (1 Cure Serious Wounds, 1 Blade Barrier). In room 3, behind a secret panel which is locked and trapped, there is a Scarab of Poison.

Small sitting rooms. There are chairs, tables and small rugs on the floors. Several of the rooms have tapestries hung on the walls. The furniture and rugs are of good quality. Room 7 has a variety of musical instruments available. There are 2 harps, a mandolin, and 5 horns of various types. The mandolin is worth 1,000 gp due to its beauty and sophistication. Chairs for a small audience line two of the walls. Rooms 1-6 are used for meetings with local merchants and petitioners to the Voevod.

At the start of the adventure the rooms are deserted, without furnishings. When the Wehrmacht arrives, the rooms become the barracks for the troops. There are two soldiers assigned to a room. Room 7 is Sgt. Oster's quarters. Each room contains a pair of soldier's cots, with their sleeping kits, and a duffel bag filled with clothes and personal articles at the foot of the cot. Room 5's soldier has a golden locket with an exquisite black and white drawing of a woman (photograph). One of the duffel bags in room 3 contains a silver mirror and cross. Sergeant Oster has several medals and citations from the French campaign.

Room 8

The two doors open outward. This garbage-filled room contains four overturned tables and eight benches. There is a large mural on the southern wall depicting Mok-har and a dragon watching as monks and lay followers are honored.

The room is inhabited by a pack of Giant Rats commanded by two Wererats. If the characters enter the room, they will hear a flurry of scruffling noises as the Rats seek cover behind the furniture. There is an 80% chance that the party will spot one of the Rats. If spotted, the Rats will attack. If the party kills more than 10 Rats or either of the Wererats, the remaining Rats will scurry into crevices and holes and regroup in room 12.

Main Dining Hall. Two doors open outward. There are three tables arranged in a U shape with chairs around the outside. The table and chairs are of dark wood, finely carved. There is a large tapestry hanging on the southern wall, portraying an epic battle scene. If the characters examine the tapestry, they will realize that the battle depicted is their own fight against Molasar in the *First Age*. The workmanship and quality are above average.

Used by the Germans as a mess hall. The mess hall contains all the conveniences of a full field mess: wood fired stoves, pots and pans of steel and aluminum, and long tables for the mess. There is a smaller table for the officers. The utensils, pots, and pans will be very valuable to the player characters (1,000 gp total), if they recognize the strangeness of the metals and alloys used. There will be someone in this room (the cook and/or potato peelers) 20 hours a day.

(2) *Wererats*
AC 6, HTK 11, 14
(3D6+1), M: 12
Align: Lawful Evil,
Att: 1, *Dm:* 1-8,
Special: Can only be hit by silver or by magic weapons

(50) *Giant Rats*
AC: 7, HTK: 1D6,
M: 12"
Att: 1, *Dm:* 1-3,
Special: 5% chance of disease

Area 9

This is a vaulted corridor leading into the the castle interior. The double doors on the exterior wall open outward. They are constructed of wood with iron hinges. The door has pulled away from the rusty hinges and the corners rest on the ground. If the characters enter through these doors, they will discover a large shattered timber. This was the bar for the doors. There are two single doors, east and west immediately after the double doors. To open the west door requires a combined strength of 60, for wedged behind the door are fallen timbers, debris, and stones. The eastern door is locked, but not blocked by debris.

Exterior doors are now in good repair and the hall continues into the inner courtyard. This hallway contains a beautifully done mural that describes much of the history of the Draculas that have preceeded Vlad. The mural will alert the players to the fact that Vlad is also one of the Draculas.

The mural is also a trap. Staring at it for more 15 minutes (time needed to really examine it) will cause one to save versus Charm (-4 to save), or fall under Molasar's influence.

The exterior doors are not present. The area has been walled over and the former guard room (10) and the dining room (8) have each been expanded 10 feet. Inside the extensions are the sealed in bodies of two dead members of the Elite Guard of Vlad the Impaler. Their souls have haunted this area ever since, although they are only black clouds that can do no more than give one a cold feeling. If a cleric tries to turn them or cast a ritual that will lay them to rest, they will dissipate. If they are still around when Molasar is at full strength, they will become Ghouls.

Room 10

The door is missing. From the hallway all that can be seen of the inside is part of a bench resting in the middle of the room. There is a skeleton in one corner of the room dressed in plate mail +1, with a long sword that has runes along the blade. Unfortunately, the runes are scratched and useless. If repaired by a Grand Drake or a Dracula, the sword can generate a Flame Strike of 6D8 once a day.

During the day, three of Vlad's Elite Guard will be on duty in this room. There is a 50% chance that one guard will be in room 11. There is a 35% chance that Dominik, the sergeant of the elite guard, will be present, and a 5% chance that Eric, the captain of the guard, will be in the room. At night, there are two guardsmen on duty, with a 40% chance that one will be outside in the corridor. See stats on guards at end of adventure

The Germans filled this room with supply crates including foodstuffs and warm clothing for the winter months. The SS soldiers will place gasoline, extra boots, leather goods, and other equipment here as well. Supplies from this room placed here by the SS will disappear steadily as a Wehrmacht corporal in charge of supply steals the SS's stores for his troops' use.

Room 11

The door from the corridor will be closed, but not locked. The room is empty, with a musty odor. The door on western wall to room 10 is closed and locked. A secret panel is in the floor, inside is a rusting priestly crown set with a 200 gp gem.

Armory for the Elite Guard. There are weapons racks running east to west starting from the eastern wall. The racks hold swords and battle axes, as well as shields. Against the southern wall is a rack for light crossbows. The secret panel now holds a jeweled dagger worth 500 gp.

The room is empty. The secret panel contains the supply corporal's horde of goodies stolen from the SS including: 10 chocolate bars, a small chrome plated Walter Pk 38 pistol with 50 rounds, and some coins which turn out to be copper pieces.

Rooms 12-13

(10) *Rot Grubs*
AC: 9, HTK: 1
M: 1"
Burrow into flesh. Unless killed, will burrow to heart in 1-4 turns.

Smashed barrels and crates litter the room. At one time they held various supplies. Now all that remains is debris. Mixed in with the debris in room 13 is a tiny locket with a portrait of the child acolyte who interpreted the signs from Mok-har.

The debris in room 12 contain some bags of grain infested with Rot Grubs

Storage rooms. Filled with kegs and small crates. In room 12 are an assortment of some of the finer wines that Vlad has found. The crates in room 13 contain fine cloth and silks that Vlad has looted in various conquests. There is a 10% chance that the seamstress for Vlad's household will be in here inspecting the crates to find some exotic fabric to make a new dress for Vlad's mistresses.

These rooms are empty

Room 14

Broken furniture, shreds of material, and bits of wire and metal litter this room. The metal was from a sculpture to the god Mok-har. The metal pieces strewn about include several mithral shards and much gold (total worth about 1,000 gp). There is also a 10% chance that a diligent search of over 2 hours will uncover the small adamantine wire that held the statue together. This 10' wire is thin, inflexible, and **unbreakable**. It can be shaped into a deadly weapon, if a handle could be devised.

Servants quarters. These are now the living quarters for the kitchen help. The room has four straw pallets and a washstand. During the day, there is a 75% chance the rooms will be empty. The remainder of the time, there are 1D4 servants sleeping in one of the rooms. At night, there is a 10% chance that the room is empty. If not empty, there will be 5-6 servants sleeping here.

There are three of the black haunting shapes here that represent parts of Vlad's army that was killed during the final bloody end to his reign. These are not tied to this room, but can roam up to 100' before returning to their resting place. A cleric who can give last rites will be able to dispel these lost souls. If Molasar reaches full power before this is accomplished, these will become Ghouls in his control.

Rooms 15-16

(90) *Zombies*
AC 8, HTK 2D6
M: 12"
Att: 1, Dm: 1-8

There are 40 Zombies clustered in this room. The eyes of the Zombies will follow the characters as they move about in the room, but the undead will not attack unless disturbed or attacked by the characters. Room 15 has shelves which are collapsing and many torn and decayed food sacks. It was once a kitchen. One of the pieces of crockery is a Flask of Endless Water. The door to Room 16 is Wizard Locked (Skill 12). It contains 50 more Zombies stacked like cordwood. They will also only observe unless attacked by the party.

A large fireplace dominates the north wall of room 15. There are several long tables where servants prepare meals. There will be 4D6 servants in the kitchen during meal times. There will always be 1D6 servants in here. There is a 55% chance that a guard will be patrolling in the corridor at night.

The rooms are empty

Room 17

This room has a double strength Continual Darkness spell cast on it. An Intellect Devourer controlled by Molasar hides in here behind the bodies of another 15 Zombies. If the party uses magic or makes a lot of noise in the fight with the Zombies, the Intellect Devourer will begin to stalk the party.

The Intellect Devourer is controlled by Molasar through an bracer strapped around one of his legs. Remove it, and the creature will flee instantly.

Intellect Devourer

AC: 4, HTK: 25

(6D8+3), M: 15"

Att: 4, Dm: (1-4)x4

Special: Psionic

powers. +3 or bet-

ter weapons cause

only 1 HTK dam.

This room is a barracks for 3 men of the Elite Guard. Each has a bed and a locked chest. Inside the chests are the usual clothes and personal effects and 1D20 gp. One has a poison needle trap on the lock. In this chest is a +1 dagger. In a letter hidden in a loose floorboard, one guard writes that something is very wrong with Vlad since Rasalom became advisor.

This room appears empty, but one SS private has stored his a cache of 100 gold coins he looted from a Jewish merchant. Unable to stash the coins in his barracks, he took them with and stashed them here. The coins are in a small wooden box hinged on top and bottom. A grenade is wired to explode if the box is opened from the top (the box must be turned upside down and opened from the bottom).

Rooms 18-19

This end of the corridor seems less disturbed than the other areas of THE KEEP. There are 10 Skeletons in room 18 and 20 Skeletons in room 19. Each has an broken Order of the Dragon Medallion and all the skeletons have bones hanging at funny angles or missing entirely. Once discovered, they will attack immediately.

(30) Skeletons

AC: 7, HTK: 1D6, M: 12"

Att: 1, Dm: 1-6, Special: Not affected by Sleep, Charm, Hold or Cold-based spells.

These are more guardrooms. Each has five of Vlad's elite guards quartered in the room, and there will be mementoes and souvenirs from campaigns. Both of these rooms have slave girls chained to the walls in them. These are captives of the campaigns, and they have been abused and tortured by the guards who live in these rooms. The slaves in room 18 will simply faint, but one in room 19 will be very much interested in their freedom. One of them is a noble lady from a kingdom over 200 miles away who will offer ransom for her release and return. She is quite genuine, and the ransom (10,000 gp) will be paid if the characters decide to return her to her kingdom. (Of course they will remain there forever . . . stuck in 1476.)

These rooms contain the armory for the Wehrmacht. It will have the ammunition supplies for the emplaced machine guns, howitzers, and anti-tank guns as well as mines, extra barbed wire, and the regular supplies and ammunition for the troops. There will be a large padlock on the room, and a guard posted all the time with orders to shoot first and ask questions later. There are also spare rifles for the soldiers, and a set of three pistols as replacements for the officers. All crates are padlocked and will take 40 points of damage (edged weapons will do half damage) if they are broken into. Noise will bring 1D4 reinforcements within 5 melees, with the cumulative chance of arrival of reinforcements being 10% per mele round.

Rooms 20-21

Room 21 is littered with pieces of parchment, most of it containing ancient runic writing. There are also runic carvings on the ceiling and the floor. Most of the books are "dry" reading (the GM should plant some information on Molasar and Glaeken's background here for the characters to find). The door to room 20 is open. In here several tables and chairs have been pushed aside. More parchment remnants litter the floor.

Shelves of books line all the walls. There is a table and several chairs in the middle of the room. Room 21 has several more tables and chairs. These rooms are Vlad's library and study. Molasar's thirst for knowledge is so great, there is a 45% chance he will be reading here at any time of the day or night. Deep in thought, Molasar will be surprised on a 1-5.

Before the war, Dr. Cuza worked at deciphering the runic carvings on the ceiling and floor and thinks it is an ancient form of Rumanian. The carvings refer to the great "Dragon Lord" who gave man the wisdom of the gods. Rasalom's name appears in a list of benefactors to the temple carved into the south wall, but Dr. Cuza has not made the connection between Molasar and Rasalom.

Rooms 22-29

The corridor here is a maze of broken timbers, shattered furniture, and clutter. Half of room 27 is sealed off with a Permanent Wall of Stone. A Glyph of Power is carved on the wall and a magic user can tell it is keeping in stasis anything on the other side of the wall. On the other side of the wall is a Stone Golem trapped here for 700 years. If the Glyph is dispelled (any dispel or remove magic spell), the Golem is released and will follow its last order: Kill everyone in the temple.

These rooms are various administrative offices for the castle and the army. There is a 10% chance that no one will be present during daylight hours. Otherwise, 3-6 officers will be in rooms 22-26. Rooms 28 and 29 have household servants. If not found in the first adventure, the Stone Golem, and the magic which imprisons it, is still active. The room is used as a closet.

Barracks for the SS when they arrive. These rooms reflect the better equipment of the SS, having cots with mattresses, sheets, and duffel bags with locks on them. The Stone Golem could still be around. By now, the glyph of imprisonment has weakened; anyone even chipping the carving will break the magic. There is a 05% chance per day that an SS soldier will do this. The Stone Golem can take damage from heavy weapons like an anti-tank gun or handgrenade at one-tenth damage.

Stone Golem

AC: 5, HTK: 60

M: 6"

Att: 1, Dm: 3-24

Special: +2 or bet-

ter needed to hit, Cast Slow spell.

Rooms 30-31

The tower rooms are used by the two remaining Moroi and Molasar. The two remaining Moroi use rooms 30 and 31 as their quarters. There is a 35% chance that one will be in his room studying and a 10% chance both will be in. Otherwise, they will be in the sub-cellar (72). Rommor (in room 30) has a set of ornate robes, embroidered with mithral threads worth 3,500 gold pieces. Osalie (in room 31) has no personal treasure. For their stats see the first adventure.

Vlad uses the tower rooms for his personal quarters and offices. Room 30 is a sitting room with finely carved furniture. Room 31 is an office. During the day, a personal scribe will be present handling correspondence. Room 30 is the sitting room for Vlad and has several paintings on the walls, as well as a sofa, two love seats, and several chairs. There is almost always a servant in this room, ready to serve food or wine.

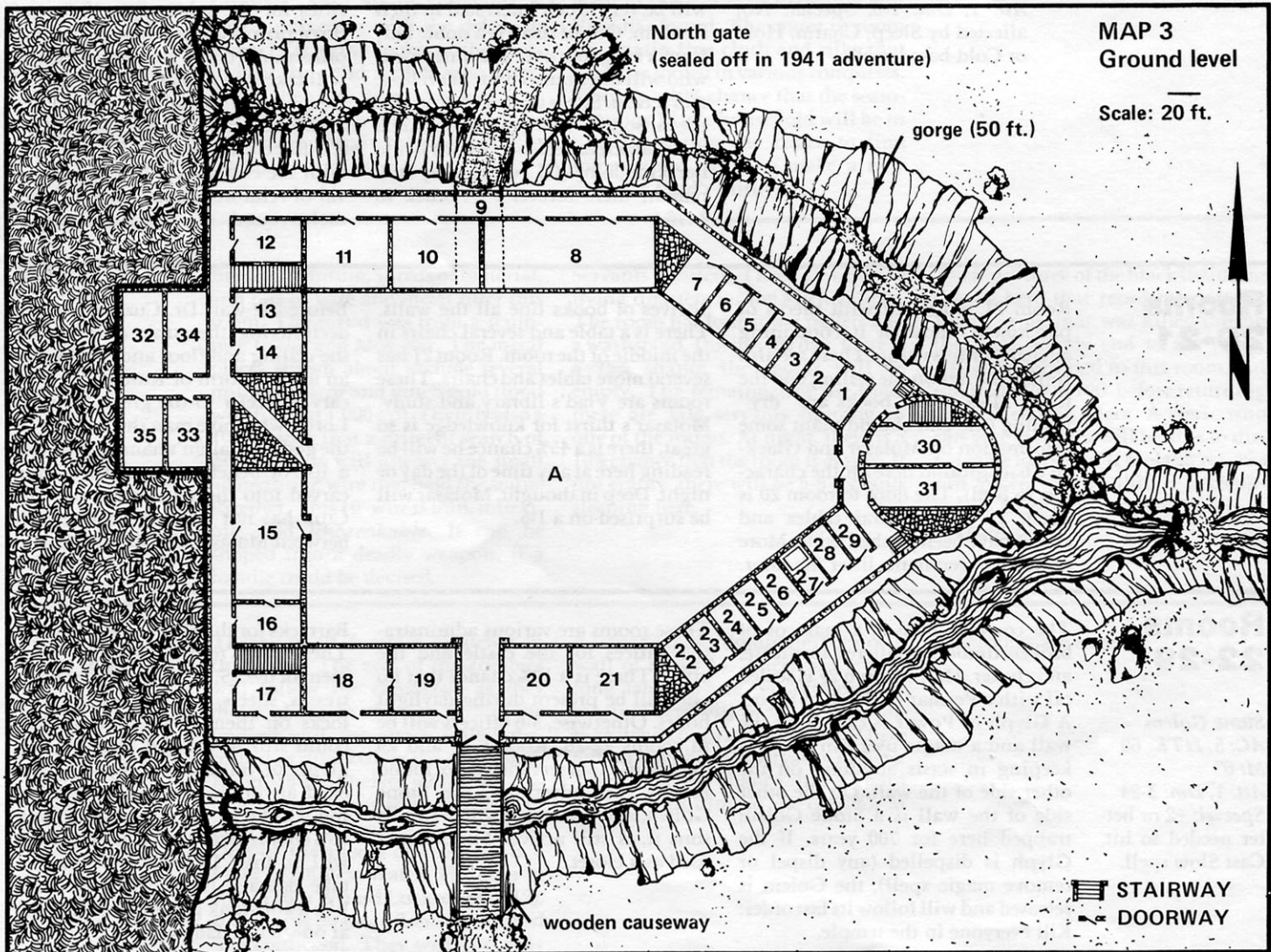
Dr. Cuza and his daughter will be quartered here when they arrive. There will be two cots and sleeping blankets. The rooms are left deliberately austere in keeping with the Nazi's view of what is an acceptable comfort level to be provided for a Jew. There is a working table, a chair, and some oil lamps. There is a 90% chance that Dr. Cuza will be here.

Rooms 32-35

These rooms are not present for this adventure.

Storage rooms added by Vlad. These rooms hold the supplies for THE KEEP, such as foods and grain. There is also a smoke room for the preparation of dried meats (room 33). The rooms will be fully stocked at all times. There are normal guards in the corridor to these rooms.

These rooms are used to keep the hostages from the town. All ten are forced into room 34 and two SS guards stand inside the hallway.



Area A

Inner courtyard. Statues line the inner walls. Most are broken, toppled or crumbling. Those left intact are missing arms or legs. One large statue on a pedesle looks like a large lizard. There are two piles of crumbled stones on either side of the lizard. If the characters inspect the statue closely, they will notice that the sides of the statue are uneven and damaged. At the eastern end of the courtyard are two bodies impaled on stakes.

The inner courtyard has two doors along the eastern wall. There are corridor entrances at the western end of a set of angled ramparts. Except just before dawn, there are people crossing through the courtyard all the time. Two guards are always present at the entranceway to the tower of THE KEEP. Another two are stationed at each gate.

The inner walls are lined with cross-like images built into the walls by Glaeken. When the Germans arrive, they will park their vehicles inside the courtyard. The gun emplacements will be placed facing the southern entrance. The germans will erect a small shack to house a radio station and other communications equipment. In this building will also be a large generator for the lights. Wires will extend from the generator into various parts of THE KEEP.

SECOND LEVEL**Rooms 36-42**

The rooms and corridor are cluttered with broken furniture and statuary. There is a 5% chance of recognizing Molasar's face (labeled in runic characters as the priest Rasalom).

Elite Guard quarters. There are six billets to a room. During the day, there is a 20% chance of encountering a guardsman. At night, there is a 60% chance that 3 or more guardsmen will be in any room. Rooms 37 to 42 have a set of wooden frame beds and small chests at the foot of each bed. Only room 40 has anything of value, the secret cache of this troop: 100 gold pieces. It is hidden in bedpost number 3.

These rooms are more barracks for the troops. Room 36 has a cache of 1,000 marks (paper money) in the cot stand, and the duffel bag in room 40 holds a pair of extremely well-made boots (paratrooper), 10 watches, 15 can openers, 10 locket, and 15 German Crosses. In room 41, hidden underneath one of the beds, is a regulation Luger Pistole 08 with six full clips (48 rounds).

Rooms 43-47

The rooms have not been disturbed in this area. Some of the doors are scratched and knicked but all are closed and locked. If the party examines the rooms, they will discover that 43, 46, and 47 were sleeping quarters. Each has a bed, chest, chair, and table. Rooms 44 and 45 were sitting rooms. Each has a large woven carpet on the floor. The walls are hung with icons depicting scenes of Mok-har, while several of the rooms have scenes that show a dragon.

These rooms serve as guest suites. Rooms 43, 46, and 47 are bedrooms. Rooms 45 and 46 are sitting rooms. They are all richly furnished. Vlad will quarter they party here. There are peepholes in each room and small listening posts in adjacent rooms. There is a mural of Mok-har in room 45. Room 46 has a mural of the Dragons of the Order from the past. Beneath them are murals of the heroes of the order including one which looks like a random player character. The name of the character has been written underneath, but it is spelled wrong.

These rooms are now empty of furniture. The murals, however, still exist although covered with 500 years of soot. When Molasar becomes active, he will deface the murals of the Dragons of the Order, but will leave the heroes' portraits alone. The mural of the character is accurate enough that, if found, the players can use this portrait to convince Woermann and Kaempffer of their real origins and increase the chance of the Germans helping the party by 50%.

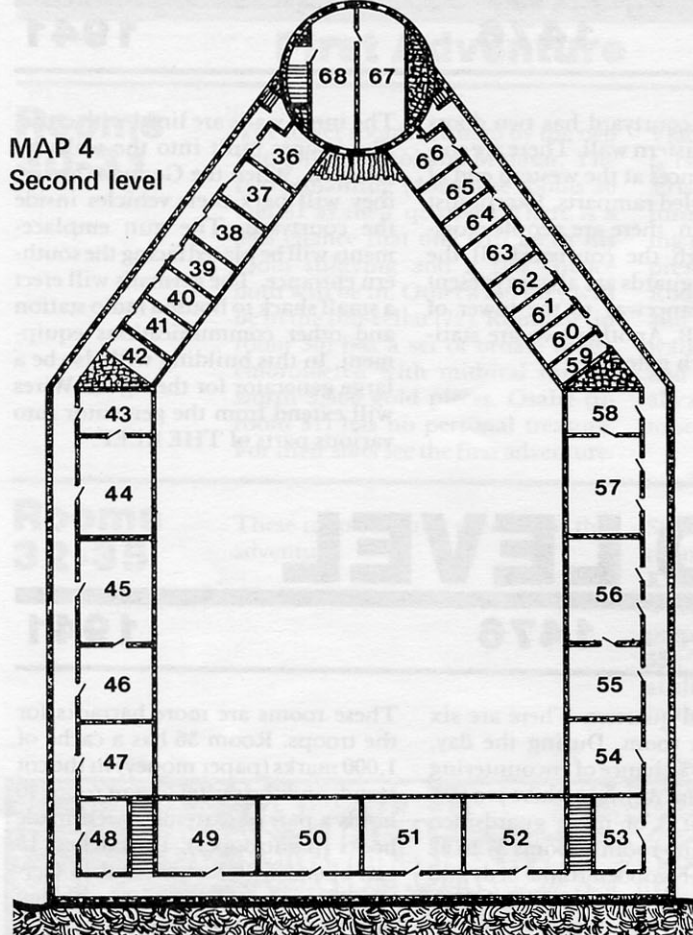
Rooms 48-49





Storage rooms which have been ransacked. The barrels and crates are crushed and their contents emptied on the floor. The contents were religious icons and small statues in the crates, and robes and vestments in the other containers. There are also holy vessels that obviously had some liquid that spilled out, and the remains of several bars of wax with the emblem *Rip* embossed on them.

Storage rooms. There are several chests with linens in them. There are a few small tables with crates and kegs atop them. The room also contains several wash buckets, scrub brushes, and baskets to carry the dirty linens in. There is usually a large stack of dirty linen accumulating here. The cleaning crew will be here 20% of the time, gathering up loads to be washed in the river below.

Empty

MAP 4
Second level



 STAIRWAY
 DOORWAY
 WINDOWS
 SECRET DOOR

Scale: 20 ft.



Level 3



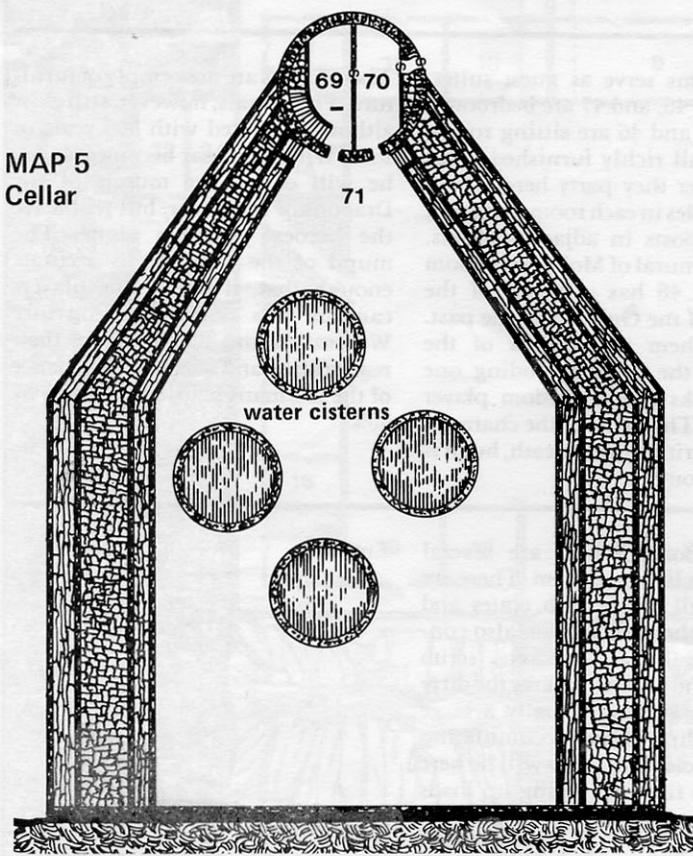
Level 5



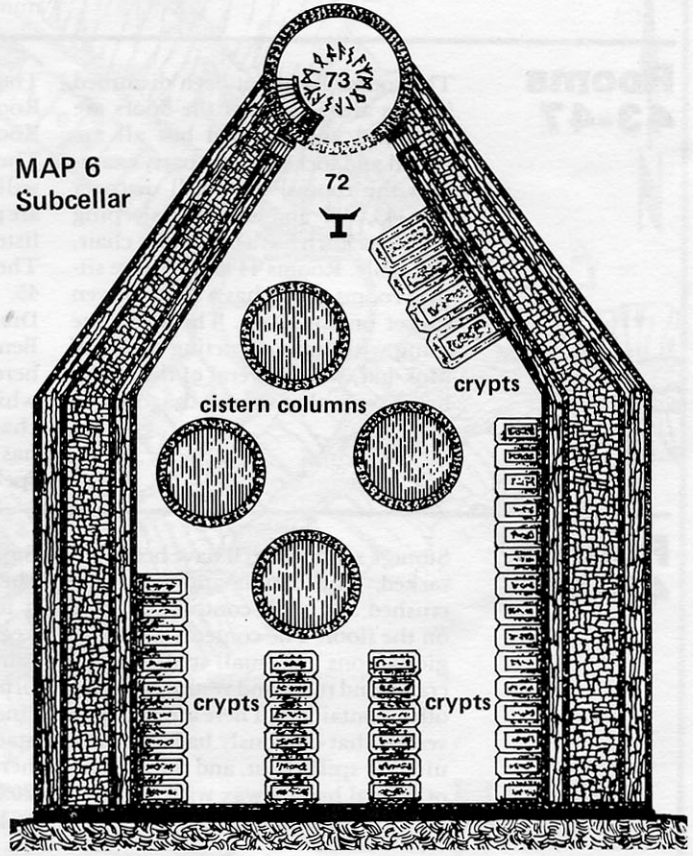
Level 4

MAP 7
Tower levels

MAP 5
Cellar



MAP 6
Subcellar



Rooms 50-52

(38) *Ghoul Dogs*
 AC: 4, HTK: 4D8
 M: 15"
 Att: 1, Dm: 2-8
 Special: Bite causes characters to save vs. paralyzation.

The corridor is very dim. Characters that can detect undead will sense their presence. The rooms have the same ramshackle appearance as the rest of the complex. This area is inhabited by a pack of *Ghoul Dogs*. 4 rounds after the party enters the hall, the Dogs will attack. 18 of the Dogs are in room 51, 10 in room 50, 5 in room 49, and 5 in room 52.

Servant's quarters. Each room has six straw sleeping pallets with a small chest. During the day, the rooms are deserted. There is a 5% chance that two servants will be sleeping in one of the rooms. At night, there is an 80% chance that four or more servants are sleeping.

Major Kaempffer is quartered in room 51. He will have an elaborate sleeping cot, with a double mattress. He has a rawhide and leather riding crop displayed on the dresser, and a whip next to it. Under his pillow is a Luger Pistole 08 with 8 rounds. Underneath the bed is hand-held field radio. In his duffel bag are 1,000 marks and 3 gold coins.

Rooms 54-58

Empty

Empty

Empty

Rooms 59-66

(96) *Skeletons*
 AC: 7, HTK: 1D8
 M: 12"
 Att: 1, Dm: 1-6

Each room has 12 Skeletons in them. If the characters enter these rooms, all but 1D4 of the Skeletons per room will animate and attack. If the party defeats the Skeletons, and then examines the stationary Skeletons, each will be found to have a medallion of the Order of the Dragon. If the medallions are removed, the Skeletons will not activate for 24 hours.

Living quarters for Elite Guard. There are 6 guardsmen billeted in each room. The Captain of the Guard is quartered in room 66. There is a 20% chance he will be in his quarters. Eric is a scholar and his favorite subjects are the Dragons and the old religion. There are numerous texts on the subject scattered about his room, including one (10% chance of finding it) with portraits and names of the player characters.

The SS soldiers are quartered here. The rooms are similar to SS quarters on the ground floor (Rooms 22-29). There are 3 soldiers to a room.

Rooms 67-68

Molasar's advisors meet here. There is a 70% chance of finding them here during the night. During the day, the chance is 20% to find one present.

Private sitting rooms for Vlad and his mistress. Well furnished, these rooms are rarely seen except by personal servants.

Empty

TOWER ROOMS

3rd Level

Molasar uses both rooms as a study. They contain stacks of books and scrolls. There are many texts about the Dragon Order, as well as descriptions of history and government. Prominent among the display is a copy of a book in a strange language which, if deciphered, translates as *The Prince*.

Study in one room. Receiving room in the other. All are well furnished. The study has a slave scribe and several bookshelves of dusty tomes. One of them deals with the Order of the Dragon and is from before the Cataclysm; it does not mention the adventurers. The receiving room has several couches and a decidedly feminine touch to the decor, with brightly colored curtains and wall hangings.

The third level is taken over by Captain Woermann as his personal rooms. On a makeshift table in 74 is an extremely detailed map of the Dinu pass marked in symbols unknown to the characters. Next to the map are a extremely powerful pair of spyglasses (binoculars) and hung on the wall is a *Kampfpistole* signal pistol with 10 colored flares.

4th Level

(2) *Wights*
 AC: 5, HTK: 21,
 15
 (3D8+3), M: 12"
 Att: 1, Dm: 1-4
 Special: Drain one energy level

This room is used by Molasar to experiment on summoning undead from different ages. A circle of summoning dominates room 77. It is through here that Molasar summoned the Sons of Kyuss. Room 76 is blanketed in a Continual Darkness. Two Wights guard this room and will allow no one to enter room 77.

Molasar's sleeping quarters. Both of these rooms are sparse and bare. Molasar sleeps in a plain bed. The bedclothes and the contents of the dresser are plain and unfashionable.

This deserted level is used to anchor the antenna on the top of the tower with a steel cable pulled taut.

5th Level

Molasar's quarters. There is a 70% chance that Molasar is present during the day. The other 30% of the time, he will be in the sub-cellar (72). At night the percentages are reversed. There is an elaborate four poster wooden bed and several dressers. The Rune Blade is in a black onyx box wrapped in a plain leather sheath underneath Molasar's bed. The box is untrapped and unlocked. The Gold religious icons hanging on the walls are worth 10,000 gp.

Vlad's quarters. There is 15% chance that Vlad's mistress is here. This is a temporary title, as Vlad tends to change his mistresses quite often. The bed is ornate and has many cushions. The dressers contain the finest in silken clothing. There is a water pitcher and dressing table filled with crystal goblets of perfume and jewelry worth at least 50,000 gp back in the *First Age*.

Two guards are always on this level. One peers out of a powerful telescope on a stand. The other sits besides a radio, playing cards. Both are armed and one has a Kampfpistole signal gun with 10 colored flares. A machin-gun with 1500 rounds of ammunition is set up to cover the entranceway of THE KEEP. The guards are alert and cannot be surprised easily. A trap door leads out to the top of the tower.

CELLAR LEVELS

Cellar (71)

- Undead in Cellar:*
- 150 Ghouls*
- 25 Ghasts*
- 15 Sons of Kyuss*
- 20 Coffer Corpses*

Four large cisterns are evident in the floor. They are fed by an underground spring. As the party enters, they will notice an awful carrion stench. The room is full of Molasar's undead army.

The undead will not attack the party unless attacked first.

The cisterns still exist. The room is divided now by racks of wine bottles and stacks of grain. There is a 20% chance per hour of a cook or servant coming down here for provisions.

The cisterns continue to provide water from the underground spring. The room is empty.

Rooms 69-70

In all three adventures, these rooms are empty. A secret door connects 69 to 70. Furthermore, there is a secret passage from room 70 to the gorge outside. There is the normal chance to detect the secret door. The passage is known by Molasar.

Sub Cellar First Age: (72)

The walls of the cisterns divide the room. Crypts line the northern and southern walls, with two more rows of tombs running from east to west between the the crypts on the walls. Along the southern rampart wall are four larger crypts. The fifth crypt on the southern wall has been sealed with wax.

Interned here are more members of Molasar's undead army. The crypts contain 15 Wights and 5 Wraiths. They were the priests of the temple. The four larger crypts are the tombs of the former high priests of the temple. Three are now Liches. The fourth is a Skeleton Warrior who guards the resting undead during the day.

The first four tombs on the southern wall are more richly decorated than the others. These now contain the homes for four Vampires. (For the list of undead's stats, see end of this adventure).

If the party is in the sub-cellar at night, there is a 30% chance the undead will be active. The Liches will order the Wights and the Skeleton Warrior to attack, but will try to stay out of combat themselves. The Vampires will assist in any attack, but act independently. If combat occurs in the cellar above, there is 40% chance the Skeleton Warrior, Liches, and Wights will hear the activity. They will awake and join the battle in 2D12 rounds.

If the adventurers enter the sub-cellar during the day, there is a 5% chance any of the undead will be active except the Skeleton Warrior who is *always* on guard. If the party examines the room, the wax seals on the fifth crypt will be discovered (treat as find/detect traps for thieves). If the characters have the bar of wax from the Order of the Dragon body in the courtyard, they can use it to seal some of the tombs and thus prevent the undead from emerging. Characters will have to roll under their intelligence on a D20 to figure this out, assuming that they have noticed the wax seal on the crypt. The wax contains dragon blood, and a tomb sealed with the wax cannot be breached by undead or the Moroi.

1476: The big crypts now hold deceased members of Vlad's family. Some of the smaller tombs are empty. There are three crypts at the end of the southern wall sealed with wax. There is a strong family taboo against breaking the seals.

1941: The large crypts contain the decaying remains of Vlad's family. The smaller tombs have rotting skeletons, 60% are empty.

Room 73

The room is circular and inscribed with runes on the walls and the ceiling that pulse with energy. This is Molasar's matrix of power. He is the only person who can use the power of the runes. Anyone else who enters the room will feel the power of the runes, but cannot tap into the energy. Molasar uses the room to replenish his energy level, and to reconstitute himself if there is a defeat. Molasar can use the runes and the Blade to communicate with those people that he knows well.

The runes and power matrix continue to function. Molasar uses them to aid Vlad and to communicate with him via the Blade. Vlad wears the Rune Blade into battle.

The room has been sealed off by Glaeken. Molasar is unable to use the room as the power and the magic have been depleted. If the Blade is used to kill ten or more people, the power will begin to replenish itself. The Talisman is buried on this level (marked with the Symbol of the Hilt). The Talisman is buried under 10 feet of hardpacked earth and will take 5 turns to uncover. The moment the Talisman is revealed, Molasar will attack with his Zombies, Rats, and Zyklons.

MODERN WEAPONS

Rules for using Modern Weapons in a Role Playing System

General Player View of Germans

To the player characters, the soldiers they view in THE KEEP are ill prepared for combat. Their uniforms offer no protection against injury, and they don't carry any sufficient melee weapons. The army is obviously a professional force, not mercenaries. They are well disciplined and organized. It appears that only the officers can make any but the most trivial decisions. They are familiar with the techniques of campaign warfare, such as setting watches and posting sentries, but they maintain a noisy camp. They are so unconcerned about concealing their presence

that they illuminate their camp at night using magical glass bulbs as torches.

If the player characters can observe any combat, they will notice that the army relies too much on the magic wands that seem to spit a piece of metal, but avoiding all opportunities at hand to hand fighting. The soldiers will instead crouch for cover behind any object and fire their wands and throw their magic hammers (that explode with a powerful shock). They are organized in combat, most of the soldiers obeying the orders of a few other soldiers who in turn listen to the officers.

Modern Weapons Charts

The effects of modern weapons in combat can be handled as follows:

1. Roll a D20 for each attack per round and consult the hit table to see if any of the bullets found their mark.
If the weapon has a blast radius, roll a second die to find where within the blast radius the target is, and then roll the damage die indicated to determine the TOTAL damage received.
2. If there is a hit result, note the type of damage die (i.e.: D8, D10, D12 etc.) the weapon inflicts.
3. Roll a D20 for hit location to discover the lethality index.
4. Roll the damage die indicated.
5. The total damage is figured by multiplying the damage die roll by the lethality index less any adjustment for magic or armor.

Adjustments for magic and armor are subtracted from the lethality index. For example, a character is fired upon by a Schmeisser. The character is at medium range, 30 yards, the GM rolls a 13 to hit. This is a hit, as a 12 is the minimum needed to hit.

The Schmeisser does a D12 of damage. The GM rolls another D20 to determine location of hit. He rolls an eleven, the abdomen. The index for this area is 05. To determine damage, the GM rolls the D12 damage die, getting a 9. The character is in plate armor with shield and has had a Shield spell cast on him. The character subtracts 2 for the plate armor, 1 for the shield, and 1 for the spell; a total of 4. He receives 9 x (5-4) equals 9 hits to the abdomen.

The GM repeats this step for every attack per melee round that a weapon can fire.

TO HIT TABLE

WEAPON	ATTACK/RND	RANGE	DISTANCE	# TO HIT	DAMAGE
Luger Pistole 08 Clip of 8	4	Point Blank:	0 - 2 yards	6	D8
		Short:	3 - 7 yds	12	
		Medium:	7 - 10 yds	18	
Walther Pistole 38 Clip of 8	4	Point Blank:	0 - 2 yards	6	D8
		Short:	3 - 7 yds	12	
		Medium:	7 - 10 yds	18	
Kampfpistole (grenade launcher and signal gun)	1	Point Blank:	0 - 10 yards	10	3D10
		Short:	11 - 30 yds	14	
		Medium:	31 - 60 yds	17	
		Long:	61 - 100 yds	19	
Rifle Gewehr 98 (clip of 5)	2	Point Blank:	0 - 25 yards	4	D12
		Short:	26 - 75 yds	5	
		Medium:	76 - 150 yds	10	
		Long:	151 - 400 yds	14	
Rifle Gewehr 41 (2 clips of 5)	4	Point Blank:	0 - 25 yards	4	D12
		Short:	26 - 75 yds	5	
		Medium:	76 - 150 yds	10	
		Long:	151 - 400 yds	14	
Schmeisser Maschinen Pistole (Sub-machinegun) (clip of 32 rounds)	6	Point Blank:	0 - 10 yards	4	D10
		Short:	11 - 25 yds	6	
		Medium:	26 - 50 yds	12	
		Long:	51 - 100 yds	18	
Maschinengewehr 34 (Light Machine Gun) (150 rd belt)	15	Point Blank:	0 - 15 yards	15	2D10
		Short:	15 - 50 yds	10	
		Medium:	51 - 100 yds	12	
		Long:	100 - 300 yds	15	
Panzerbuchse 39 (Anti-Tank Rifle)	1	Point Blank:	5 - 30 yards	10	D20
		Short:	31 - 60 yds	14	
		Medium:	61 - 100 yds	16	
		Long:	100 - 200 yds	18	

Magic & Armor Protection

+1 or +2	No effect
+3 or +4	-2 to lethality multiplier
+5	-3 to lethality multiplier
Shield spell	-1 to lethality multiplier
Barkskin spell	-1 to lethality multiplier
Protection From Normal Missiles	No effect
Chain Armor	-1 to lethality multiplier
Plate Armor	-2 to lethality multiplier
Shield	-1 to lethality multiplier

Wood Door	-1 to lethality multiplier
Stone Wall	-20 to lethality multiplier*
Steel Wall	-20 to lethality multiplier*

* If wall is between character and blast effect, divide damage by 10.

Note that all armor protection is cumulative.

Note that armor is actual type, not in "armor class equivalents." To get the benefit, the metal must be there to deflect the bullets.

Blast Weapons:

To use the blast weapon table, first determine the range to the target. Roll to hit. If the hit is successful, roll D20 on the Blast Radius Table. If the number is lower than or equal to the one listed, cut the damage in half. The damage is listed as total damage (do not multiply on Lethality Table).

WEAPON	ATTACK/RND	RANGE	DISTANCE	# TO HIT	BLAST RAD.	DAMAGE
Granatenwerfer (Light Mortar)	1/3	Short:	161 - 450 yards	12	10	2D20
		Medium:	451 - 750 yds	14	14	
		Long:	751 - 1000 yds	14	18	
StielHandgranate (Hand Grenade) (concussion)	1/1	Short:	2 - 3 yards	3	5	3D10
		Medium:	4 - 10 yds	9	10	
		Long:	11 - 30 yds	15	19	
EiHandgranate (Hand Grenade) (fragmentation)	1/1	Short:	2 - 3 yards	3	2	4D10
		Medium:	4 - 10 yds	9	5	
		Long:	11 - 30 yds	15	15	

LETHALITY TABLE

D20 Roll	Area of Body	Multiplier
01 - 02	Head	20
03 - 08	Chest	10
09 - 14	Abdomen	05
15 - 17	Arm	03
18 - 20	Leg	03

Adjustments are made to this chart for armor and magic items. Furthermore, if the part of the body rolled is behind cover (stone wall, door, etc) then reduce multiplier accordingly.

Multipliers lower than 0 are not allowed, however a zero multiplier is possible (no damage is taken). Note that blast weapons do not use multipliers.

5	Cannot use Commune, Atonement, Plane Shift, Raise Dead, or Quest	None can be used
4	Cannot use Exorcise	None can be used
3	All	Cannot use Animate Dead, Create Food and Water, Cure Disease, or Remove Curse
2	All	Cannot use Know Alignment or Augury
1	All	All

The Death of Magic

When the gods died, magic died with them. And as man flourished, the magical aura and essences in the world slowly disappeared. When the characters enter the different ages, their magic powers will greatly diminish. This problem will not be clear at first, the players will have to experiment to realize which of their magic powers are gone. Below are a series of charts to explain the depletion of magical power for the GM. Note: spells are available unless specified.

Available Clerical spells

Spell	1476	1941
7-6	None can be used	None can be used

Available Mage spells

Spell	1476	1941
9-6	None can be used	None can be used
5	Cannot Use Magic Jar, Cloud Kill, Conjure Elemental, Extension, Contact Other Plane, Secret Chest, Animate Dead, Teleport, or Wall of Force.	None can be Used
4	Cannot use Dimension Door, Extension, Minor Globe of Invulnerability, Polymorph Others, or Remove Curse.	None can be used

3	Cannot use Blink	Cannot use Blink, Haste, Invisible 10' radius, or Protection From Evil
2	All	Cannot use Knock
1	All	All

Available **Druid** spells

Spell	1476	1941
7-5	None can be used	None can be used
4	Cannot use Plant Door	None can be used
3	Cannot use Blink	Cannot use Blink, Haste, Invisible 10' radius, or Protection From Evil
2	All	Cannot use Knock
1	All	All

Available **Illusionist** spells

Spell	1476	1941
7-5	None can be used	None can be used
4	Cannot use Minor Creation, Phantasmal Killer	None can be used
3	Cannot use Spectral Force	Cannot use Spectral Force, Fear, Invisibility 10' radius, or paralyze

2	All	All
1	All	All

Magic Items:

All items enchanted with magic energy are also reduced in power. The reductions are temporary (though GM doesn't have to tell his characters that).

All special magic items are also affected. Items of protection or other "plus" items are affected in the same way as magic armor and weapons are on the chart below. Vorpal and Sharp weapons lose their powers—as do all swords that have intelligence. Swords which have minor powers retain them, as long as they do not conflict with the spell chart (even a sword cannot throw a Knock spell in 1941).

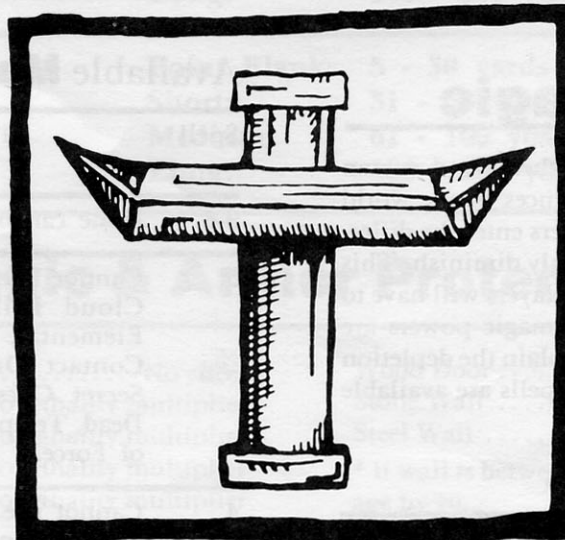
Scrolls, Wands, Staves, and all other magic items are restricted by the above spell table limitations—**except** Rings of Spell Storing which retain any magic powers and spells locked into the magic of the ring.

All artifacts retain their power **except** those created by or for Gods. These lose *all* their power even to their pluses.

Magic plus in First Age	1476	1941
+1	+1	+0
+2	+1	+0
+3	+2	+1
+4	+2	+1
+5	+3	+2
Holy	50% MR	25% MR

Hits To Kill:

Upon teleporting into the 1476 and 1941 adventures, all adventurers whose base HTK are determined by dice throws of less than 1D8 will gain extra **temporary** HTK. For those who roll on a D4, add an additional 1D4 to each level up to 11th. For characters who use a D6 add an additional 1 HTK per level up to 15th.



Long before the pyramids in Egypt were built, two demi-gods were locked in a struggle to decide the fate of mankind. Throughout the centuries, the necromancer Molasar made unholy war against the people of Earth. To sate his evil needs, he was responsible for hundreds of disasters and wars including the Black Death!

Then in 1476, the forces of light imprisoned him in THE KEEP, a magically protected fortress. But 500 years later, in April of 1941, a small band of German Wehrmacht soldiers occupied THE KEEP and unsuspectingly disturbed the Evil One's forced slumber. The battle begins again and you are invited to join the struggle at . . .

THE KEEP

THE KEEP is a faithful and detailed fantasy roleplaying adventure based on the major Paramount Picture's film release of the same name.

Not only will it pit you against the forces of death and evil, but also against the might of the German S.S. **THE KEEP** features a new set of rules and charts that lets you include modern weaponry and tactics in fantasy adventures. It is designed for three to six characters from ninth to twelfth level and is suitable for use with all popular roleplaying systems including Advanced Dungeons and Dragons*.



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