



RAID ON BORGAL'S KEEP

by Ed and Tom Nicholson



Raid on Borgal's Keep was the first prize winner in the 2009 KODT Adventure Contest. We were pleased with all the entries and it was a tough choice narrowing them down to the finalists. **Raid on Borgal's Keep** is, as its title suggests, a daring raid into the keep of an evil wizard (General Borgal) to rescue a captured elf (Lady Alraya) from its highest tower. This *HackMaster* 4th edition adventure is designed for 4-6 characters of 4th to 6th level. It is set in the World of Aldazar (a.k.a. Garweeze Wurd), in the Kingdom of Daurkhaud, a few miles north of the town of Gretch Willow [D7-01-D02], and only miles from the Rogue Haven border. [Any competent GM can reposition this adventure as his campaign warrants.]

Your adventuring company is traveling northwest, with the town of Gretch Willow over a league behind you, as you continue your journey along the dusty road. Suddenly, as you round a bend, you see a thin, middle-aged man in dusty yellow robes decorated with black stars, planets and moons, approaching. He looks exhausted, as if he has been traveling for many miles.

He stumbles towards you, and speaks: "Brave adventurers, as I see you are, please hear my words! My master, General Borgal, is holding a lady in his keep, and he intends to give her to Magarch Karnundrus as a gift. Yet, I have fallen in love with her, and would see her freed. Sadly, I cannot do so myself, for I lack the strength of arms to prevail against the guards. Here - she asked me to show this sealed letter of reward to the first group of heroes I should meet."

Natives of Daurkhaud or any of the nearby lands (Rogue Haven, the Southern Orc League, or the Fangaerian City States) automatically recognize the name of General Borgal the Infamous, known to be a wizard and strong supporter of Magarch Karnundrus (the ruler of Daurkhaud). Otherwise, a player can attempt a **Current Affairs or Local History skill check** to recognize the name.

The sealed letter says:

"Greetings, brave souls. I am Lady Alraya. General Borgal has imprisoned me in the tallest tower of his keep, near the northwestern tip of the Krellyar Forest. I request your immediate assistance, as I fear my life is in dire peril. The man delivering this note is under the temporary influence of my last remaining magicks - a fact I wish you to keep from him. He will aid your entry into the keep. Please come to my aid. You will be rewarded."

The man in the yellow robes is Gozaar, a loyal servant of the necromancer General Borgal. Gozaar has been charmed by Lady Alraya and given the task of finding a strong adventuring party to come and rescue her. The apprentice explains that a strong party is needed to even have a chance of getting Lady Alraya out alive because of the numerous guards, none of whom will obey Gozaar. He also advises the party to avoid Borgal at all costs, because he is a very powerful wizard and can easily deal with the PCs if he catches them. If the PCs agree to help, Gozaar explains his plan to get them into the keep.

Read or paraphrase the following text:

Gozaar says: "The general buys corpses from a body merchant and his gang of grave robbers, to make undead guards for his keep. The merchant brings the bodies to the keep and puts them into a storage room on the ground floor, after which the guards pay him and he leaves.

The grave robbers always wear large hooded cloaks, and it is said that only the general knows their identities. The merchant usually comes once a month, and tomorrow is his next expected delivery.

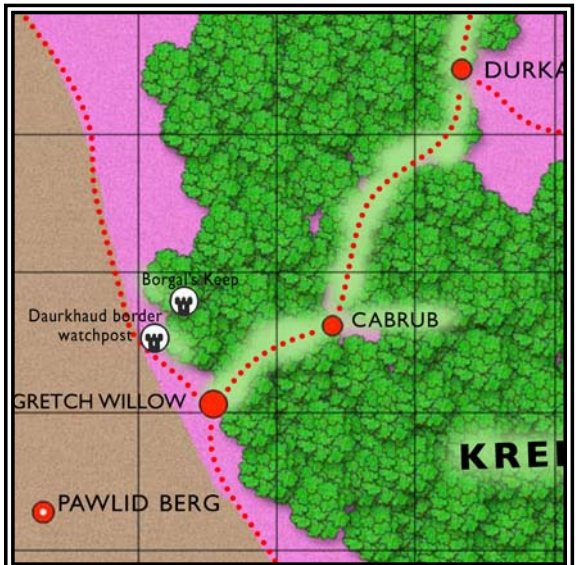
I think you can intercept him and take his place. In this disguise, you can get into the heavily guarded keep. Once you are inside, you should be able to rescue Lady Alraya and sneak out at night.

You can ambush the grave robbers anywhere along the road as he travels northwest from Gretch Willow, before he reaches the eastern trail to the keep.

If the PCs ask him for more information, or after a minute or so has passed, read or paraphrase the following:

Gozaar groggily rubs his head, then shakes it, as his eyes seem to re-focus. The charm spell seems to have worn off.

He says, "Wait a minute - where am I? And why am I helping you?" then steps a few paces back and then begins to wave his hands in odd gestures, strange words tumbling from his lips.



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Gozaar attacks with his spells, then attempts to flee and warn his master. If he gets away, you may give the PCs several chances to catch him. If Gozaar is captured and interrogated, he knows only the layout of the first (ground) and second floors of the keep.

Gozaar: MU7; EP 1,130; Str 10/01, Dex 12/23, Con 10/45, Int 17/82, Wis 12/45, Cha 13/90, Com 16/37; AL LE; AC 9 (Ring of Protection +1); MV 12"; HD 9; hp 48; SZ M; #AT 1; D 1-6 +1 (Staff +1); SA spells; SD spells; ML 12; Quirks/Flaws: male pattern baldness, paranoid; Skills: arcane lore 55, spellcraft 43, anatomy basic 33, alchemy 20; Talents: less sleep, narcolepsy, photographic memory; Lang: Common, Daurkhaud, Orc, Gnome; Hon: Ave; TOP 24; Crit BSL: Def AC +0 (Staff +1), -1 (other); FF 5

HPs: □□□□ □□□□ □□□□ □□□□
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Possessions: Ring of Protection +1, Staff +1, Potion of Healing

Spells Known (per day 6/3/2/1)

First Level: Burning Hands, Detect Magic, Identify, Spider Climb, Mending, Message, Push
Second Level: Blur, Cloud of Pummeling Fists, Continual Light, Mirror Image, Wizard Lock
Third Level: Continual Darkness, Dispel Magic, Explosive Runes, Flame Arrow
Fourth Level: Detect Scrying, Ice Storm, Wizard Eye

THE BODY MERCHANT

After the PCs have prepared for the raid on the keep and are waiting in a spot along the road to ambush the body merchant, read or paraphrase the following:

Eventually, a covered wagon pulled by two shiny black horses approaches. As it nears, you see five hooded figures riding it. Three are about the size of halflings, while the other is roughly human sized; each ride at a corner of the wagon. The fifth figure, the driver, also seems human. A pale, dirty arm hangs limply out from under the canvas.

The body merchant is a necromancer, with another human and three Kobolds as flunkies. The Kobolds are armed with short swords and short bows, while the human guard has a long sword. The necromancer has a belt pouch with a **Potion of Healing** and ten gems worth 50 gp each. In his robe pocket is a scroll signed by General Borgal that allows the bearer free passage through the General's land. In the wagon are six recently exhumed human bodies.

Body Merchant: Magic-user 5; EP 584; Str 14/10, Int 14/53, Wis 16/64, Dex 12/29, Con 16/35, Cha 11/76, Com 7/16; AL LE; AC 9 (Robe of Protection +1); MV 12"; HD 5; hp 45; SZ M; #AT 1, D 1d6 +3 (staff); SA spells; SD spells; ML 12; Quirks/Flaws: know-it-all, sadistic, socially awkward; Skills: anatomy (basic) 60, anatomy (vital) 41, animal lore 48, astrology 36, botany 32, cooking 30, culinary arts 52, fire-building 27, reading/writing: common 73, Orcish 31; Talents blood-line, fast cast; Lang: Common, Daurkhaud, Orc; Hon: Ave, TOP 22, Crit BSL: Def AC -6, FF 6

HPs: □□□□ □□□□ □□□□ □□□□
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Possessions: Robe of Protection +1, Potion of Healing, ten gems worth 50 gp each

Spells Known (per day 6/2/1)

First Level: Animate Dead Animals, Chill Touch, Corpse Visage, Detect Magic, Disable Hand, Exterminate
Second Level: Choke, Spectral Hand
Third Level: Murgain's Migraine

Kobolds, Lesser (3): HF 0; EP 7; Int 6; AL LE; AC 7; MV 6"; HD 1/2; hp 23, 22, 22; SZ S; #AT 1; D 1d6 (short bow with 8 arrows each), 1d6 (short sword); SA Nil; SD Nil; ML 6; MR Std; Lang: Common, Kobold; Hon: Ave; TOP 11; Crit BSL: Def AC -4; FF 5; Ref *Hacklopedia of Beasts* v4 p66

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3) HPs: □□□□ □□□□ □□□□ □□□□
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Man, Guard: HF 1; EP 15; Int 9; AL LE; AC 8 (leather armor); MV 9"; HD 1; hp 26; SZ M; #AT 1; D 1d8 (long sword); SA nil; SD nil; ML 11; MR Std; Lang: Common; Hon: Ave; TOP 13; Crit BSL: Def AC -3; FF 4; Ref *Hacklopedia of Beasts* v5 p9

HPs: □□□□ □□□□ □□□□ □□□□
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Leather armor AC: 8 □□ 9 □

TRAVELING TO THE KEEP

Assuming the PCs defeat the body merchant and take his place, read or paraphrase the following.

You continue along the northwestern road for several miles until you see a small log fort (no doubt a Daurkhaud border watchpost), and a side trail turning east towards the Krellyar Forest. Realizing this must be the path to the keep, since ignoring this trail would take you away from the forest and further northwest along the Daurkhaud-Rogue Haven border, you turn the mules onto the eastern path. Two guards in black mail note your passing, but only wave you through without challenge.

The guards are from the log fort, which houses thirty soldiers. The two guards on duty at the road are new arrivals to the post and have never met the general, though they know that the keep to the east is his. Their main job here is to keep watch on Rogue Haven, and keep foreigners from entering without a valid reason. Travel to the keep requires official papers. People passing along the road, or exiting the kingdom, are usually questioned and kept record of.

The guards were told to expect the body merchant today and let him through, so the PCs shouldn't encounter any trouble here unless they cause it themselves.

If you wish, the PCs may encounter more guards patrolling the area between the fort and the keep.

Man, Guard (2): HF 1; EP 15; Int 9; AL LE; AC 7 (ring mail); MV 9"; HD 1; hp 26; SZ M; #AT 1; D 1d8 (long sword); SA nil; SD nil; ML 11; Lang: Common; Hon: Ave; TOP 13; Crit BSL: Def AC -3; FF 4; Ref *Hacklopedia of Beasts* v5 p 9

1) HPs: □□□□ □□□□ □□□□ □□□□
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Ring mail AC: 7 □□□□□□ 8 □□ 9 □

2) HPs: □□□□ □□□□ □□□□ □□□□
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Ring mail AC: 7 □□□□□□ 8 □□ 9 □

THE KEEP

Continuing northeast for several more miles, you eventually come to the northwestern tip of the forest, where you see an ancient stone keep ringed by a rough stone wall, covered with vines.

Spaced about the wall are four guard towers, stretching perhaps a dozen feet above the wall. There is a barbican with a gate in the southernmost section of the wall, of the same height as the towers.

The keep is in the center of the walls, and is made up of a tower more than twice as high as the wall, with a slightly shorter building attached to it. High up on all the towers and the keep are many dark arrow slits.

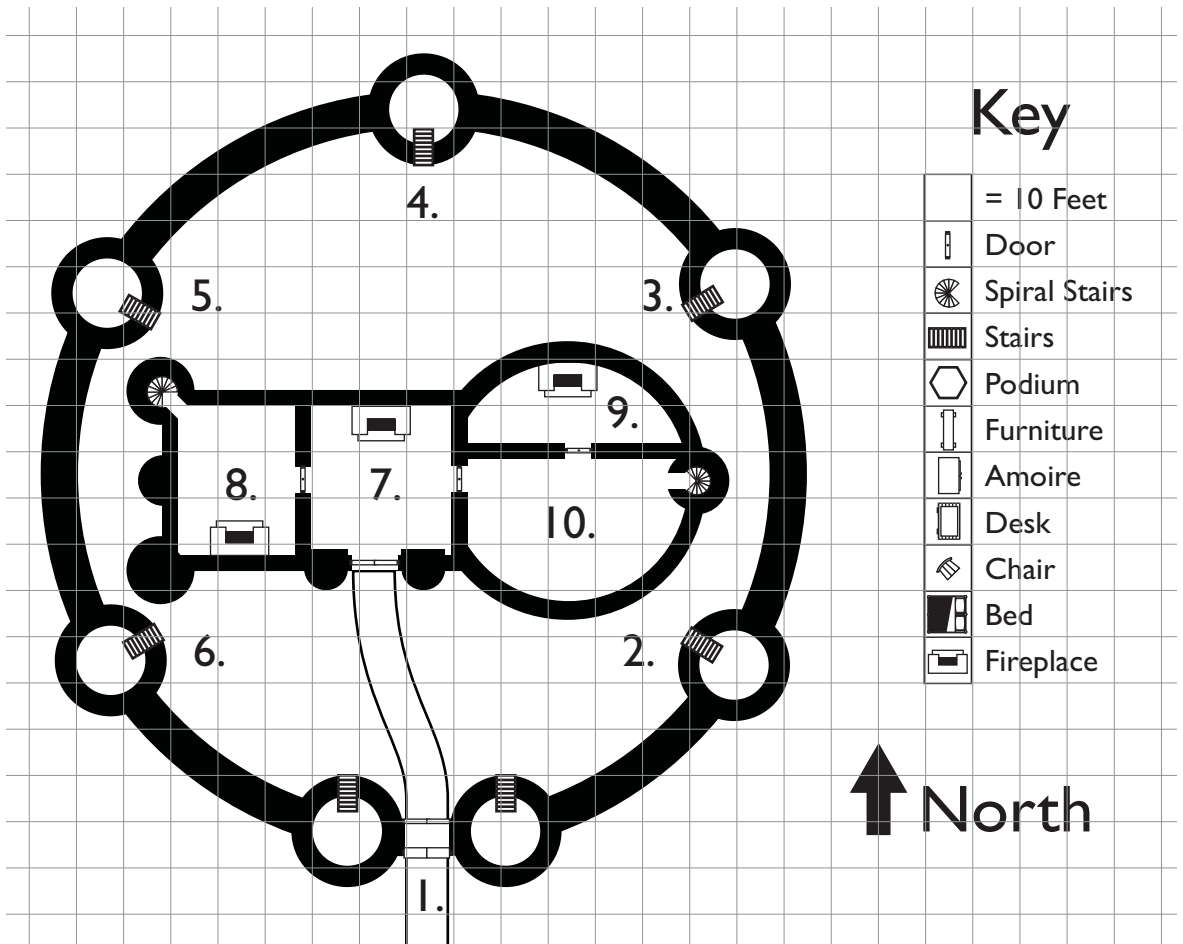
All doors within the keep are closed and locked unless otherwise noted. The keep is about 50 feet tall, and its tower about 80 feet tall. The arrow slits are just big enough for a Pixie-Fairy to squeeze through, but a series of runes around the slit (on the interior wall) deal 2-16 points of electrical damage (4/day but no more than 1/turn) to any living creature trying to pass through.

1. The Gate House

Read or paraphrase the following text for any characters that can see what is happening (i.e. are not pretending to be corpses).

As the wagon draws near to the gatehouse, you see the path is flanked by two rows of skulls set on poles. As you ponder this, the gates creak open and four unarmed, helmeted figures wearing bright orange tunics with red trim walk slowly out and gesture for you to halt. As they approach, a sickly odor assaults your nostrils. Then, as they walk to the cart, you see a ruddy, slightly decaying human face within the helmet.

The Juju Zombies perform a cursory search of the wagon without saying a word. There is a base 10% chance that they notice that something is not right and conduct a more detailed search. If this occurs, there is a base 50% chance that the zombies discover the PCs. Of course, the GM should modify these chances, depending on the preparations and actions of the PCs.



If they detect nothing unusual, one Juju Zombie points the PCs towards the central tower and slowly groans the phrase “Central... tower...” If they do notice that something is not right, they attack, which raises the alarm amongst the other guards in the gatehouse towers. There are two more Juju Zombies inside each gate tower.

Zombies, Juju (Fire variant) (8): HF 12; EP 1,267; Int low (6); AL NE; AC 6; MV 9”; HD 3+12; hp 45 each; SZ M; #AT 1; D 3-12; SA strike as 6 HD monster, fire aura (1-10 points of damage (save v. Breath Weapon for half) in 10-foot radius, 3/day, duration 1 turn); SD only harmed by +1 or better magic weapons (these deal only half damage), immune to cold and poison, +4 on saves against fire and heat effects (these saves take no damage, failures take only half damage); ML 20; MR immune to Sleep, Charm, Hold, and mind-influencing spells; TOP n/a; Crit BSL: Def AC +4; FF: n/a; Refs *Hacklopedia of Beasts* v8 p124, *Monster Matrix* p24

- 1) HPs:

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- 2) HPs:

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Right Gate Tower

- 5) HPs:

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- 6) HPs:

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Left Gate Tower

- 7) HPs:

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- 8) HPs:

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2-6. Watchtowers

If the PCs enter any of the watchtowers, read or paraphrase the following:

Stairs lead up to a circular room empty except for the smell of decay, and six guards wearing dull gray tunics and helmets. They stand motionlessly staring out of the arrow slits, with cocked crossbows visible in their hands.

Each watchtower has six Juju Zombie guards in it, each with a hand crossbow and six bolts. Unless the PCs immediately turn and leave the room within seconds of entering, the zombies react to any intruders by attacking and pursuing them.

Zombies, Juju (6 per watchtower): HF 12; EP 975; Int low (6); AL NE; AC 6; MV 9”; HD 3+12; hp 45 each; SZ M; #AT 1; D 3-12; SA strike as 6 HD monster; SD only harmed by +1 or better magic weapons (these deal only half damage), immune to cold and poison; ML 20; MR immune to Sleep, Charm, Hold, and mind-influencing spells; TOP n/a; Crit BSL: Def AC +2; FF: n/a; Refs *Hacklopedia of Beasts* v8 p124

Sample Watchtower

- 1) HPs:

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- 2) HPs:

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- 3) HPs:

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- 6) HPs:

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THE CENTRAL TOWER

Assuming the PCs get past the gate house and are successful in pulling off their deception as the body merchant, read or paraphrase the following boxed text. If the PCs attempt entry by other means, they have to get through the locked doors of the keep and the GM will need to adjust the description accordingly. The walls of the keep are un-climbable because of their magically smooth finish.

At the base of the keep are two large ornamental brass doors, each with a knocker in the shape of a screaming human face.

If the PCs knock on the doors, two Juju Zombies dressed in plain gray tunics open them from the inside, and gesture to the body merchant to bring the wagon inside the building. If the PC does not understand, or pretends not to, one of the zombies slowly moans the phrase "Bring... inside." If attacked, they fight back and attempt to notify other guards of the attack. One of the guards has a set of keys to the first and second levels.

Zombies, Juju (2): HF 12; EP 975; Int low (6); AL NE; AC 6; MV 9"; HD 3+12; hp 45 each; SZ M; #AT 1; D 3-12; SA strike as 6 HD monster; SD only harmed by +1 or better magic weapons (these deal only half damage), immune to cold and poison; ML 20; MR immune to Sleep, Charm, Hold, and mind-influencing spells; TOP n/a; Crit BSL: Def AC +2; FF: n/a; Refs *Hacklopedia of Beasts* v8 p124

1) HPs: □□□□ □□□□ □□□□ □□□□
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7. Main Hall

Assuming that the PCs are still acting as the body merchants, read or paraphrase the following boxed text. If they are not, adjust the description accordingly.

You are led in to a large, barren hall, with faded and tattered banners hanging from the ceiling. The guards slowly open the west door with a key from a key ring, after which one of them slowly groans the phrase "Leave... bodies... here."

One of the guards gives the body merchant a pouch full of ten gems worth 100 gp each. The guards now expect the PCs to unload the bodies and leave. The PCs will most likely have to fight at this point. If there is any trouble, the guards attack.

8. Storage Room

This room is empty, but stinks of decay and rot. You see a stairway in the northeast corner of the room, leading up to a closed trapdoor in the ceiling.

Borgal uses this room to store the corpses he needs to make his Juju Zombie servants. The stairway leads to a door protected by a Wizard Lock spell. If the PCs want in, they'll have to use a **Strength check** to force it open, or negate the Wizard Lock (for one turn) with a successful Dispel Magic or Knock spell.

9. Kitchen

This room is obviously a kitchen, complete with food-stained wooden table, cooking implements, and so on. You see a fireplace against the north wall, and wooden cupboards against the south wall. A few strings of salted fish and a rack of dried venison hang from the ceiling, but otherwise there are no creatures in the room.

There are no servants here now because they recently irritated Borgal, who then made them into Juju Zombies. This left Borgal's apprentice Gozaar with the job of preparing all the food, something he isn't very happy about.

The cupboards contain two pounds of butter, three dozen eggs, about a pound of garlic, two pounds of almonds, a 10 pound bag of rice, six small jars of various spices, and about three weeks' worth of dry rations.

10. Tower Guard Room

The door to this room is locked. If the PCs enter, read or paraphrase the following text.

You see three helmeted guards, dressed in white tunics with light blue trim, jabbing polearms through the bars of a huge cage, at a horned bear-like creature with the head of an owl. The air in this room feels somehow "charged"; much like the air feels before a thunderstorm.

In the northeast corner of the room, you note stone, spiral stairs. In the center of the north wall is a wooden door. There are no furnishings in the room except for a large decorative metal gong near the foot of the stairs.

Suddenly, the guards turn towards you, and you see the undead faces beneath their helmets look at you with hunger. "Who... are... you...?" one of them utters in a creaking, raspy voice.

Unless the PCs can come up with a good explanation, the Juju Zombies attack. The monster in the cage is an Owlbear recently captured by Borgal. The guards have been instructed to keep watch on it and not kill it unless it escapes, but they cannot resist tormenting it. The monster is obviously enraged at the guards and if it gets out of the cage it attacks them first. There is a cumulative 5% chance per round that the Owlbear breaks out of the cage. It takes one round for a PC or Juju Zombie to open the cage latch.

The gong summons the guards from towers 2 and 3 in 1d6+6 rounds. The gong is worth 100 gp.

Zombies, Juju (Electric variant) (3): HF 12; EP 1,238; Int low (6); AL NE; AC 6; MV 9"; HD 3+12; hp 45 each; SZ M; #AT 1; D 3-12; SA strike as 6 HD monster, electrical touch (2-16 points of damage, 4/day but no more than 1/turn); SD only harmed by +1 or better magic weapons (these deal only half damage), immune to cold and poison,

+5 on saves against electricity and lightning (saves take no damage, failures take only half damage); ML 20; MR immune to Sleep, Charm, Hold, and mind-influencing spells; TOP n/a; Crit BSL: Def AC +4; FF: n/a; Refs *Hacklopedia of Beasts* v8 p124, *Monster Matrix* p24

1) HPs:

2) HPs:

3) HPs:

Owlbear, Great Horned: HF 5; EP 1,100; Int low (7); AL N; AC 5; MV 12"; HD 5+2; hp 45; SZ L (8' tall); #AT 5; D 1-6 claw/1-6 claw/2-12 beak/1-4 horn/1-4 horn; SA charge (2-16 points of damage; victims thrown 2-16 feet away); SD nil; ML 13; MR standard; TOP 22; Crit BSL: Def AC +3; FF 7; Refs *Hacklopedia of Beasts* v6 p51

HPs:

11. Shop

The door to this room is locked. When it is opened, read or paraphrase the following:

You see a middle-aged Gnome dressed in colorful rags, sitting at a workbench in the middle of the room. He is surrounded by woodworking tools and piles of debris. A manacle locked around his foot connects to a long, heavy chain bolted into the east wall.

Along the far wall are several odd-looking cots, each constructed of wood and a different colored canvas. Four torches spaced evenly along the walls light the room.

The Gnome is a prisoner in the castle. His name is Neblish and he is an inventor and explorer originally from the Gnome Protectorates. Several months ago he became lost in the nearby forest, and eventually ended up in General Borgal's territory, where he was taken prisoner. He is now forced to make inventions and various items.

When the general ordered that cots be made (for a group of mercenaries he intended to hire), Neblish formulated a plan to escape

from the keep's roof. He began by secretly designing the cots so that they can un-fold and become hang gliders. He figured that eventually he could get to one, unfold it, and make his escape. However, he hasn't yet found an opportunity to get past the guards.

While waiting, he made several hang glider cots and, naturally, each one he built was better constructed than the one before it. His first hang glider cot was made of red canvas, the second orange, the third yellow, the fourth green, and the fifth blue. He is just completing the fifth and needs only two turns to finish it. If the PCs offer to free him, Neblish tells them of his escape plans and offers to show them how to fly his extra hang gliders. (See "Flying the Hang Gliders" section at the end of the adventure for details on using the gliders.)

Neblish also constructed an hourglass that rings a bell when the sand runs out. The Gnome often hears the bell ringing somewhere above and through the west door. He knows that through the west door is a library, and above him is a terrible monster that serves as a guard to a prison cell. Neblish has not seen Borgal in over a day and thinks he might be away.

Neblish (Tinker Gnome): HF 1; EP 65; Int 17; AL N; AC 10; MV 6"; HD 1; hp 24; SZ S (3' tall); #AT 1; D 1d6-2 (knife) or 1-6 (club); SA nil; SD nil; ML 8; MR std; TOP 12; Crit BSL: Def AC -2; FF 3; Ref *HoB* v3 p75

HPs:

12. Library

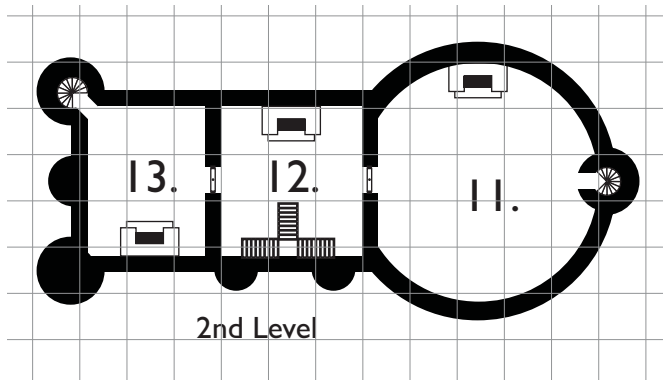
The closed wooden door to this room bears a small, bronzed plaque with the word "LIBRARY" on it. Opening the door, you see large book-cases filled with leather-bound books, some even bearing decorative jeweled spines, lining this room. In the center of the southern wall is an elaborate oak stairway that leads up to the next floor. On the floor is a thick rug with a scene of a young mage surrounded by a group of adoring goblins.

The shelves hold many books and scrolls about human anatomy, torture, planes of existence, evil, politics, and any other tomes the GM desires. Unfortunately for the players, it also holds three Mimics, in the form of richly jeweled books. Borgal provides these creatures with ample bodies to consume (one body can sustain each of these Mimics for weeks), and they protect his library in return. The Mimics attack if the PCs touch them, attempt to enter Area 13, or step onto the ascending stairs.

If the PCs speak the password "Library" (seemingly a misspelling of "LibRARY") in a clear voice (as if speaking a password, not merely using it in conversation with another PC), the Mimics do not attack unless touched.

Treasure: A successful **Looting skill check** finds **one scroll each of Dispel Magic, Protection from Electricity, and Protection from Undead.**

Mimics, Common (Arcane, Tiny variant): HF 25; EP 399; Int average (10); AL N; AC 7; MV 3"; HD 6 -13hp; hp 34; SZ T (1' tall); #AT 1; D 3d4-3; SA opponents get -4 on surprise rolls, glue touch (unstuck at will; victims need bend bars/lift



gates to break free; alcohol weakens in 3 rds; glue dissolves 5 rds after mimic dies), spell-like abilities (Detect Magic at will, and Shocking Grasp (1d8 points of damage, at will, 2/day) as MU1); SD camouflage, only hit by +1 or better weapons, immune to acid, molds, Green Slime, and puddings; ML 15; MR 6% (if successful roll d% - if 6 or less then the mimic absorbs power of spell directed at it and can use the resisted magic's total spell levels to cast its own spells over the next turn); TOP n/a; Crit BSL: Def AC +3; FF n/a; Refs *Hacklopedia of Beasts* v5 p19

- 1) HPs:

 2) HPs:

 3) HPs:

13. Laboratory

Tangles of glass tubing, test tubes, and jars, all filled with luminous liquids of different colors, clutter the tables and shelves in this room. Also lying on the floor in a heap are three naked corpses. From what you can tell, two seem to be human, and the other an elf.

This is where Borgal animates his Juju Zombies. One of the human bodies is an arcane Juju Zombie; the other two bodies are still only corpses. The Juju Zombie does nothing until it is attacked, or if the PCs disturb any of the equipment.

Zombies, Juju (Arcane variant): HF 12; EP 1,998; Int low (6); AL NE; AC 6; MV 9"; HD 3+12; hp 45; SZ M; #AT 1; D 3-12; SA strike as 6 HD monster, spell-like abilities (Detect Magic at will as MU1, and Charm Person or Mammal (at will, 2/day) as DR2); SD only harmed by +1 or better magic weapons (deal only half damage), immune to cold and poison; ML 20; MR 3% (if successful roll d%, if 3 or less then the zombie absorbs power of spell directed at it and can use the resisted magic's total spell levels to cast its own spells over the next turn), immune to Sleep, Charm, Hold, and mind-influencing spells; TOP n/a; Crit BSL: Def AC +4; FF: n/a; Refs *Hacklopedia of Beasts* v8 p124

- HPs:

Most of the liquids in this room will cause the imbiber to become ill for 1-6 turns with a -2 on To-hit and damage rolls during that time. An **Identify Poison or Herbalism check** can detect which liquids cause this effect.

A thief's successful **Find Traps check** detects a Wizard Locked trapdoor on the floor in the northwest corner of the room. This leads back down to the storage room (Area 8).

Treasure: A successful **Looting check** finds:

- a test tube containing an accidental mixture. This is a thick, tan liquid that, if consumed, causes the drinker's muscles to swell painfully (dealing 1-2 points of damage), and then harden and tighten for 1-6 turns during which time the PC will be nearly paralyzed and unable to take any action, even speak-

ing. After the paralyzing effects wear off, the PC finds that he feels stronger (+2 Str for a period of one week; Str 18 maximum).

- three jars of magical elixirs, equivalent to a **Potion of Healing**, **Potion of Fire Resistance**, and a **Potion of Electricity Resistance** (works like Fire Resistance).

- a jar of light blue ointment. Applying all the ointment to the skin causes static electricity to build and spark around the character's body. This electricity can be discharged in the form of an bolt dealing 3-18 points of damage (range 70 yards, save for half damage). This can be done only once, and then the effects of the ointment wear off.

- a green canvas cot and a bedroll that Gozaar uses to sleep on. Though Gozaar does not know it, this is a hang glider cot.
- three purple tunics (intended for the arcane Juju Zombie and the other two corpses that are arcane Juju Zombies-to be).

14. Special Guardroom

Dominating the center of this room is a huge sleeping creature with the body of a lion and the wings and head of a hawk. The creature is sitting on a wide ornate pedestal of black stone, to which is attached a thick chain that leads to a manacle around the creature's right hind leg. Broken bones, obviously once belonging to humans or demi-humans, along with various broken weapons, lie scattered around it.

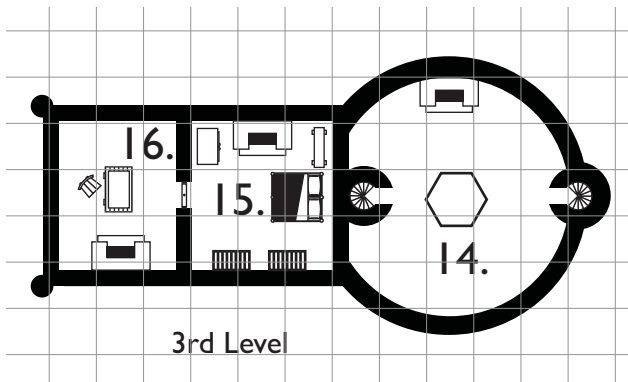
Behind the creature is a stairway leading up to the next floor, a large engraved gong and a wooden chest.

As you stare at it, the hawk head opens its eyes and looks at you, without moving. Then it spreads its wings as it rises to its feet. In a grating, birdlike voice, the creature squawks "Food or riddle?"

The Hieracosphinx wants a body to consume (preferably living, but a recent corpse will do), and doesn't much care who brings it. If the PCs bring it a Juju Zombie, it squawks "Rotten! Rotten!" and knocks over the gong as it flaps its wings, summoning the guards from towers 3 and 4 (if any remain) in 1d6+6 rounds.

If the PCs bring one of the body merchant's corpses, or one from the laboratory, it happily consumes it and lets the PCs pass. If the PCs return to this room while the creature is still there, it attacks on sight.

Should the PCs offer to free the Hieracosphinx, they can do so with a successful **Open Locks check** or a **Strength (bend bars/lift gates) check**, to remove the manacle from the creature's leg. If they free it, it flees down the tower stairs (50% chance it knocks over the gong in its haste, summoning the guards) and out into the courtyard, where it takes flight into the distant sky.



If the PCs offer to answer a riddle, or simply do not have a corpse to offer, the Hieracosphinx poses a riddle with the following conditions:

"Use one clue and you pass – and I give you prize. Use two clues and you pass. Use all three clues and you pass – if you give me magic prize."

The first clue is: *"I move like a snake - on my belly. What am I?"*

If the PCs guess on the first clue, the creature stretches out his paw into a littering of bones, and knocks a glittering sword (a Cursed Short Sword +2) across the floor to them. *"Take this for prize,"* it says, then lets them pass.

The second clue is: *"I move a thousand feet in one step. What am I?"*

If the PCs guess on the second clue, the Hieracosphinx lets them pass into the next room.

The third and final clue is: *"I am law and order, yet I thrive in chaos. What am I?"*

If the PCs guess on the third clue, they must give the Hieracosphinx a potion, scroll, magic weapon, or other magical item. Otherwise, it attacks them if they try to pass.

The answer to the riddle is: **An army.**

No matter what the PCs answer, the creature attacks if they attack it or try to open the chest. It also waits 1d4 turns after the PCs leave the room and then intentionally rings the gong to alert the guards in watchtowers 3 and 4.

Treasure: The gong is worth 100 gp. Inside the large, locked chest are the disassembled parts of the Gnome's original red canvas hang glider, a **Potion of Extra-Healing**, a **Potion of Healing**, a **Scroll of Smell Immunity**, 258 cp, 164 sp, and 95 gp.

Sphinx, Hieraco-: HF 14; EP 1,400; Int 7; AL CE; AC 1; MV 9'; 36" fly (C); HD 9; hp 65; SZ L (7' tall); #AT 3; D 2-8 (claw), 2-8 (claw), 1-10 (beak); SA swoop; SD nil; ML 13; MR std; TOP 32; Crit BSL: Def AC +7; FF 5; Refs *Hacklopedia of Beasts* v7 p95

HPs: □□□□ □□□□ □□□□ □□□□
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15. General Borgal's Room

When you look into this room, you see an open treasure chest in the northeast corner, filled not only with gold, silver, and copper coins, but also sparkling gems and fancy jewelry. There is also a bed, dresser and wardrobe in the room. On the bed is a small black cat that appears to be sleeping.

Through an archway on the western wall, you can see a man sitting at a desk lit by lamplight. He has his back to you, and seems to be intensely studying a large book with yellowed pages.

The black cat is actually a Mimic, one that has spent so long in cat form that it acts like a cat more often than not. If it is treated nicely or

given food, it will not harm the PCs. If it is threatened in any way, however, it grows to the size of a saber-tooth tiger and attacks. If it is killed, it reverts to an amorphous glob of gray ooze.

A Magic-user can attempt an **Arcane Lore skill check** to deduce that Borgal's book seems to be a spell book. Borgal does not even look up from his intense studying unless the PCs pass through the archway or make a lot of noise (such as battling the Mimic). The GM should note that Borgal is placed here to scare and intimidate the PCs. He should make sudden movements that make the PCs think that he might be aware of them. Have fun with this while the PCs don't know what Borgal will do or how aware of them he is.

Treasure: In the treasure chest is 5,000 gp, 10,000 sp, 50 gems worth 10+2d10 gp each, and six pieces of jewelry worth 100 gp each.

The dresser and the wardrobe contain various outfits of normal clothing, all of which are colored black.

Mimic, Animal: HF 18; EP 175; Int average (9); AL N; AC 6; MV 12"; HD 5; hp 42; SZ M; #AT 1; D 2-12; SA opponents get -4 on surprise rolls, glue touch (unstuck at will; victims need bend bars/lift gates to break free; alcohol weakens in 3 rds; glue dissolves 5 rds after mimic dies); SD camouflage; ML 11; MR std; TOP n/a; Crit BSL: Def AC +3; FF n/a; Refs *Hacklopedia of Beasts* v5 p18

HPs: □□□□ □□□□ □□□□ □□□□
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16. Borgal's Study

A closer look into this room reveals the harsh, bearded face of a man whose appearance fits the description of General Borgal the Infamous. Even from your position beyond the archway, you can sense intense evil and power emanating from him. The stench of death seems to surround him even now.

Suddenly, he stands up!... and then stretches and sits down again. He simply doesn't seem to notice you.



General Borgal, the necromancer, is here intensely studying his newly acquired spell book. The scent of death comes from two Juju Zombies that stand guard inside this study, one on each side of the archway where they cannot be seen.

If the PCs are very sneaky, Borgal's flaws make it unlikely he sees or hears them. It would be quite a coup for the PCs to sneak in, rescue Lady Alraya and then sneak out with her, and General Borgal none the wiser. If the PCs are foolish enough to try and attack him, he responds in kind.

Should the PCs try to parley, perhaps offering a trade that might intrigue him (such as several dozen fresh monster, human, or demi-human corpses in exchange for Lady Alraya, plus an additional two corpses for each creature the PCs eliminated within the keep), he agrees.

The hourglass made by the Gnome is in this room, as is another decorative gong. If rung, the gong summons the guards from towers 5 and 6 (if any remain) in 1d6+6 rounds. The gong is worth 100 gp.

General Borgal: Necromancer 12; EP 3,126; Str 12/55, Dex 13/13, Con 11/82, Int 18/03, Wis 13/21, Cha 13/44, Com 11/22; AL LE; AC 4 (Bracers of Defense AC 6, Ring of Protection +2); MV 12"; HD 12; hp 61; SZ M; #AT 1; D 1-6 +2 (Staff +1, Str +1) or 7-10 (Footman's Mace +2, Str +1); SA spells; SD spells; ML 16; Quirks/Flaws: hearing impairment, visually impaired (nearsighted), sadistic; Skills: alchemy 60, anatomy (basic) 51, anatomy (vital) 22, arcane lore 56, language (undead) 72, military (battle sense) 45, military (leadership) 16, military (operations) 18, military (small unit tactics) 30, riding (land-based) 39, spellcraft 44; Talents: experience bonus, grace under pressure, hit point bonus, resistance (30% vs. sleep and Charm); Lang: Common, Daurkhaud, Orc, Undead; Hon: Ave; TOP 30; Crit BSL: Def AC +1 (Footman's Mace +2), 0 (Staff +1), -1 (other); FF 12

Possessions: Bracers of Defense (AC 6), Footman's Mace +2, Ring of Protection +2, Staff +1, Potion of Extra-Healing, Lady Alraya's Spell Book

Spells Known (per day 6/4/4/4/1)

First Level: Charm Person, Chill Touch, Detect Undead, Magic Missile, Protection from Good, Read Magic

Second Level: Death Recall, Ghoul Touch, Magic Missile of Skewering Spectral Hand

Third Level: Charm Undead, Haste, Hold Undead, Vampiric Touch

Fourth Level: Emergency Teleport at Random, Enervation, Minor Globe of Invulnerability, Zombie Slave

Fifth Level: Animate Dead, Mummy Rot, Throbbing Bones, Touch of Death

Sixth Level: Dead Man's Eyes

HPs: □□□□ □□□□ □□□□ □□□□
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Lady Alraya's Spell Book:

First Level: Charm Person, Color Spray, Light, Magic Missile, Sleep, Spider Climb

Second Level: Alter Self, ESP, Tattoo of Shame

Third Level: Fly, Transmute Wood to Steel

Fourth Level: Stoneskin

Zombies, Juju (2): HF 12; EP 975; Int low (6); AL NE; AC 6; MV 9"; HD 3+12; hp 45 each; SZ M; #AT 1; D 3-12; SA strike as 6 HD monster; SD only harmed by +1 or better magic weapons (these deal only half damage), immune to cold and poison; ML 20; MR immune to Sleep, Charm, Hold, and mind-influencing spells; TOP n/a; Crit BSL: Def AC +4; FF: n/a; Refs *Hacklopedia of Beasts* v8 p124

1) HPs: □□□□ □□□□ □□□□ □□□□
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17. Prison Cell

The wooden door to this room is bound in iron. If the PCs try the door, it is locked. Lady Alraya, not one to wait for rescuers that may never come, waits behind the door to attack the general as he enters. Of course, depending on the PCs' actions, there's every chance that she might take a swing at the first PC through the door, unless they've already made it obvious that they're not in league with the general.

In that case, read or paraphrase the following text:

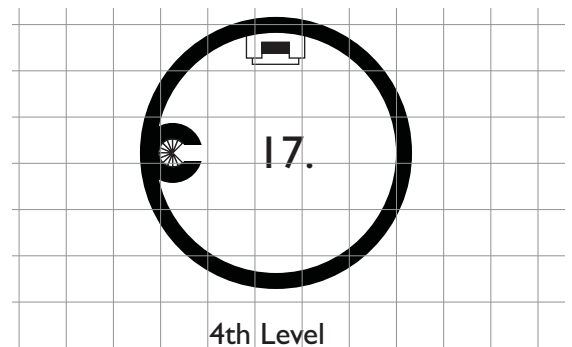
Suddenly, out from behind the door steps a white-haired elven female dressed in simple gray robes and boots. Her hair is snow white, and she seems to be about 60 years old (in human terms), but echoes of what must have once been youthful beauty still remain.

Although the players may be expecting a young, beautiful High Elf, Lady Alraya is an older Valley Elf mage of only slightly better than average comeliness. Borgal captured Lady Alraya when she ventured alone into his territory, and took all of her belongings including her spell book (which he is now studying).

Lady Alraya has been waiting for rescue and will gladly join the PCs in their flight from the keep. She is grateful to be rescued, but does not suffer fools or cowards gladly, so some of the PCs may find themselves regretting the rescue.

If the PCs search the room, they find only a normal cot with a broken leg. Borgal has taken her **Staff +1** and **Ring of Protection +2**.

If the PCs have been extremely sneaky so far, and you want to throw a monkey wrench into the works, here's an idea: the Lady immediately storms into Borgal's room after being freed and then smacks him over the head with her club.



Lady Alraya: Magic-user 7, EP 1,060; Str 8, Dex 18, Con 10, Int 16, Wis 11, Cha 17, Com 13; AL CN; AC 10; MV 12"; HD 7; hp 51; SZ M; #AT 1; D 1-6 (crude club fashioned from cot leg); SA spells (6/3/2/1, none memorized), opponents get -4 on surprise rolls; SD spells (6/3/2/1, none memorized), infravision 60 ft; ML 15; MR 90% immune to Sleep and charm spells; TOP 25; Crit BSL: Def AC -1; FF 6; Refs *Hacklopedia of Beasts* v3 p18

Possessions: Boots of Levitation

HPs:
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18. Tower Roof

The trap door to the roof is not locked.

As you peer out of the opening, you see you have reached the top of the tower. Spaced around the walls are four unarmed guards dressed in orange tunics trimmed with red, their backs towards you as they look out towards the horizon.

Zombies, Juju (Fire variant) (4): HF 12; EP 1,267; Int low (6); AL NE; AC 6; MV 9"; HD 3+12; hp 45 each; SZ M; #AT 1; D 3-12; SA strike as 6 HD monster, fire aura (1-10 points of damage (save v. Breath Weapon for half) in 10-foot radius, 3/day, duration 1 turn); SD only harmed by +1 or better magic weapons (these deal only half damage), immune to cold and poison, +4 on saves against fire and heat effects (these saves take no damage, failures take only half damage); ML 20; MR immune to Sleep, Charm, Hold, and mind-influencing spells; TOP n/a; Crit BSL: Def AC +4; FF: n/a; Refs *Hacklopedia of Beasts* v8 p124, *Monster Matrix* p24

1) HPs:
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By this time, the guards of the keep may be fully alerted to the PC's presence, from either mistakes they have made or from the ringing of the gongs. In this case, the PCs may try to fight the entire keep's guard or use the hang gliders to escape. If the PCs decide to fly the hang gliders to escape, use the following guidelines.

FLYING THE HANG GLIDERS

To fly the hang gliders, the PCs must have spent several minutes learning the basics of flight from Neblish. Otherwise, they plummet to the ground, suffering 8d6 points of falling damage.

If they did learn from Neblish, each PC needs to state which direction he wants to fly, and make a **Dexterity check**. If the PCs were smart enough to inspect the assembled hang gliders, they see that some hang gliders are better made and in better condition than others (assuming Neblish did not inform them of this fact). If the PCs are afraid of using the hang gliders, Lady Alraya scorns them

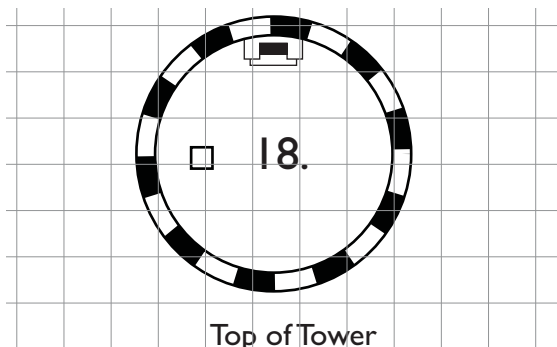
Each hang glider has the following difficulty modifier to the Dexterity check:

Glider material	Dexterity check modifier
Red canvas	+6
Orange canvas	+4
Yellow canvas	+2
Green canvas	+1
Blue canvas	0

Each hang glider can carry 250 pounds, with an additional +1 modifier to the Dexterity check for every 50 pounds of additional weight. Up to two Man-sized PCs may fly on a hang glider, but one must be chosen to pilot it and make the Dexterity check. If the Dexterity check succeeds, the hang glider goes where PC wants it to, for a distance of up to 2,000 yards from the castle, constantly descending to a soft landing. If the Dexterity check fails, the PC must roll on the Hang Glider Flight Determination chart, below. When a result indicates that a character suffers damage, this applies to all characters on that hang glider, regardless of who is actually piloting.

Hang Glider Flight Determination (d20)

1. The hang glider flies erratically for 4,000 yards in the PC's chosen direction of travel before landing.
2. The hang glider flies 90 degrees left of PC's chosen direction for 100 to 1,000 yards and then lands.
3. The hang glider flies 90 degrees right of PC's chosen direction for 100 to 1,000 yards before landing.
4. The hang glider flies 90 degrees left of PC's chosen direction for 100 to 600 yards, and then flies 90 degrees left or right (roll 1d4; 1-2 = left, 3-4 = right) for 100 to 400 yards, then lands.
5. The hang glider flies 90 degrees right of PC's chosen direction for 100 to 600 yards, and then flies 90 degrees left or right (roll 1d4; 1-2 = left, 3-4 = right) for 100 to 400 yards, then lands.
6. The hang glider turns to fly the opposite direction of the PC's chosen direction for 1,000 yards and then lands.
7. The hang glider performs a horizontal barrel roll. One of the PC's items (chosen at random) falls from the ground. If the PC succeeds at another Dexterity check with an additional +1 modifier, he gains



control of the hang glider and may land it where he wants to up to 2,000 yards away. If the PC fails the Dexterity check, he must roll on this table again with +1 modifier to his roll.

8. The hang glider's wings tear. The PC must make another Dexterity check with an additional +2 modifier. If successful, he gains control of the hang glider and may land it where he wants to up to 1,000 yards away. If the PC fails the check, roll on this table again with a +2 modifier, halving any travel distances indicated on the result.

9. The glider performs a vertical loop and then flies straight for 100 to 400 yards. One item of the PC's equipment (chosen at random) falls to the ground. The PC must make another Dexterity check with an additional +2 modifier. If successful, he gains control of the glider and may land it where he wants to up to 2,000 yards away. If the PC fails the Dexterity check, roll on this table again with a +2 modifier.

10. The glider catches a tail wind and accelerates uncontrollably. The PC must make a Dexterity check with an additional +2 modifier. If successful, he gains control of the glider and may land it where he wants to up to 3,000 yards away. If the PC fails the check, roll on this table again with a +2 modifier and double any distances indicated.

11. The hang glider skips off the top of the outer wall surrounding the castle. Each PC on the glider suffers 1d3 points of damage from the collision. The PC must make another Dexterity check; if successful, he gains control of the hang glider and may land it where he wants to up to 2,000 yards away. If the PC fails the Dexterity check, he must roll on this table again.

12-14. The hang glider crash lands 100 to 300 yards past the outer wall of the castle. Each PC on the glider suffers 2d6 points of damage.

15. A gust of wind sends the hang glider 1,000 feet higher in the air. The PC must make another Dexterity check. If successful, he gains control of the hang glider and may land it where he wants to up to 3,000 yards away. If the PC fails the Dexterity check, he must roll on this table again with a +2 modifier to his roll, tripling any travel distances on the result, and suffering 2d6 points of damage (cumulative with any other damage result) when landing.

16-18. The hang glider crashes into the inside of the wall surrounding the keep and falls into the courtyard. Each PC on board suffers 2d6 hit points of damage.

19. The hang glider crashes within 2d% feet outside the keep wall. Each PC on board suffers 2d6 points of damage.

20. The hang glider collides with another hang glider. (If there are no other hang gliders still in flight, ignore this result and re-roll.) Each PC on these hang gliders suffers 1d4 points of damage. The two characters controlling these hang gliders must make another Dexterity check with an additional +6 modifier. If successful, he gains control of the hang glider and may land it where he wants to up to 1,000 yards away. If a character fails the Dexterity check, he must roll on this table again with a +2 modifier to his roll, halving any travel distances on the result, and suffering 1d6 points of damage (cumulative with any other damage result) when landing.

CONCLUSION

The guards pursue the PCs as best they can. However, without leadership from the general, they return to the keep after the PCs get more than 4,000 yards away or enter the nearby forest.

If the PCs have successfully gotten the Lady Alraya out of the keep, she asks for them to escort her into the Krellyar Forest where she has a pre-arranged meeting place in the woods. Once there, the PCs encounter one of the Lady's sworn guards, joined by four more guards appearing over a period of 1d6+6 rounds.

As a reward for rescuing her, Lady Alraya orders her guards to give each PC a handful of gems (five fancy gem stones worth 100 gp each), and the PC's choice of an item of magic (**Short Sword +1** or pair of **Boots of Elvenkind**) from their own possessions. Of course, if there are not enough **Boots of Elvenkind** or **Short Swords +1** desired, the PCs will have to make do with whatever's left.

Elf, Valley (5): HF 2; EP 120; Int high (13); AL CN; AC 4; MV 12"; HD 1+2; hp 26; SZ M; #AT 1; D 1-8 (short bow) or 2-7 (Short Sword +1) or 1d6-1 (dagger); SA opponents get -4 on surprise rolls; SD infravision 60 ft; ML 15; MR 90% immune to Sleep and charm spells; TOP 13; Crit BSL: Def AC -2; FF 7; Refs *Hacklopedia of Beasts* v3 p15
Possessions: Boots of Elvenkind, dagger, short bow with 12 sheaf arrows, Short Sword +1, pouch of 10+1d6 gems worth 100 gp each

- 1) HPs:** □□□□ □□□□ □□□□ □□□□
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- 2) HPs:** □□□□ □□□□ □□□□ □□□□
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- 5) HPs:** □□□□ □□□□ □□□□ □□□□
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FURTHER ADVENTURE HOOKS

- If the PCs managed to rescue the lady without alerting Borgal, he will naturally be furious when he discovers that his castle has been raided. He will most likely send more Juju Zombies of various types to find the PCs and extract revenge on them.
- The PCs may be able to talk the Valley Elves into supporting an attack on the keep, to destroy its inhabitants for good. The Valley Elves might agree to this if the PCs can convince them such a task is worthwhile. (If General Borgal is still alive, Lady Alraya may side with the PCs so she can take slow and bloody revenge, as well as retrieve her spell book.)
- The ruler of Fangaerie hears of the PCs' actions and approaches them for further spy missions or raids into Daurkhaud.