

HACKMASTER®



Dungeon Module S6 Isle of Death

by Trenton L. Isaacson and Joe Reimers

An abandoned complex that once belonged to a good religious order has been taken over and corrupted by evil beings both from without and within. The party's mission is to purge the island of evil. More to the point, the party must remove the corrupting influences. If they are destroyed, the rest follow. Isle of Death is a very challenging adventure intended to test not only the combat prowess of the PCs, but their overall survival skills as well!

This book forms a complete module for use with HackMaster®. It contains background information, supplemental regional information for Garweeze World, eight referee's maps, referee's notes, encounter and map matrix keys, a new monster and new treasures. For skilled characters of 5th to 8th level.

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ISLE OF DEATH

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 5-8

* GAMEMASTER'S EYES ONLY *

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Introduction

Warn your players beforehand – this adventure is not for the faint of heart! An ideal party consists of 4-8 Player Characters (PCs) with levels between 5 and 8, and perhaps with a few followers or henchmen, with total levels in the party falling between 28 and 36.

STOP! If you are a player, put this book down now. This means you. Knowing the details of the adventure spoils the fun and puts your HackMaster Association credentials at risk.

GMs, you know the drill – if you plan on playing in this adventure, read no further or risk ruining the adventure for yourself, the GM and your group. Seriously – what fun is there in knowing what’s about to happen next?

Oh, yeah, and there’s that pesky GM’s Curse – if you knowingly read this material then subsequently play in this adventure, may all the luck desert your dice, may your characters all suffer hideous, horrible deaths – or worse.

If you plan to run this adventure and suspect the above plea and threat insufficient to dissuade the players from seeking these “forbidden fruits,” feel free to modify the traps, monsters, tactics or any other elements you desire – it is your game after all!

Note that some encounters have a variable range listed for the monsters – if running this as a tournament, always use the largest number. For home games, a kind GM may scale the number of monsters down (or up!) to provide the PCs with the appropriate challenge, given the power and size of their party.

In this adventure, the following abbreviations may be used: #AT: Number of Attacks, AC: Armor Class, AIP: Alignment Infraction Points, AL: Alignment, C: Cleric, Cha: Charisma, Com: Comeliness, Con: Constitution, Crit BSL: Critical Hit Base Severity Level, CW: identifying letter code for use with the *HackMaster Combat Wheel*, D: Damage, Dex: Dexterity, Dr: Druid, EP: Experience Points, F: Fighter, FF: Fatigue Factor, HD: Hit Dice, HF: HackFactor, Hon: Honor (Dishonorable, Average, Great), hp: hit points, Ill: Illusionist, INT: Intelligence, Lang: Languages known, ML: Morale, MR: Magic Resistance, MU: Magic-user, MV: Movement rate, SA: Special Attacks, SD: Special Defenses, Str: Strength, SW: Special Weaknesses, SZ: size, T: Thief, TOP: Threshold of pain, Wis: Wisdom

About This Adventure

Welcome to *Isle of Death*, an adventure intended to test not only the combat prowess of the PCs, but their overall survival skills as well!

The module as written is set on Cridley Isle, one of the smaller Dargor Mar islands in the lands of Da’Neer (see *World of Aldrazar* map coordinates E7-09-F04). If you are not playing in the *Aldrazar* campaign setting, you may place this adventure into almost any region with coastal islands. For example, if you play in the *Kingdoms of Kalamar* setting, see the sidebar for some suggestions). Many background details need alteration for other settings, but this should prove no challenge to the experienced GM.

Isle of Death is based on a simple premise: an abandoned complex that once belonged to a good religious order has been taken over and corrupted by evil beings both from without and within. The party’s mission is to purge the island of evil. More to the point, the party must remove the corrupting influences. If they are destroyed, the rest follow.

This adventure may seem unusually difficult, even unfair. That, dear GM, is the whole point. This adventure is supposed to be challenging even to the best parties. It’s not designed to be a TPK machine, although parties that aren’t up to snuff certainly run that risk. In designing this scenario, the overriding question we asked ourselves was this: would we subject our home group to this encounter if they were of the same level? Believe me when I say this is nothing we wouldn’t inflict on our players at home.

Furthermore, many of the encounters in this adventure were designed to be run intelligently, with at least some basic tactics (depending on the encounter.) We have given the GMs a great number of weapons and options for thwarting the grand designs of the PCs.

One other important item of note: throughout this adventure, all the puzzles are specific to this particular religious order. Knowledge of the specific religion is not sufficient to answer any of the puzzles. At best, it provides some basic background knowledge. There is no skill that can substitute for players learning the particulars of this order for themselves.

The gawd Luvia plays prominently in this adventure. It is suggested that GMs review Luvia in *Gawds & Demi-gawds* (reprinted on p. 79 of this module), but every GM should know that Luvia is from the Aldrazar pantheon, that he is the blind gawd of justice and that his holy symbol is a set of scales. As a general rule, knowing this information or recognizing these things require Very Difficult heraldry or history checks, or Difficult religion checks. These are Easy checks for clerics or zealots of Luvia. If the PC is any other lawful good cleric from the Aldrazar pantheon, the checks become Average difficulty.

USING THE KINGDOMS OF KALAMAR SETTING

The simplest way to use this adventure on Tellene is to keep the island and most of its history, but transfer it to an appropriate island somewhere off the coast of the continent of Tellene. The best geographic regions are perhaps the Delnondrian or Privbolsian island chains west of Brandobia, one of the islands in the Straits of Svimohzia, or an island somewhere off the coast of the Elos Desert or the Obakasek Jungle.

Replace all references to Luvia, the Gawd of Justice (*Gawds & Demi-gawds* p23) with Fapeki, the Tellenian gawd of justice and truth (*Gawds & Demi-gawds* p153). When references to Luvia’s symbol (a set of scales) occur, replace with Fapeki’s symbol (a scale balanced on the tip of a golden sword; usually on a white background) instead.

Language references need revision as well. Replace any references to “Common” with “Merchant’s Tongue.” Where languages from Aldrazar appear, substitute the dominant language of the region that you place the module in (such as Kalamaran or Svimohzish). References to the Forcuran language should become references to the Modern (Low) Kalamaran tongue if the adventure occurs outside the boundaries of the Empire, and Reanaarese otherwise. Non-human languages should require no modifications.

OVERVIEW

This module contains three sections. The first section covers this introduction as well as information about the setting. The second section covers the actual adventure, laid out in chapters. The final section includes the Appendices.

REFERENCES

The adventure makes use of material from several HackMaster products – most notably the various class guides and the *Hacklopedia Monster Matrix*. Details on the blood mage class from the *Spellslinger's Guide to World Domination*; the charlatan and pirate (rogue) classes from the *Griftmaster's Guide to Life's Wildest Dreams*; and the zealot of Luvia class from the *Zealot's Guide to World Conversion* should be of particular interest.

Gawds and Demi-gawds provides information that expands on material presented below. Note also that several spells come from the *Zealot's Guide* and *Spellslinger's Guide* – if the GM lacks the descriptions for these incantations, we encourage him to substitute familiar spells. Though it is possible to run the module without these supplements, the GM is encouraged to obtain them at his earliest convenience.

Adventure Background

Many centuries ago, traveling clerics of Luvia came upon a string of islands off the coast of Da'Neer. Finding it to be an ideal forward base from which they could start to convert the inhabitants of the mainland, they constructed an island temple and underground complex to protect themselves and their holy relics. Eventually, however, came a great battle in which the human colonists of the mainland fought well-organized hordes of Kryzaar.

Seeking to restore balance to the land, many of these worshippers of Luvia went off to fight, but came back in smaller and smaller numbers, until one day only a handful were left. The head cleric, refusing to give up the fight, ordered that the vault be sealed and the gates locked until their numbers were sufficient to reopen the island. Their animals they left to graze. However, they never returned, and what little knowledge of the isle and its temple existed was buried in dusty clerical records.

As time passed, the isle again became inhabited. Migrating winged monsters, extraplanar creatures, and passing treasure seekers and pirates (quickly becoming dead – or undead) all ended up on this tiny isle.



GETTING THE PCs INVOLVED

A cleric of Luvia discovered mention of the temple in a dusty, centuries-old scroll. He soon sent acolytes to investigate the isle, but none ever returned. He needs an (expendable) adventuring group to investigate.

The PCs can hear of the cleric's request in any manner you choose, depending on your campaign and where you have located the temple. The cleric is offering a bounty of 20 gp per head to any group of adventures that can drive the monstrous inhabitants from a disused temple belonging to his faith.

Convinced that the site has long since been looted, he is willing to let the characters take whatever booty they find in the temple itself. His only request is that the church of Luvia have the first chance to buy any relics found in the temple. Characters that accept a lower value than an item is really worth gain the friendship of the head cleric, who can be a useful ally to a band of adventurers. Other members of his order trust his word concerning the adventurers.

Alternatively, any variety of standard plot hooks can be used to instigate the adventure. Ideally, the party will be in a port town or city when they learn of the plot hook. Otherwise, they have to find a way there. Regardless, once you get the PCs to the island, the real fun begins!

MODIFICATIONS

Note that, for some parties, this module as written may be too difficult, while others may find it barely challenging at all. The easiest way to adjust the difficulty is to increase the lethality of the creatures, with the rules for variants from the *Monster Matrix*.

Prologue: Getting There

Regardless of what character hooks the GM uses, the PCs no doubt need to secure passage on a ship in some coastal town or city. Most players will realize this on their own, but the GM may drop hints as needed. Characters that succeed at an idle gossip, interrogation or diplomacy skill check (Average difficulty) on the docks, in a port tavern or a shipping office learn that merchant Captain Fergus Saskon (a slaver in the guise of a merchant) of the *Blood Wake* is setting sail for Jorfel (a coastal town only about 68 miles from the island) that night.

THE DOCKS

The first time the PCs reach the docks, or the first time they are actively searching the docks for the captain of the *Blood Wake*, read or paraphrase the following text.

As you walk along the dock, you see ahead of you an ominously red-stained ship gently swaying to the mild current along the shore. A gruff-looking man in nautical gear stands on dock near the gangplank, eyeing the sails. Perhaps he might be a captain inspecting his ship.

A ship named the *Blood Wake* is being loaded at the docks and will set sail with the evening tide between 11 p.m. and 1 a.m.

If the PCs approach the crew of the *Blood Wake* as hired mercenaries, each PC must first pay a good faith payment of 1 gp per mile to the island, to be returned upon successful completion of the mission. He also charges an additional 1 gp/mile per 200 pounds of trade goods or gear the PCs bring along (non-refundable). The actual mileage varies depending on what city the PCs start from. Note that the closest and largest Da'Neerz city to the island is Jorfel (approximately 68 miles away via ship).

If the PCs approach the first mate as pirates in need of passage on a ship, they must make a successful feign toughness or street cred skill check (Average; or Easy if disguised as pirates).

If PCs wish to charter the ship for their own use, he cannot help them and tells them they can book passage but only Captain Saskon could do more. The captain isn't due back until just before the ship sails, and refuses to charter his ship unless the PCs are willing to pay some 10,000 gp (in advance).

First Mate Valden immediately attacks if assaulted. Two pirates watch the interaction from the deck of the *Blood Wake*. If Valden is attacked, they fire bolts from the deck (starting on round 2), while the remaining pirates rush to engage in melee combat (three arrive every round, starting with round 4).

Captain Fergus Saskon (10th level Human Male Pirate (fighter))

(S12 D16 C14 I10 W14 Ch17 Co 8, AL NE, AC -1/-2 (melee), MV 12", HD 9d10+2, hp 108, SZ M, #AT 3/2, D by weapon, SA none, SD none, Lang Common, Human (regional dialect), MR Std, Hon Great, TOP 54, Crit BSL: Def AC+6, FF 14)

CW: L, AC 0, save as F10; +3 for dodge-related saves

Flaws: Loss of Eye, Amputee, leg (left).

Talents: Opportunist, Acrobatics

Skills: Navigator Skill Set (120%), Peg Leg (120%), Swimming, Dog Paddle (75%), Swimming (65%), Snappy Comeback (95%)

Proficiencies: Sabre, Rapier, Dagger, Tankard (hurled), grappling hook

Weapons: Sabre +2 (d6+3/d6+4/d8+4); Dagger (d6+3/d6+2/d6+1)

Armor: Leather Armor +3 AC: 5 □□ 6 □□ 7 □□ 8 □□ 9 □

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Pirate Mates (7th level Human Male Pirate (rogue)) (2)

(S10 D17 C12 I10 W9 Ch12, Co 10, AL NE, AC 2/1 (melee), MV 12", HD 7, hp 56 ea, SZ M, #AT 1, D by weapon, SA backstab, SD none, Lang Common, Human (regional dialect), MR Std, Hon Avg, TOP 28, Crit BSL: Def AC, FF 10)

CW: F, AC 2, save as T7; +3 for dodge-related saves

Weapons: Rapier (d6/d6+1/d8+1), dagger (d6/d6-1/d6-2), light crossbow (d6/d8/2d4+1)

Armor: Leather Armor

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Leather Armor AC: 8 □□ 9 □

Pirates (6th level Human Male Pirate (fighter)) (15)

(S14 D18 C10 I8 W10 Ch9 Co 9 AL LE AC 3/2 (melee), MV 12", HD 6d10, hp 50 ea, SZ M, #AT 1, D by weapon, SA none, SD none, Lang Common, Human (regional dialect), MR Std, Hon Great, TOP 25, Crit BSL: Def AC+3, FF 10)

CW: H, AC 3, save as F6+1, F6+3 for dodge-related saves

Weapons: (sabre (d6+3/d6+5/d8+5), dagger (d6+3/d6+2/d6+1), grappling hook, heavy crossbow (d8/2d4+1/3d4))

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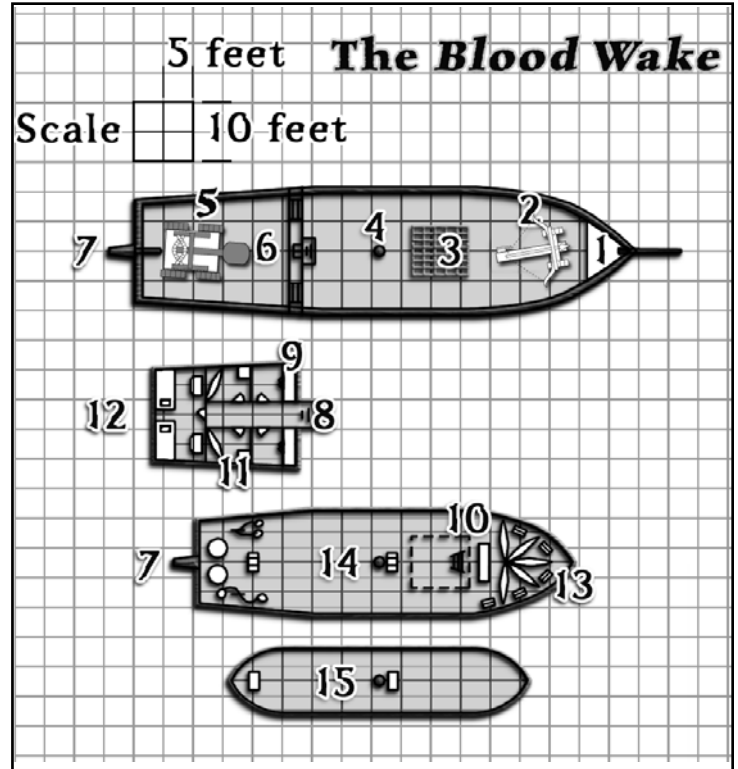
THE BLOOD WAKE

Treat the *Blood Wake* as a large merchant ship (GMG p164), able to sail 35 miles/day on the open sea. It is 80 feet long at the waterline, displaces 215 tons and possesses 41 hull points.

Captain Saskon hopes to reach their destination within two days, weather permitting. The crew is divided into the port (left side) watch and the starboard (right side) watch, with the first mate being in charge of the former and the second mate in command of the latter. The watches change every 8 hours.

The captain usually stands with the day watches and keeps a regular schedule. He runs the ship like a military vessel and conducts regular practice drills with the ballistae.

Light below decks is provided by lanterns hanging from the ceilings of most rooms. During bad weather, both the galley stove



and lanterns are put out. None of the portholes have glass in them, but can be shuttered in bad weather.

Locations aboard the Blood Wake include:

- 1. Foredeck:** A small rise in the deck leaves space for storage of the 400 pound anchor and chain beneath.
- 2. Fore Ballista:** One ship's ballista stands here. It has the following statistics: max range 320 ft., 12d6 points of damage (incendiary or spear), normal penetration, crew 2. Next to it is a stack of 10+3d10 spears.
- 3. Deck Cover:** The main deck of the ship is taken up by the large hatch cover with a small hatch built into it. When the ship is being loaded or unloaded the entire wooden cover is removed. In bad weather, a tarpaulin is pulled taught over the whole thing to keep water out.
- 4. Mast:** The mast rises over 60 feet above the main deck. Though the vessel has no crow's nest, a masthead usually straddles the gaff to keep watch. There is no boom on the ship. A single ratline goes up to the mast top.
- 5. Quarterdeck:** Twin ladders lead up to this area from the main deck. A door leads from the main deck to the companionway.
- 6. Aft Catapult:** One ship's catapult stands here. It has the following statistics: max range 150 ft., ROF 1/4, crew 6, scatter chance 15% (40% at 35+ ft.), scatter distance 1d2x10 yds (1d3x10 yds at 35+ ft.). Next to it is a crate of 15+4d10 small clay jars packed in straw, each filled with 1 pint of Greek fire.
- 7. Helm:** A helmsman mans the tiller at all times. Two 8-foot-long rowboats are lashed to the hull in this area. Stored in each is enough oars for three rowers.
- 8. Companionway:** A small hatch leads down into the cargo deck.

9. **Sail Locker:** The sail locker holds enough extra sail and rigging to completely replace the sheet and rope already used. The ship's extra weapons are stored here.

10. **Galley:** A small stove and pantry are here. Food is stored in this place as well.

11. **Mates' cabins:** Home to the two mates of the ship, each of these small rooms holds a hammock, footlocker, desk, and stool. The port cabin is the first mate's and the starboard is the second mate's.

12. **Captain's cabin:** By far the largest private space on the ship, this cabin has a small desk and chair, a wardrobe, a footlocker, and two small storage cabinets. Due to the curve of the ship's aft deck, the room contains a small loft upon which sits a small bunk – the only real bed on board. Four portholes look out of the room.

13. **Crew Quarters:** The crew quarters are forward, complete with double hammocks (the highest about 5 feet above the deck). There is also a table and several small sea chests with clothing and personal belongings.

14. **Hold:** The cargo deck holds water barrels and pumps aft. The hold itself is full of bolts of silk and cotton and large boards of teak and mahogany. This place doubles as a second sail locker, with enough extra sail and rigging to completely replace the sheet and rope already used, and an armory. The ship's crossbows and extra weapons are kept here. Everything is securely lashed down. Ladders lead up to the hatch on the main deck. Two more hatches lead down to the bilge.

15. **Bilge:** The bilge is only about a foot deep and filled with rocks and sand, as well as water that seeped into the ship. A few Rats scurry around the place as well.

SAILING, SAILING...

If the PCs do not antagonise the crew, shipboard relations should be relatively peaceful. Captain Saskon and the crew watch the PCs very carefully to make sure they don't try to hijack the vessel. The PCs are warned to stay out of the way of the crew, and that brawling or cheating at gambling will get them thrown overboard. If they develop a serious problem with one of the crew, a formal duel can be arranged with the captain's permission. PCs should be careful about initiating duels, because none of the crew back down from a challenge.

While en route, there is a 10% chance of a random encounter per 8 hours at sea. If an encounter is indicated, the GM should roll on *Table A: Random Sea Encounters*.

Table A: Random Sea Encounters

d20 Roll	Result
1-3	Pirate Attack
4-5	Water Elemental
6	Kraken!!
7-10	Derelict Ship
11-14	Weather Event (see below)
15-17	Seaweed caught in the rudder
18-20	Reef

Encounter 1: Pirate Attack

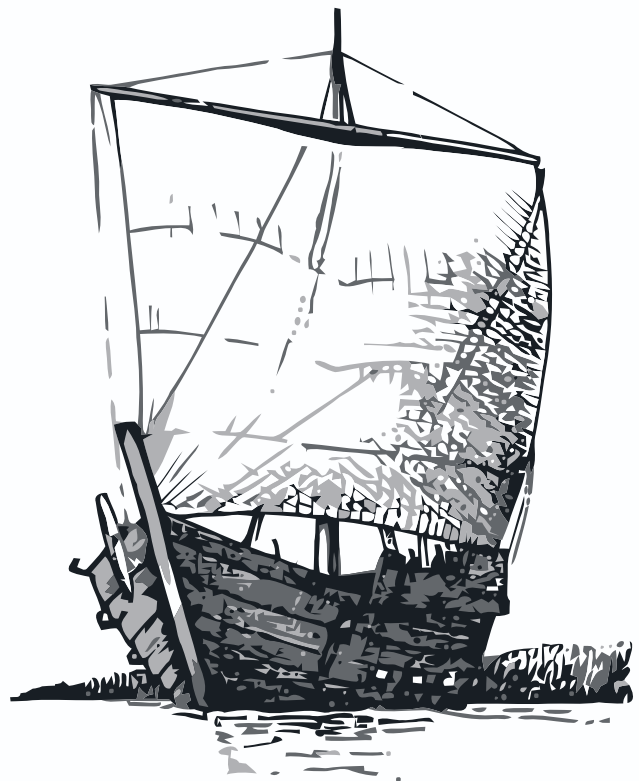
During the day, there is a 50% chance the pirate ship will be spotted before the PCs' ship has to commit to combat. At night, this is reduced to 10%. If a PC is the lookout, replace the percentages with the PCs' Observation skill. If the pirate ship is observed in time, the PCs have enough time to change course to make best use of the wind to escape. Otherwise, the pirates are fast enough to catch up.

The pirate ship is a smallish sailing vessel, built for speed and with some limited cargo capacity. Its ominous black sails are designed to strike fear into the hearts of those it pursues. Any PC asking about pirate activity who makes a current affairs check can know that the pirates are more interested in robbery than they are in killing. If the PCs surrender their valuables, they'll be allowed to continue on their way. They should also be able to deduce that the pirates will seek to board their ship rather than sink it.

If the ship surrenders peacefully, the pirates simply pull alongside and lay down boarding planks. If the PCs resist or attempt to evade, the pirates use grappling hooks and try to swing across until they can lay down boarding planks. It is important to note that PCs who are not accustomed to fighting in rigging or on planks suffer -2 to-hit. The pirates do not suffer this penalty. Note that all pirates can swim.

For the attackers, simply re-use the statistics of Captain Saskon (above) and his crew, as follows: Captain (1), Mates (10) and Thugs (use Saskon's normal pirates) (10).

Treasure: Only what the pirates are carrying. If the PCs manage to capture the pirate ship, it fetches a healthy sum. There are enough iron and dry rations (and rum!) to feed a crew of 30 for three months. All told, there is only 275 GPV of coinage on the pirate ship: they set out just a few days ago.



Encounter 2: Water Elemental

(HF 36 EP 10,000, INT Low (5-7), AL NE, AC 8, MV 6", 18" swim, HD 16, hp 93, SZ H, #AT 1, D 5d6, SA see below, SD +2 or better to hit, MR Std, Hon Avg., ML 17, TOP 47, Crit BSL: Def AC+14, FF 17, Ref HOB III p8)

CW: T, AC 8, save as F16

SA: Can flip a ship equal to its HD or less in tonnage, larger ships slowed according to ratio of tonnage (only 7% in the case of the Blood Wake).

HPs: [dice notation]

Encounter 3: Kraken!!

If this result comes up, there is a 25% chance of the kraken actually attacking right away. Activities like chumming the water increase this chance to 90%, while utilizing Flying Carpets instead of a ship reduces the chance to a mere 1%.

Kraken: (HF 66, EP 18000, INT Gawdlike (22), AL NE, AC 6 (tentacles)/0 (body), MV 3", 21" swim, HD 20, hp 125 (tentacles have 16 each; 8 tentacles total), SZ G, #AT 2 (grab) or 4-6 or 1, D 2d6 (x2) or 2d4 x(4-6) or 5d4, SA poison, see below, SD see below, MR Std, Hon Avg, ML 20, TOP 63, Crit BSL: Def AC+18, FF 20, Ref HOB IV p66)

CW: X, AC 6/0, save as F20

SA: Grab crew (2d6 damage + 2d6 the following round while crew is held); sink ship (up to 60' long sinks at 10% per round; larger ships suffer 2d4 structural points per attack; if 6+ tentacles maintain grip for 3 rounds, the hull cracks and the ship sinks in 2d4 rounds); eat victim (victim grabbed and held are eaten on the third round after his capture; chewing does 5d4 damage); Poison (if 3 or more tentacles severed, kraken shoots poisonous ink into the water lasting 1d4+1 rounds. All in the area of effect in the water are blinded and suffer 1d4 damage (double if the victim can't breathe in water); no saving throw. If 4+ tentacles are severed, the kraken retreats with whatever victims it holds. Victims can only be freed via severing the tentacles or a bend bars/lift gates roll.

Kraken have the following powers: Airy Water (128' diameter sphere or hemisphere up to 240' across) for up to a day, Faerie Fire for 8 hours, Control Temperature (40' radius) for up to a day, Control Winds once/day, Weather Summoning once/day, Summon Monster III (aquatic only) 3/day (cannot control summoned monsters.)

The kraken's lair is 1,000' below the surface.

Body HPs: [dice notation]

Tentacle 1 HPs: [dice notation]
Tentacle 2 HPs: [dice notation]
Tentacle 3 HPs: [dice notation]
Tentacle 4 HPs: [dice notation]

Tentacle 5 HPs: [dice notation]
Tentacle 6 HPs: [dice notation]
Tentacle 7 HPs: [dice notation]
Tentacle 8 HPs: [dice notation]

Treasure (Belly): 13,500 hsp, 4,000 pp, 4 azurites (10 GPV each), 3 bloodstones (50 GPV each), 8 pearls (100 GPV each), Oil of Fumbling, Potion of Human Control, Potion of Treasure Finding, 3 Potions of Water Breathing, Sweet Water

Treasure (Lair): 700 sp, 2,100 elp, 1100 hsp, 9 coral (100 GPV each), 7 pearls (100 GPV each), 1 rock crystal (50 GPV), 1 star ruby (1,000 GPV), 2 turquoise (10 GPV each), bronze statue of a mermaid (14 GPV), 2 coral fish sculptures (3 GPV each), and a comical iron figurine of a human male with an upside down bowl on his head (0.2 GPV).

Encounter 4: Derelict Ship

The PCs come across the wreckage of a ship floating in the misty water. The water becomes very misty or foggy, and visibility is limited for 2+1d4 hours, split evenly before and after the ship is actually encountered (i.e. it gets foggy, about an hour or two later they encounter the ship, an hour or two after that the fog starts to dissipate.)

Any pirate or anyone with the seamanship skill suite who studies the wreckage from afar notices that there is no way the vessel should be afloat. Anyone with an engineering skill recognizes this with a Very Difficult (-45%) skill check. Otherwise, it appears that it's been through the ringer.

During the day, the ship is inactive and immobile, unless the PCs decide to disturb it. At night, it is active and pursues unless it fails to detect the PCs' ship.

If a PC has some magical means of seeing through the fog, they detect the derelict when it is still some distance off. With enough warning, the PCs' ship can avoid the derelict. Otherwise, the ship emerges from the mist a mere 100 yards from the PCs, bearing down on an intercept course. The derelict is more maneuverable and always approaches with the most favorable wind, and rams the PCs' ship. When the ship is rammed, everyone must make a 1/2 DEX check or be thrown 2d10 feet, taking 1d6 damage. Anyone thrown 18 feet or more is knocked overboard. The derelict itself is, of course, crewed by undead.

Banshee Lord: HF 39, EP 7000, INT Genius (17-18), AL LE, AC 0, MV 15", HD 9, hp 71, SZ M, #AT 1, D 1-12 (touch - cold) or 1-20 (scepter), SA see below, SD +2 or better to hit, MR 75%, MR Std, Hon Avg., ML 17, TOP N/A, Crit BSL: Def AC+8, FF n/a, Ref HOB I p46

CW: M, AC 0, save as F9

SA: Radiate Fear 60' Radius (save at -4 or paralyzed for 3 rounds, 75% chance upon failure of becoming a mindless slave of the Banshee Lord), Death Wail 60'r (save vs. Death magic or die.) Banshee Lords attack elves first. The Banshee Lord commands the Lacedon Ghoul "crew", typically ordering them to swarm and overwhelm whoever appears to be the most vulnerable targets, with the goal of knocking them into the water for drowning.

Ghoul, Lacedon (20): HF 4, EP 175, INT Low (5-7), AL CE, AC 6, MV 9", 9" (Swim), HD 2, hp 28 ea, SZ M, #AT 3 (claw, claw, bite), SA Paralysis, SD See Below, MR Std, Hon Avg., ML 20, TOP N/A, Crit BSL Def AC, Ref HOB III p50)

CW: F, AC 6, save as F2

SA: Touch paralyzes non-elves for 3-8 rounds unless save vs. Paralyzation is made. Lacedon ghouls can swim and attempt to pull victims underwater. Any non-elf (demi)human killed by a lacedon ghoul becomes a lacedon ghoul within 24 hours unless Blessed.

SD: Immune to Sleep and Charm

SW: Can be kept at bay by means of Protection from Evil.

Encounter 5: Weather Event

The GM should roll a d6 and a d10 and consult *Table B: Wind Speed* and *Table C: Weather Effects* on the following page. (Note that other random encounters are possible during the weather event).

Table B: Wind Speed	
d6 Roll	Result
1-2	Wind practically nonexistent. Sailing ships take 10x as long to reach their destinations unless the wind picks up again (15% chance per 8 hours, non-cumulative.)
3-4	Normal winds
5-6	Very high winds. The ship moves at 1.5x normal speed, but must move in the general direction the wind is blowing.

Table C: Weather Effects	
d10 Roll	Result
1	No change in weather (other than wind change.)
2-3	Dense Fog. Visibility is reduced to 50'.
4-5	Change in wind direction - prevailing winds are perpendicular to the direction of the island. Travel toward the island is at half speed.
6	Change in wind direction - prevailing winds come from the direction of the island. Travel toward the island is not possible until prevailing winds change (15% chance per 8 hours, non-cumulative.)
7-8	Rain (potential for water damage and rust on items not properly cared for.)
9	Thunderstorm (as rain, but with 10% chance the ship is struck by lightning as per Call Lightning. In the event the d6 is a 5 or 6, the thunderstorm is a gale (5) or hurricane (6). 15% of shipwreck, and the ship is blown 1d3 days off course and must spend time re-determining its position once it has a clear view of the skies.)
10	Blizzard (as thunderstorm, but with snow and freezing rain. Temperatures drop down to 20 minus (3d12) degrees (i.e. 17 to -16. Note that the d12s penetrate!)

Encounter 6: Seaweed Caught in the Rudder

Seaweed has become caught in the ship's rudder, making steering impossible. The PCs have to free the rudder somehow. There is a 50% chance there is a group of Man O'War Jellyfish in the area when this happens.

Jellyfish, Man O'War (10)

HF 4, EP 270 ea, INT Non, AL N, AC 9, MV 1"Sw, HD 4, hp 54 ea, SZ L, #AT 1, D 1d10, SA see below, SD camouflage, MR Std, Hon n/a., ML 18, TOP 27, Crit BSL: Def AC+2, FF 18, Ref HOB IV p47)

CW: H, AC 9, save as F4

SA: Each jellyfish has 40 feathery appendages. Anyone struck must save vs. Paralyzation or be paralyzed for 3-12 turns. A single point of damage severs an appendage, but only body damage kills the creature.

SD: 90% chance they go unnoticed unless touched or magically illuminated.

- 1): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 9): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Encounter 7: Reef

Have the lookout roll for surprise (if no lookout is specified, then there is a base 80% chance of surprise. Pixie fairy surprise negation does not apply, but Alertness Talents do.) If the party is surprised, the ship hits the reef (if they make the roll, they catch it in time to change course.)

If the ship hits the reef, it becomes stuck there until it can be freed somehow. There is a 25% chance the reef holes the ship below the waterline. The mechanism for freeing the ship is left to the imaginations of the players and the discretion of the GM.

Chapter 1: The Island

Approximately 15 minutes after the PCs arrive on the island, start checking for random encounters.

RANDOM ENCOUNTERS

Check once per hour by rolling 1d12. A random encounter occurs on a 1. Now roll a d8 on *Table D: Chapter 1 Random Encounters*. Note that the Carnivorous Sheep, Harpies, and the Wolfweres, if encountered, are from the planned encounters described in the text hereafter. If these creatures are encountered randomly, utilize the appropriate number of monsters from that entry and apply wounds/kills to the tick boxes there.

Table D: Chapter 1 Random Encounters

d8 Roll	Result
1-3	2d4 Carnivorous Sheep (from Area 1.2)
4	1d3 Harpies (from Area 1.3 - North Tower)
5	1d3 Harpies (from Area 1.3 - South Tower)
7	2 Wolfweres (from Area 1.7)
8	1d4 Jurassic Creatures: Velociraptors

Jurassic Creatures: Velociraptors (1d4)

(HF 8, EP 975 each, INT Semi (2-4), AL N, AC 4, MV 21", 30" sprints, HD 6+1, hp 48, SZ M (6' tall), #AT 5, D 1-4x4/1-6, SA Nil, SD Nil, Lang Nil, MR Nil, Hon Avg, ML 15, Crit BSL: Def AC+4, FF 15, Reference HoB IV p58)

- 1): HPs:
- 2): HPs:
- 3): HPs:
- 4): HPs:

1.1: THE LANDING

Read or paraphrase the following text.

Shortly after daybreak, you and your gear are put into longboats for the row ashore. After unloading, the longboats put back toward the ship.

You make landfall where the rocky shores of this small island are broken up by a rare section of sand on a gently sloping beach. It appears uninhabited and quite overgrown with tall grass, brush, and trees. There is, however, a conspicuous lack of wildlife.

Looming just to the north of your landing site is an old, stone wall. Beyond the wall, you can see the weathered top of a tall stone tower.

As you search around in the grass and scrub near your landing site, you come across a weathered,

stone-paved road that seems to lead toward the wall.

The road, once you find the outline of it, appears easy to follow.

The road leads to the only gate through the 12' high walls of the outer compound. If the party doesn't follow the road and instead explores to the west, they come within range of a patch of Black Poppies that are growing six feet apart from each other among the trees and shrubs, as well as numerous normal poppies. The normal poppies extend as far as the eye can see, and are difficult to differentiate from their deadlier counterparts.

Black Poppies (16)

(HF 1, EP 15, INT Non- (0), AL CE, AC 10, MV 0", HD 1d8 hp 7 each, SZ T, #AT 1, D Poison, SA Poison gas cloud, SD Nil, Lang Nil, MR Std, Hon Nil, TOP Nil, Crit BSL: n/a, FF 8, Reference HoB I p79)

- 1): HPs:
- 2): HPs:
- 3): HPs:
- 4): HPs:
- 5): HPs:
- 6): HPs:
- 7): HPs:
- 8): HPs:
- 9): HPs:
- 10): HPs:
- 11): HPs:
- 12): HPs:
- 13): HPs:
- 14): HPs:
- 15): HPs:
- 16): HPs:

1.2: THE GATE

The gate in the wall is tall, rusted iron with a very weathered lock that is keeping the gate shut. Due to its condition, there is a -20% modifier to picking the lock, though it suffers a -2 to all saves (as well as a 10% bonus to bend bars) for the same reason.

The Harpies in the southern tower (described in Area 1.3) immediately attack any characters climbing over the gate or wall. One pair of Harpies lift the character up to 120' (if both of them successfully score a to hit on the character) and drop him from that height for 12d6 points of damage.

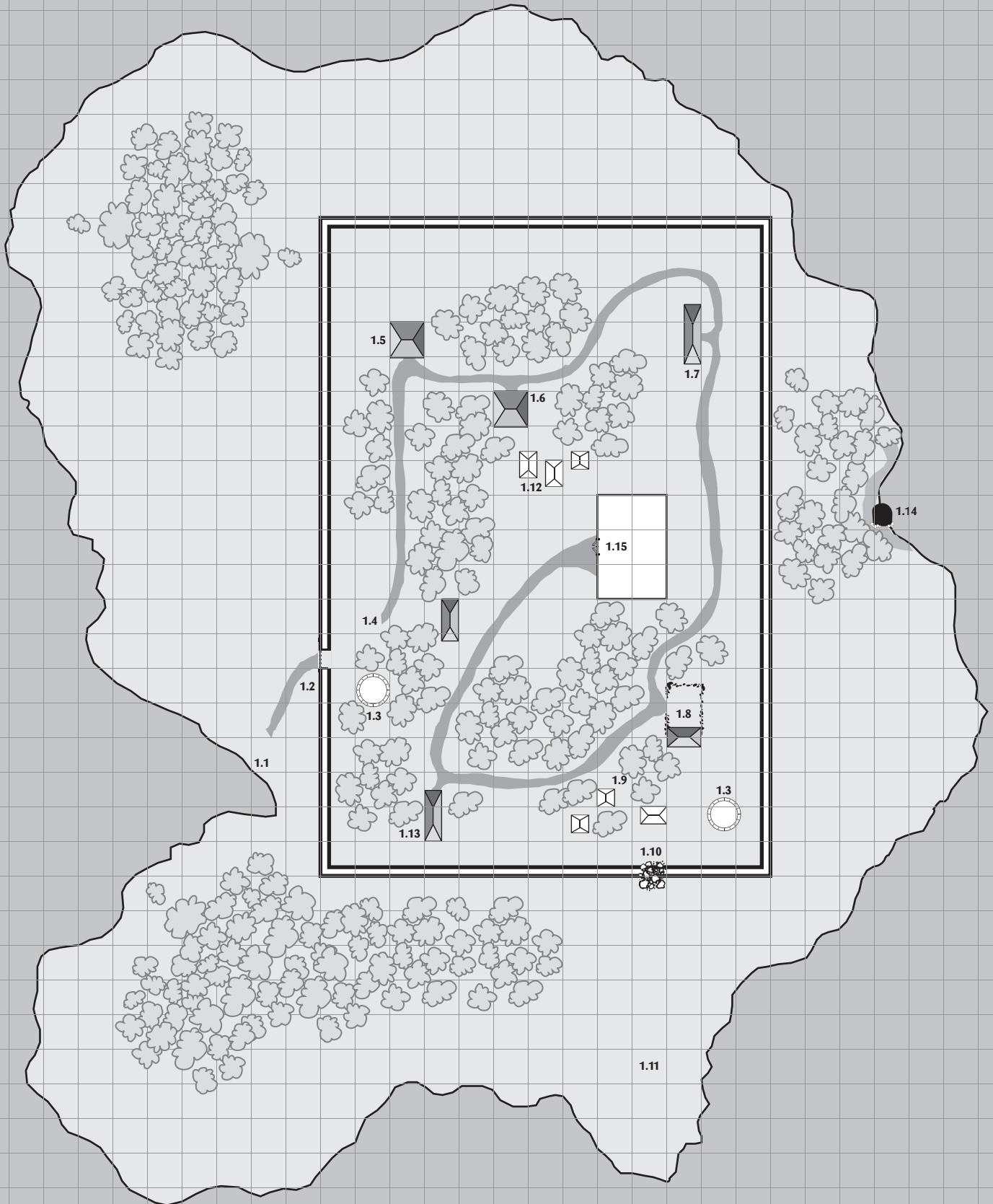
Characters closely examining the walls on either side of the gate are 80% likely to discover an old sign next to a length of chain that leads to a hole 10' above the ground. The sign and chain are covered in dried, dead ivy that has scaled this portion of the wall in a thick, tangled mess over the decades.

The sign simply states "RING BELL FOR ADMITTANCE".

The chain, though also rusted and stiff from ages of exposure to the elements, does still lead to a mechanism on the other side of the wall that swings a weighted knocker against a large brass gong and it pulls quite easily for any character that is willing to risk doing so.

If the players ring the gong, read or paraphrase the following text:

In the silence of this deserted place, you involuntarily twitch as an ear-splitting gong resonates from some



where on the other side of the wall. You freeze in terror as you hear the eruption of sound continue to echo in the still air for several seconds before dying away to the most uneasy and tense silence you've ever heard.

A moment later, that silence is replaced by an unusual, low rumbling sound that seems to be coming from the east.

That rumbling sound is the herd of Sheep (both normal and Carnivorous) from Area 1.11. They too are startled by the din and come running in an all out stampede around the wall and straight at the PCs, some 3 rounds after the gong rings.

When the sheep arrive, the normal ones are 50% likely to be so startled by the presence of the PCs that they simply begin running in circles and bleating in terror. If they do not, they continue running directly at the PCs, forcing every PC to make a successful Dexterity check or fall and be trampled for 1d4-2 points of damage per sheep that treads upon them (divide the number of sheep among the party to determine how often each character is attacked).

The Carnivorous Sheep are dispersed among the common Sheep, and once the entire herd has passed, the Carnivorous Sheep turn and attack.

Sheep, Common (20)

(HF 0, EP 35, INT animal, AL N, AC 7, MV 9", HD 2-12 hp, hp 11, 10 (x2), 8, 7 (x5), 6 (x4), 5 (x2), 4, 3 (x2), 2, 1, SZ S to M, #AT 1, D 1d4-2, SA Nil, SD Nil, Lang Nil, MR Std, Hon Avg, ML 6, TOP 6, Crit BSL: Def AC-4, FF 6, Reference HoB VII p53)

- 1): HPs: □□□□ □□□□ □
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Sheep, Carnivorous (15)

(HF 2, EP 125, INT Semi- (2-4), AL NE, AC 7, MV 12", HD 2+3, hp 35, 33 (x2), 29 (x3), 28 (x2), 27 (x3), 26 (x3), 25, SZ M, #AT 1, D 1-12, SA sever limbs on nat. 20, SD After taste of blood saves at +4 vs. all poisons and magic, can fight to -3 hp, Lang Nil, MR Std, Hon Avg, ML 18, TOP 18, Crit BSL: Def AC+0, FF 18, Reference HoB VII p53)

- 1): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 3): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Also drawn by the sound of the gong is the Wyvern from Area 1.10, which flies down to attack one round after the sheep arrive.

So as not to get confused, refer to the Wyvern's stats and make adjustments to its hit point total under planned encounter 1.10: Outer Wall Breach.

The other effect that the "doorbell" has is to alert every monster inside the outer compound to the party's presence. If this occurs, monsters on the surface of the compound are surprised only on a 1 in 10 for the next 1d12 hours.



If the PCs try to break the lock or simply bash the gate down, it makes a lot of noise (not as much as the gong, but enough to attract the attention of both the Harpies in the southern watch tower as well as the Wyvern (see Area 1.10)). If this is their course of action, the Wyvern arrives one round after the PCs make such a racket and attack them. The Harpies stay in their tower and wait to see the outcome of the battle - they're terrified of the Wyvern.

If the party is victorious against the Wyvern, the Harpies attack immediately afterwards, to take advantage of the situation.

Once the party manages to get the gate open and walk through it, read or paraphrase the following text:

As you pass through the rusted iron gate, you find yourselves in an area choked with trees and dense, thick undergrowth. The silence of the area still sets your nerves on edge.

There is the vaguest outline of the beginnings of a path to the west of the entry point. A tall stone tower, perhaps some 40 feet tall, looms to the right.

The Harpies in the southern tower (described in Area 1.3) have been watching the PCs since they made landfall, and are really only waiting to gauge the party's strength before making a move. Anyone specifically scrutinizing the top of the nearby tower notes the outline of a female head and torso peering down at them, outlined against the overcast sky.

1.3: ABANDONED WATCHTOWERS

These stone towers are the only two remaining out of the original four that stood in this compound. They are 40' tall and are clearly visible from outside the outer wall. The wooden floors inside them have all rotted away, as well as the stairs that once led to them. Each tower has one upper level intact, 30' above ground level and made of stone. Each tower is inhabited by eight Harpies. One (per tower) keeps watch from the top so as to alert her sisters to approaching dangers. They won't attack PCs on the path, but they consider anyone off the path to be fair game.

Harpies are not overly bright, but they know better than to needlessly risk their own lives in order to gain a belly full of adventurer meat. All the harpies encountered in this adventure attempt to charm their prey first by singing. If they decide to attack the party it is by flight (hit-and-run; swooping in from above and engaging in melee with one bite attack per round (1-6 points of damage)).

After the initial pass, the swooping harpies also attack in pairs that (if both of them successfully score a to hit on the same character) lift the character up to 120' and drop him from that height for 12d6 points of damage.) The other four remain at the top of the tower and shoot arrows down upon the party with shortbows).

If the battle does not appear to be going in the Harpies' favor, they retreat to the safety of their tower and keep attempting to charm or shoot the party from above. Failing that, they simply

hurl insults (and anything else they can get their hands on) down onto the party from above.

Keep in mind that they can continue to sing (and keep making their charm attempts) while engaging in combat.

Charmed individuals are ordered to attack their companions and then to go into the tower itself to await their gruesome fates as the Harpies' next meal.

The Harpies in the southern tower become aware of the character party as soon as they come within 40 feet of the tower, or, as described above, as soon as the party bashes down the gate or makes an equivalent amount of noise, or attempts to enter the compound by scaling the outer wall or the gate itself. They attack in the same manner as the northern tower Harpies.

Note that the northern Harpies do not come to the aid of the southern Harpies due to a dispute about supremacy (the southerners have been trying to secede from the north, claiming their own sovereignty.)

Harpies (8; Northern Tower)

(HF 9, EP 975, INT Low (5-7), AL CE, AC 7, MV 6", 15" Fly (C), HD 7, hp 71, 64, 53, 51, 44, 44, 39, 36, SZ M, #AT 3, D 1-3/1-3/1-6 or 1-3/1-3/by weapon (shortbow), SA Singing and charm, SD Nil, Lang common, MR Std, Hon Avg, ML 14, TOP 14, Crit BSL: Def AC+5, FF 14, Reference HoB III p121)

- 1): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 4): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 5): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 6): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 7): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 8): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Harpies (8; Southern Tower)

(HF 9, EP 975, INT Low (5-7), AL CE, AC 7, MV 6", 15" Fly (C), HD 7, hp 68, 65, 60, 49, 45, 42, 39, 37, SZ M, #AT 3, D 1-3/1-3/1-6 or 1-3/1-3/by weapon (shortbow), SA Singing and charm, SD Nil, Lang common, MR Std, Hon Avg, ML 14, TOP 14, Crit BSL: Def AC+5, FF 14, Reference HoB III p121)

- 1): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: In the southern tower, the Harpies have amassed 9,000 elp, 6,000 sp, 4,000 cp and 12 gems. The gems include 10 rhodochrosites of excellent quality and small size worth 10 gp each, a chrysoberyl with minor inclusions but very large in size worth 100 gp, and an azurite that is flawed and of large size worth 10 gp.

In the northern tower, the Harpies have 200 pp, 6,000 elp, 6,000 sp, 10,000 cp and a **Scroll of Protection From Elementals** (Fire, including Efreeti and Salamanders).

The treasure is scattered about in mixed piles on the upper level of each tower, inaccessible from the ground except by flight or by scaling the walls.

I.4: THE PATH

The rudimentary trail inside the gate leads the party to a cobblestone paved path, heading (initially) in a westerly direction. It is in the party's best interest to follow this cobblestone path, as not only does it lead the party – in order – to each of the buildings they need to visit to gather the clues necessary for entry to the temple, but leaving it is quite dangerous.

Off the path, the tree growth and other shrubbery are so dense as to limit visibility to no more than 20 to 30 feet. The undergrowth is thick and tangled, and movement is reduced to 1/4 of normal.

As fresh water was in short supply on this island when it served as a home to the knights of Luvia, the inhabitants stored water in hundreds of stone cisterns within the walls of the temple compound. Each 20' traveled poses a 15% chance (non-cumulative) of encountering one of these many empty cisterns. These cisterns are circular, 10' in diameter (with a 3' wide opening at the surface) and 15' deep. Characters stumbling across them must make a successful Dexterity check to avoid falling in and taking 1d6 damage from the fall.

Unfortunately, each cistern contains nearly perfect growing conditions for 1-6 Green Slimes. Any character falling into one of these cisterns lands directly on top of any Green Slime that happens to be dwelling there. In cisterns containing more than two slimes, the additional ones cling to the walls and upper portions of the cisterns, and drop on any characters that fall in (or otherwise enter).

Slimes, Green (1-6 per cistern)

(HF 0, EP 35, INT Non- (0), AL N, AC 9, MV 0", HD 2, hp 28 each, SZ S, #AT 0, D Transformation, SA Transformation, SD Nil, Lang Nil, MR Immune to most spells, ML 20, TOP 20, Crit BSL: Nil, FF 20, Reference HoB VII p78)

- 1): HPs: ██████ ██████ ██████ ██████ ██████ ███
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I.5: THE CHAPEL

The cobblestone path leads you a building that appears to be a chapel of some sort.

This large stone building has a peaked roof tiled in slate. Time has caused the roof to sag considerably, but it is still intact and sheltering the interior.

There are no windows but for horizontal slits six inches high and six feet long placed 12' above the ground along the walls. A single heavy iron door appears to be the only entrance.

The structure of the building is beginning to show serious strain under its own weight. As a result of this, the door (which is, in fact, the only entrance to the chapel) is jammed in its own frame and requires a successful Open Doors check to force it open.

Read or paraphrase the following to the party when they enter the chapel:

Light entering the strange horizontal windows, high above the floor, dimly lights the interior of this chapel.

This building is all one large room with a high ceiling made up of heavy, aging wooden beams supporting the sagging roof.

There appear to be the remnants of several benches here, which at one time must have filled the hall. Nothing remains of the rest, and those that are left are cracked, dried and splitting apart.

Directly opposite the door is a dais with a broken altar upon it. Featured prominently on the stone wall behind the altar's remains is a large ebony case. Something in the case glints and sparkles in the light.

Any character that performs a successful engineering skill check (Easy) realizes (with some concern) that this building is **not** structurally sound! The heavy slate-tiled roof, in particular, is in great danger of collapsing, and it is very nearly a miracle that it has not yet done so.

If the party approaches the dais and takes a closer look at the ebony case, read the following to them:

Framed by the ebony case that apparently once held other objects of significance is a lone, gem encrusted miniature gauntlet that appears to be made of gold and bronze and silver. It is of very fine craftsmanship and obviously held some a position of importance here in the past. It appears to have been made for ceremonial purposes rather than practical ones; it is not large enough to be worn by anyone other than a human child, or perhaps a gnome or a halfling.

Closer examination of the gauntlet reveals a set of scales engraved in the palm (Difficult religion: general check or Easy religion: specific check. The engraving is a holy symbol of Luvia, and is a fairly valuable one at that. It is encrusted with diamonds and emeralds and is easily worth 10,000 gp. If a PC succeeds at a Very Difficult heraldry check, he recognizes the gauntlet with the holy symbol as being the standard of the long-lost Order of the Hand of Justice.

This gauntlet is necessary to open the door of the temple (see Area 1.15). It is also trapped.

Trap: Two wires are attached to the underside of the gauntlet. The wires lead to a mechanism strung through the walls and concealed among the roof support beams that trigger a detention trap if the gauntlet is moved without first detaching it from the wires.

A simple successful Find Traps reveals the wires, and it can be removed by a successful Remove Traps check.

If the trap is sprung, it releases a four-ton stone that falls from its concealed home (in a false balcony above the only door to this building) to block the door completely and trap everyone inside.

Unfortunately, time has not been kind to the wooden support beams of this structure, and the release of this heavy burden causes a chain reaction of support failures that not only drops the stone in front of the only egress, but brings about the total collapse of the roof and its entire supporting structure.

Every character in the building at the time takes 20d6 damage from falling debris unless they each make a saving throw versus Paralyzation for half damage. Anyone who happens to be standing just inside the door of the chapel must make a successful saving throw versus Paralyzation or be instantly crushed to death by the four-ton stone as it comes crashing to the ground.

Since the trap was originally only intended to detain thieves, there is a mechanism for resetting it from the outside, but this is only visible from the north side of the building. It appears as a large hand crank attached by a chain to a chainfall and rigging. A successful engineering (Average) skill check reveals its purpose, but only if the trap is found first. Without that key piece of information, even the engineering check won't reveal the crank and rigging's purpose.

1.6: PARTIALLY COLLAPSED SCHOOL

When approaching this structure, the party catch the scent of a musty, damp odor emanating from the entrance.

This building is where students were taught academic subjects such as history, religion, as well as reading and writing. That was a long time ago, however, and since then, this structure has become home to a number of molds.

The main entrance to this building opens into a large classroom. There was a second story, but it has collapsed, making it and the entire eastern half of the building inaccessible.

Two Brown Molds, a Russet Mold and a Yellow Mold make their homes here now. There are remnants of benches and small tables that were used as desks in this room, but they are falling apart and are useless because of the extensive deterioration.

One Brown Mold is located on the 10' ceiling, directly over the door and only entrance to this room. The mold is three feet in diameter. Any characters entering with a lit torch cause the Brown Mold to increase in diameter by two feet (due to the heat), and if any of the characters entering are five feet in height or taller, they take 4-32 points of cold damage per round they stay within five feet of it.

On the wall directly opposite the door is a bronze plaque, reading: "IN THIS WORLD, A STRONG MIND IS A HOLY WARRIOR'S GREATEST WEAPON."

However, the party cannot read this when they first enter because the plaque is covered in part by a Yellow Mold. The plaque itself is plainly visible, but in order to read it, the Yellow Mold needs to be removed by some means. Note that if magical fire is used, the plaque must save (as "metal, soft") or be destroyed/rendered illegible by the damage. Remember that fire used in close proximity to the nearby Brown Mold causes it to increase in size.

On the wall directly below the plaque is the other Brown Mold. On the floor below that is the Russet Mold.

Molds, Brown (2)

(HF 0, EP 15, INT Non- (0), AL N, AC 9, MV 0", HD n/a, hp n/a, SZ S, #AT 0, D n/a, SA Freezing, SD Absorb heat, Lang Nil, MR Std, ML n/a, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB V p36)

Mold, Yellow (1)

(HF 0, EP 65, INT Not rateable (0), AL N, AC 9, MV 0", HD n/a, hp n/a, SZ S, #AT 1, D n/a, SA Poison spores, SD See text, Lang Nil, MR 20%, ML n/a, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB V p36)

Mold, Russet (1)

(HF 0, EP 35, INT Non- (0), AL N, AC 9, MV 0", HD n/a, hp n/a, SZ S, #AT 0, D n/a, SA Spores, SD See text, Lang Nil, MR Std, ML n/a, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB V p36)

I.7: WEAPON SMITHY/ARMORY

This building was a combination weaponsmithing workshop and storage area for weaponry in general. The building itself is stone but it appears to have been stripped bare by thieves or scavengers long ago. Nothing of the former role it played is left in workable condition, though the hearth, forge and large framework for the bellows are still plainly visible.

Next to the hearth is a steel plaque that says in large lettering: “LIKE A WEAPON, THE HEART OF A WARRIOR IS TEMPERED WITH STEEL.”

The party may get a chance to temper their steel, because not too long ago, a mated pair of Wolfweres took up residence in this building, and have since had three cubs. Since their cubs are still too young to fend for themselves (but are at the age when they begin learning to hunt), both adults have been spending more time in their “den”, and are on the lookout for intruders or potential prey wandering their way.

Because the tree cover is considerably less here, and because the Wolfweres have a clear view of the cobblestone path, the Wolfweres should be well-prepared for the party, and take the form of two adult human beggars and their scrawny, malnourished children. They beg the party for any assistance they can get, as they have been “stuck on this gawdforsaken island for weeks, since our modest fishing skiff capsized and stranded us here to starve”.

It should be emphasized that the primary weapon of these Wolfweres is not their teeth or claws, but their intelligence. Every effort must be made to utilize this attribute to their advantage.

They do everything in their considerable intelligence to keep up this ruse of being helpless, starving humans, even to the point of withstanding minor injury (though remember they can only be injured by iron or magical weapons). They are aware that the party is more than a match for them, and do not engage the party directly unless it appears that they have absolutely no other choice.

As soon as they have the party in a vulnerable position, they transform into their half-man/half-wolf forms and attack, including the cubs (they have to learn how to trick, ambush and slay their prey somehow, right?).

Particularly good times for such attacks are if:

- 1) The PCs are engaged in a combat with another encounter and the Wolfweres attacking would turn the tide against the PCs.
- 2) The party's numbers are reduced to a more manageable level for the Wolfweres.
- 3) The party rests/sleeps. In such a case, the Wolfweres attempt to kill any posted sentry as swiftly/silently as possible and kill at least one other party member in his sleep at the same time. If none awaken, they kill the rest in their sleep.

Only if cornered and attacked do the Wolfweres engage in a standup fight with the PCs. They flee and attempt to lose the party in the thick undergrowth if given the option, and harrass the party later on (where possible). Due to their time spent here on this island, all the Wolfweres have developed an immunity to the

poison produced by the Black Poppies (see Area 1.1 and Area 1.14) due to repeated exposure and subsequent tolerance. The other notable benefit of their time on the island is their familiarity of the area. All five Wolfweres know where every cistern is on the island (they're in their primary hunting ground, after all).

Because of these two advantages, the Wolfweres will, if chased, lead the party through patches of Black Poppies, or off the cobblestone path and through areas known by them to contain cisterns. Both of these tactics are intended to reduce the party's numbers to the point where the Wolfweres would have a definite upper hand. They only use these tactics, however, if it appears that the party is going to slay them, or if they attack the party at what seems to be an opportune time, and the fight goes badly.

Remember that if the Wolfweres lead the party off the path, check to see if a party member falls into one of the cisterns (described in Area 1.4) for every 20' travelled.

It's also worth noting that because of their familiarity of the area, the Wolfweres can move at their full movement rate in the dense undergrowth, while the party is reduced to 1/4 normal rate.

Wolfweres, Adult (2)

(HF 24, EP 2,000, INT High to Exc. (13-16), AL CE, AC 3, MV 15", HD 5+1, hp 54, 46, SZ M, #AT 2, D 2-12/by weapon, SA Slow song, SD Only hit by pure iron or magical weapons, Lang common, MR 10%, Hon Avg, ML 14, TOP 14, Crit BSL: Def AC+3, FF 14, Reference HoB VIII p93)

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Wolfweres, Cubs (3)

(HF 2, EP 195, INT High to Exc. (13-16), AL CE, AC 3, MV 15", HD 2+1, hp 29, 27, 24, SZ M, #AT 2, D 1-6/by weapon, SA Slow song, SD Only hit by pure iron or magical weapons, Lang common, MR 10%, Hon Avg, ML 7, TOP 7, Crit BSL: Def AC+0, FF 7, Reference HoB VIII p93)

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Treasure: In the hearth, the Wolfweres have hidden 1,800 elp, 2,000 sp, 3,000 cp and a **Scroll of Protection From Possession**.

I.8: INFIRMARY

You see a low stone wall around a courtyard in front of this building. The gate lies on the ground, broken and rusted, and you see a dry stone fountain in the center of the courtyard.

This building served as an infirmary for the sick and injured. When the party enters the building, read or paraphrase the following text:

This is the best-preserved structure you've seen here so far. There are rows of beds and remnants of racks that probably once held sheets and blankets. In the center of the wall, opposite the door by which you entered, there stands a 4 foot tall bronze statue of a holy knight in a proud, regal pose. The expression on his face is serious and determined, yet there is a hint of kindness there.

On the wall, over the statue's head, a bronze plaque reads: "OUR HEARTS KNOW THE FRAIL AND INJURED CAN BE MADE WELL BY THE HANDS OF THE FAITHFUL."

The 200 pound bronze statue is of Arweck Frimwolde, the founder of the Order. It is worth 500 gp if the party could find a buyer. The statue is also bolted to a plate attached to the wall just where it meets the floor, and is magically trapped.

Trap: Any non-worshippers of Luvia who touch the statue cause a 10'x10' section of the floor to part (directly in front of the statue), dumping any who stand upon it into a 20' deep pit before immediately closing above them. Characters so affected take 2d6 points of falling damage.

The pit goes all the way to the wall that the statue is against. The statue is actually bolted to an iron platform so that it does not fall into the pit when the doors open. Each time the statue is touched, the doors stay open for one second before snapping shut again. If a PC remains in continuous contact with the statue, the trap doors remain open for the duration of the contact.

Like the trap in the chapel (Area 1.5), this trap was intended for detention of would-be thieves. Clerics that once served here would check the pit periodically (by standing back and speaking the words "Blessings of Luvia", which opens the pit until those words are spoken again).

Unfortunately, those clerics erred in one minor way when they first had it constructed. The section of floor which forms the trap's ceiling seals so tightly and so well (making its detection more difficult: -20% on any Detect Trap attempts) that after being dumped into it, if the trap is not opened again within 3 turns, anyone trapped within must begin making Constitution checks each round (at -1 cumulative per round) in order to remain conscious due to lack of oxygen. Divide that time by half if they light a torch, and half again for every additional torch they are unwise enough to have burning.

Once a character fails a Constitution check, he blacks out, and he then has as many rounds as he has Constitution points before succumbing to death by asphyxiation.

Needless to say, while this area was occupied, the clerics never found any living victims of this trap when they checked, but they never understood why the trap was so lethal.

The pit cannot be opened from the inside, unless someone were to find some way of doing 250 points of damage to the double doors that form its ceiling. The doors themselves are made of two-inch-thick iron, covered on their upper surface with two inch thick granite tiles to match the rest of the infirmary flooring. Because of this sturdy construction, hacking and puncturing weapons deal half damage, but crushing weapons do normal damage, as will magical fire or magical electricity.

Also because of the doors' sturdy construction, they weigh a total of 1,200 pounds each. If the hinges (which are visible from the bottom of the pit, three on each door) are specifically targeted for the 250 points of damage, it causes the affected door to come crashing down toward the characters in the pit. If this happens, each character in the pit must save vs. Death Magic or take 12d12 points of damage from it as it comes crashing down. Hey, that might not be fun, but at least then they can breathe, right?

Because of the unintended deadly side of this trap, there are a number of skeletons in various states of deterioration at the bottom of the pit.

There is nothing of value in the pit or in the infirmary, apart from the statue.

I.9: ABANDONED DWELLING

As the party passes by this abandoned two-story house of rotten wood, 12 Stirges descend on the party and attack. If the party investigates the house, 12 more Stirges (roosting in the rafters) attack.

There is nothing of value in the house.

Stirges (24)

(HF 1, EP 175, INT Animal (1), AL N, AC 8, MV 3", 18" Fly (C), HD 1+1, hp 26 each, SZ S (2' wingspan), #AT 1, D 1d4-1, SA Blood drain, SD Nil, Lang Nil, MR Std, Hon Avg, ML 8, TOP 8, Crit BSL: Def AC-2, FF 8, Reference HoB VII p112)

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1.10: OUTER WALL BREACH

A 20' section of the outer wall collapsed here ages ago. Beneath the pile of rubble made up of wall debris, a Wyvern has dug itself a den. The Wyvern is always nearby, either in the den (75%) or loitering just around the corner to the north. It attacks anyone that approaches, as it is quite tired of dining on only sheep of late.

If the party survives the encounter with the Wyvern, they are attacked by the Harpies in the northern tower (described in Area 1.3, above).

If the PCs have already encountered (and defeated) the Harpies and the Wyvern, they encounter no new monsters here.

Wyvern (1)

(HF 15, EP 2,000, INT Low (5-7), AL N(E), AC 3, MV 6", 24" Fly (E), HD 7+7, hp 63, SZ G (35' long), #AT 2, D 2-16/1-6, SA Poison, surprise 6 in 10, SD Nil, Lang Nil, MR Std, Hon Avg, ML 14, TOP 14, Crit BSL: Def AC+5, FF 14, Reference HoB VIII p106)

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Harpies (8; Northern Tower)

(HF 9, EP 975, INT Low (5-7), AL CE, AC 7, MV 6", 15" Fly (C), HD 7, hp 71, 64, 53, 51, 44, 44, 39, 36, SZ M, #AT 3, D 1-3/1-3/1-6 or 1-3/1-3/by weapon (shortbow), SA Singing and charm, SD Nil, Lang common, MR Std, Hon Avg, ML 14, TOP 14, Crit BSL: Def AC+5, FF 14, Reference HoB III p121)

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Treasure: This Wyvern hasn't seen much in the way of treasure; its entire hoard consists of 5041 elp in the back of its modest burrow beneath the collapsed wall.

In the northern tower the Harpies have hoarded 200 pp, 6,000 elp, 6,000 sp, 10,000 cp and a **Scroll of Protection From Elementals** (fire, including Efreeti and Salamanders).

1.11: HERD OF SHEEP

A herd of sheep grazes lazily on the lush grass on the island's eastern side. They are a mix of Common Sheep and Carnivorous Sheep. The Carnivorous Sheep are indistinguishable from the Common Sheep, and do not attack until they can attack all at once.

If the party gets close enough for the Carnivorous Sheep to engage in melee, the Common Sheep run around in circles (50%) or head for the trees to the south while the Carnivorous Sheep attack the party.

The description for Area 1.2 describes their behavior if the gong is rung. If the gong has already been rung, and all the sheep killed, the PCs encounter no new sheep here. Any surviving sheep from previous encounters will have returned to this area.

Sheep, Common (20)

(HF 0, EP 35, INT animal, AL N, AC 7, MV 9", HD 2-12 hp, hp 11, 10 (x2), 8, 7 (x5), 6 (x4), 5 (x2), 4, 3 (x2), 2, 1, SZ S to M, #AT 1, D 1d4-2, SA Nil, SD Nil, Lang Nil, MR Std, Hon Avg, ML 6, TOP 6, Crit BSL: Def AC-4, FF 6, Reference HoB VII p53)

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Sheep, Carnivorous (15)

(HF 2, EP 125, INT Semi- (2-4), AL NE, AC 7, MV 12", HD 2+3, hp 35, 33 (x2), 29 (x3), 28 (x2), 27 (x3), 26 (x3), 25, SZ M, #AT 1, D 1-12, SA sever limbs on nat. 20, SD After taste of blood saves at +4 vs. all poisons and magic, can fight to -3 hp, Lang Nil, MR Std, Hon Avg, ML 18, TOP 18, Crit BSL: Def AC+0, FF 18, Reference HoB VII p53)

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I.12: ABANDONED BARRACKS

Three stone buildings here once served as barracks. There are several foundations nearby of wooden buildings that once stood here and served this purpose as well, but the foundations are all that remain.

The smallest of the three remaining barracks contains 10 sets of humanoid bones. This was an adventuring party that stumbled upon several Carcass Seethers that used the opportunity to reproduce. There are now 15 of the insidious plants in this building, all near the entrance.

Carcass Seethers (15)

(HF 2, EP 35, INT Non- (0), AL N, AC 9, MV 0", HD 2, hp 27 each, SZ M, #AT 1, D See text, SA Burrowing seeds, SD Nil, Lang Nil, MR Std, Hon Avg, ML 3, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB I p104)

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Treasure: Because the Carcass Seethers' last victims were an adventuring party from just two months ago, the bodies are surrounded by common adventuring equipment. Hidden in a pouch inside a tattered tunic by one of the piles of bones is a huge onyx of average quality and a **Gem of Insight**.

Potential Yield:

Broad swords □□□
Broad Sword +2
 Daggers □□□□ □□□□
 Short swords □□
 Long swords □□□
 Short bows (with badly deteriorated bowstrings) □□
 19 arrows in a quiver
 14 arrows in a quiver
 12 arrows in a quiver
 Heavy crossbow (with a string about ready to snap)
 Heavy crossbow bolts □□□□ □□□□ □□□□ □□
 Battle axes □□
 Maces □□
Club +1
 Morning star
 Leather armor □□□
 Ring mail armor □□
 Banded mail armor
 Chain mail armor
 Coinage: 152 pp
 Coinage: 201 gp
 Coinage: 457 sp
 Coinage: 150 cp
Potions of Healing □□□□
Potions of Extra Healing □□
Potion of Climbing
Ring of Delusion (invisibility)
 Tattered tunic
 Huge onyx of average quality (1,200 GPV)
Gem of Insight

I.13: LIBRARY

The door to this long building is on the western end. When the PCs open it, read or paraphrase the following text:

The door opens into a room of rotting wooden shelves to your left and right, in rows all the way down the length of the building. There is a 5' wide path between the rows that leads to the other end of the structure. The rows of shelves begin 15' from the door. A desk or counter of some sort is visible all the way at the other end of the building.

On a bronze plaque on the wall behind the counter at the other end of the building is the following: "AT THE END, LET THE ONLY WORDS TO PASS YOUR LIPS BE WORDS OF WISDOM, KNOWLEDGE AND PRAISE TO LUVIA."

The desk is locked and in poor shape. Should the lock be picked or the desk broken, the PCs find a diary or journal there-

in. Time has not been kind to its contents, but some parts are still legible. For the most part, the journal describes day-to-day activities over a couple of decades: “Brother Illonius took ill this morning...the Order held vigil for his swift recovery, praise be to Luvia...(illegible) took water to the (illegible) the horses...” Not much about the rituals of the Order can be gleaned from this diary, but it does provide insight into the daily life of such an order.

If the PCs turn to the back, however, the tone changes. The nameless author describes a war in which the Order has been enlisted to aid the local lord against an army of “orcs, monsters, monstrosities and unnatural beasts of every ilk” (Difficult local history check centered on the port town, to know that several hundred years ago there was a minor war in which the local lord defended the area from a well-organized band of orcs and monsters. It is known that several orders of paladins contributed to the fight, and that some of these orders suffered horrific losses, but ensured victory in doing so.) The diary goes on to detail the men going off to fight and returning in smaller and smaller numbers, until one day none returned.

The final entry reads:

It is over. Avonis has ordered that the vault be sealed and the Great Gates locked until we can return. For now, we are to join with the Brotherhood of the Arm of Righteousness until our numbers are sufficient to re-open the Island. May Luvia bless and protect the remains of his faithful servants."

The numerous bookshelves once held hundreds and hundreds of valuable tomes, on subjects ranging from detailing the various halfling family trees to in-depth histories of sections of Aldazar. Centuries of exposure to heat and moisture, however, have rendered virtually all the books here into piles of unsalvageable mush.

If the party wishes to spend an hour examining the shelves, they can come up with four books that are perfectly intact. They are as follows:

A Hobbyist's Guide to Sea Monsters and Monstrosities (A tome full of misconceptions and speculation about assorted fabled sea monsters.)

On the Nature of Justice (A philosophical discourse examining the theoretical nature of justice. Citing or quoting this book in context while discussing justice and law from a theoretical or philosophical standpoint in an academic setting gives the speaker 4 points of temporal Honor if the audience is favorably disposed toward the speaker per a successful CHA reaction check.)

101 Boiled Turnip Recipes

The Collected Writings of Toring Farbel (No, we don't know who he is. No, neither do the PCs. Frankly, the book is rather uninteresting, uninspired and uninformative, and the reader comes away not really knowing what it was he just read.)

Each of these books weighs 4+2d4 lbs pounds. To uninterested parties, the most any of these books fetch is 2-4 gp each. However, if characters put some effort into finding appropriate buyers and attempt to fetch a higher price, they can be quite valuable (this is left to the GM's discretion).

Curse of the Library

The most notable thing about this library, however, is not visible. It is a permanent curse that lies on the building. This curse has a number of particular effects.

Trap: The most immediate effect of this curse involves the books themselves. If anyone takes a book past the first row of shelves nearest the entrance without first checking out the book via an official librarian (impossible, since there isn't one), a trap door directly in front of the door is triggered open by the “book thief”.

This trap door is 10'x10', and opens down the middle into a 15' deep pit. Since books are very valuable objects, this was the library's way of ensuring that nobody left with anything they weren't supposed to have. It is very well concealed, with a -20% modifier to any attempts to Find Traps. Unfortunately, time has not been kind to the trap mechanism, so it jams before it gets the doors completely open.

Instead, when the trap is triggered, it only opens five inches wide. Anyone standing on the 10'x10' square must make a successful Dexterity check to avoid having one of their feet drop into the opening. Anyone that does so must roll a second Dexterity check, with success indicating that they were able to free their foot, and failure indicating that they are stuck for another round. Failed Dexterity checks continue until the character is freed.

Once the characters spring the trap, it is stuck in that position, and does not close again – which is fortunate for those who might have a foot caught in the opening. The danger is not over, however. There are now 20 Subcutaneous Feeder insects living in the pit, and they view this opening as an invitation to feed.

As soon as the trap springs, the hungry Subcutaneous Feeders fly immediately from the bottom of the pit and onto the trap doors themselves, homing in on any warm, succulent adventurer feet sticking through the opening, and attacking that same round. Stuck characters wishing to free themselves prior to being attacked must make an initiative roll and a successful Dexterity check before the Feeders' initiatives.

Note that each successful attack of the Subcutaneous Feeders will only at first be an attempt at burrowing through the boot/shoe of their target, and won't cause any damage – unless the character happens to be barefoot. The next round, however, will be attacks directly on the feet, and that's when the fun begins. Successful attacks cause 1 point of damage, and if not removed before the next round, the Feeder burrows beneath the skin for 1-4 additional points of damage. On the third round, it bores into the victim's deep muscle tissue. Each round thereafter the victim automatically takes 4-7 points of damage and must make a Constitution check or pass out from the pain. The pain revives the character on the next round, causing him to make another check.

It should be pointed out that if there is only one foot protruding into the Feeders' home, all 20 attempt to attack that one character's foot that first round. If there are no feet, the insects fly out through the opening in the trap.

Subcutaneous Feeders (20)

(HF 0, EP 7, INT Non- (0), AL N, AC 3, MV 1", 9"Fly (C), HD 1-3 hit points, hp 3 each, SZ T (2" across), #AT 1, D 1, SA Muscle boring, SD Nil, Lang Nil, MR Std, Hon Avg, ML 19, TOP 19, Crit BSL: Def AC-4, FF 19, Reference HoB VII p120)

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The second aspect of the curse on the library also involves the books. Any character leaving the building with any books is fined 10 gp/week (per book taken) until each book is returned. The fine takes effect by magically causing the appropriate amount of money to vanish from the character's possession on the first day of each week, beginning one week after the book is removed from the library. The library doesn't care if the books are sold to someone else... the fines continue to be incurred on the character who took each book until it is returned or destroyed.



If a book is destroyed, there is a one time 100 gp destroyed book replacement fee which happens as soon as the book is destroyed, and from then on there are no further fines.

This might seem harsh, but that is the lesson learned from stealing books from libraries and not checking them out correctly or returning them promptly.

A Remove Curse cast on a person afflicted with these fines negates this effect, but they should still be ashamed of themselves and properly chastised by the person removing the curse.

I.14: CONCEALED CAVE

The path that leads down to the cave is well concealed behind tall grasses and undergrowth among the trees. The area at the top of the trail is also infested with more Black Poppies, growing six feet apart among normal poppies.

Black Poppies (16)

(HF 1, EP 15, INT non, AL CE, AC 10, MV 0", HD 1d8 hp, hp 7, 6 (x3), 5 (x4), 3 (x5), 1 (x3) SZ T, #AT 1, D poison, SA poison gas cloud, SD Nil, Lang -, MR Std, Hon -, TOP , Crit BSL: na, FF 8, Reference HoB I p79).

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I.15: THE TEMPLE DOOR

The central complex is an impressive marble and granite structure, about 15 feet tall and with a domed roof. Two large granite statues of knightly figures stand in perpetual guard next to the entrance, showing evidence of the ravages of time and the elements. The roof, which once glowed in a brazen hue with the sun, is now a corroded green, adding to the overall old feel of the structure. Nevertheless, this complex was very well-constructed and is clearly in far better shape than any of the other buildings encountered thus far.

When the party approaches the door of the temple, read or paraphrase the following text:

The large iron double doors are imposing, yet stark, adorned only with a bronze and gold figure of an armored knight. Next to the knight, embedded in the door, is a hand shaped impression just inches to the left, about half the size of a human hand.

This should be a glaring clue that the sparkling half-scale gauntlet that they should have picked up in the chapel (Area 1.5) should be inserted into the hand-shaped impression.

The bronze and gold knight figure embedded in the door is the puzzle that must be solved in order to gain entry into the temple proper.

If the party followed the cobblestone path and got the gauntlet from Area 1.5 and the clues from the plaques in each of the build-

ings that contained them, they should be able to determine what they must do to solve this puzzle.

If someone places the gauntlet in the hand-shaped impression, and then touches the knight figure in the correct locations (and in the correct sequence), the large iron doors magically unlock, unlatch, and can be easily pushed open with no ill effects.

Clue Summary

The clues the PCs should have gathered are reiterated and explained a bit here, for clarity.

Area 1.5: Chapel

“THE GAUNTLET OF DUTY AND YOUR FAITH ENSURE YOUR PLACE IN THE NEXT WORLD.”

This should make it clear to the party that they first need the gauntlet with the holy symbol of Luvia in order to gain entrance to the temple.

Area 1.6: Collapsed School

“IN THIS WORLD, A STRONG MIND IS A HOLY WARRIOR’S GREATEST WEAPON.”

Area 1.7: Weapon Smithy/Armory

“LIKE A WEAPON, THE HEART OF A WARRIOR IS TEMPERED WITH STEEL.”

Area 1.8: Infirmary

“OUR HEARTS KNOW THE FRAIL AND INJURED CAN BE MADE WELL BY THE HANDS OF THE FAITHFUL.”

Area 1.13: Library

“AT THE END, LET THE ONLY WORDS TO PASS YOUR LIPS BE WORDS OF WISDOM, KNOWLEDGE AND PRAISE TO LUVIA.”

These clues not only provide the correct parts of the knight figure on the temple doors to touch, but the correct sequence.

That sequence is:

1. Place the gauntlet into the hand-shaped impression and hold it there
2. Touch the knight figure's head
3. Touch the knight figure's heart
4. Touch the knight figure's hands
5. Touch the knight figure's lips

The puzzle only responds when touched by bare skin, so the individual doing so must remove any gloves or gauntlets he might be wearing. For every incorrect attempt at opening the door (such as touching the different portions of the knight figure out of the above listed order, opening the door by force, or without the holy symbol gained from the chapel), anyone in contact with the iron door is punished with an electrical shock doing 1-10 points of damage.

This door is magically locked, and specifically protected against magical effects and spells (like Wizard Lock). If any attempt is made at magicking the door open, there is simply no effect.

The door is quite heavy and sturdy, and built of heavy wood completely clad on the outside surface with two inch thick iron. It would take a large battering ram and an accompanying squad of grunts nearly an hour of continuous work to break this door down.

Chapter 2: The Funerary Chapel

Unless otherwise noted, all rooms are unlit. The ceiling is 12' high throughout most of this structure, but vaulted ceilings (Areas 2.2 and 2.16) range from 15' to 17'.

To get through this level, the character party must reach the stairway (Area 2.28) which leads down to the dungeon below. To get there, they must pass through several massive bronze doors that must be opened in special ways.

In order for the PCs to advance, they must essentially re-enact key portions of the Rite of Burial for this particular order of Luvia. Each door must be opened in sequence, and this is triggered by a specific action for each door.

In each area, there is a marble slab, about three feet high and engraved with assorted Luvian symbols. Each slab is placed in the center of the corridor, but there is ample room around them for the doors to clear the slabs. The purpose of this slab is to represent the coffin of the deceased during the portion of the ritual.

Unless explicitly stated otherwise, all actions that trigger the opening of the doors must be focused on the slab (or on something or someone placed on the slab.) When truly in doubt as to the target, the GM should keep in mind that this is a burial ceremony, and as such, the actions should be appropriate for a burial ceremony. For instance, acts and rites of purification would be to prepare the spirit of the deceased for entrance into Luvia's great presence.

All the bronze doors are bereft of handles or obvious operating mechanisms on their south sides and are controlled by a variation of the Forbiddance spell. This enchantment protects Areas 2.5, 2.8, 2.11, 2.15, and 2.16, and opens each door one at a time if specific rituals are performed at each door. That is to say, the bronze doors can only be opened from the south by means of the puzzles. However, these doors open without any special actions from the north side of each, by means of a simple handle on that side of each door.

The enchantment prohibits entrance by Dimension Door, teleportation, plane shifting, and ethereal penetration, and it keeps each bronze door sealed until the correct action is performed by someone desiring admittance. Unlike the Forbiddance spell, this is not alignment dependent; only ritual-dependent. Anyone performing the required action to meet the conditions of each door can open that door without any negative effects.

If the doors are opened out of sequence (for example, by someone using the secret passageway noted as Area 2.14 to bypass one or more doors), anyone entering a protected area without having opened the previous bronze door with the correct ritual receives 6d6 hit points of damage (no saving throw) upon entering. Note that there is no damage taken for leaving an area improperly entered, only for entering it. The doors close automatically and the enchantment reactivates after 30 minutes. The doors can be spiked or otherwise propped open, but the enchantment reactivates, regardless.

This enchantment cannot be dispelled by any spellcaster of lower level than he that originally placed it there – in this case a 17th level cleric of Luvia.

Each bronze door is 9" thick and weighs nearly a ton. They can be destroyed by physical means, if 1000 points of damage is done to each door (non-crushing weapons do only one-quarter normal damage). Note that this does not fulfill the ritual requirements of the enchantment placed on the protected areas, so any individual that enters the next area through a broken down door, rather than one opened correctly, takes 6d6 hit points of damage.

Spells such as Bash Door and Knock have no effect, nor will an Open Doors attempt (regardless of the PC's Strength), due to the thickness and weight of each door. If the party in question has a battering ram that can be manned by no fewer than five characters with a total combined Strength of at least 75, it should take them an hour of bashing to breach each door.

Someone using a coupon, game effect card, Chime of Opening or a Wall Passage spell could conceivably open or otherwise pass through the doors (since these aren't technically teleportation, etherealness, plane shifting or dimensional warping), though such an individual would receive the aforementioned 6d6 damage immediately upon entering the next protected area.

Once a door has been opened, it can be spiked with no difficulty, although the enchantment goes back into effect 1 hour after being deactivated.

PARTY UNDER SURVEILLANCE

Note that Rinarra (who is the primary antagonist for this level, located in Area 2.16) has a **Crystal Ball** with **Clairaudience**, which she uses to spy on the party.

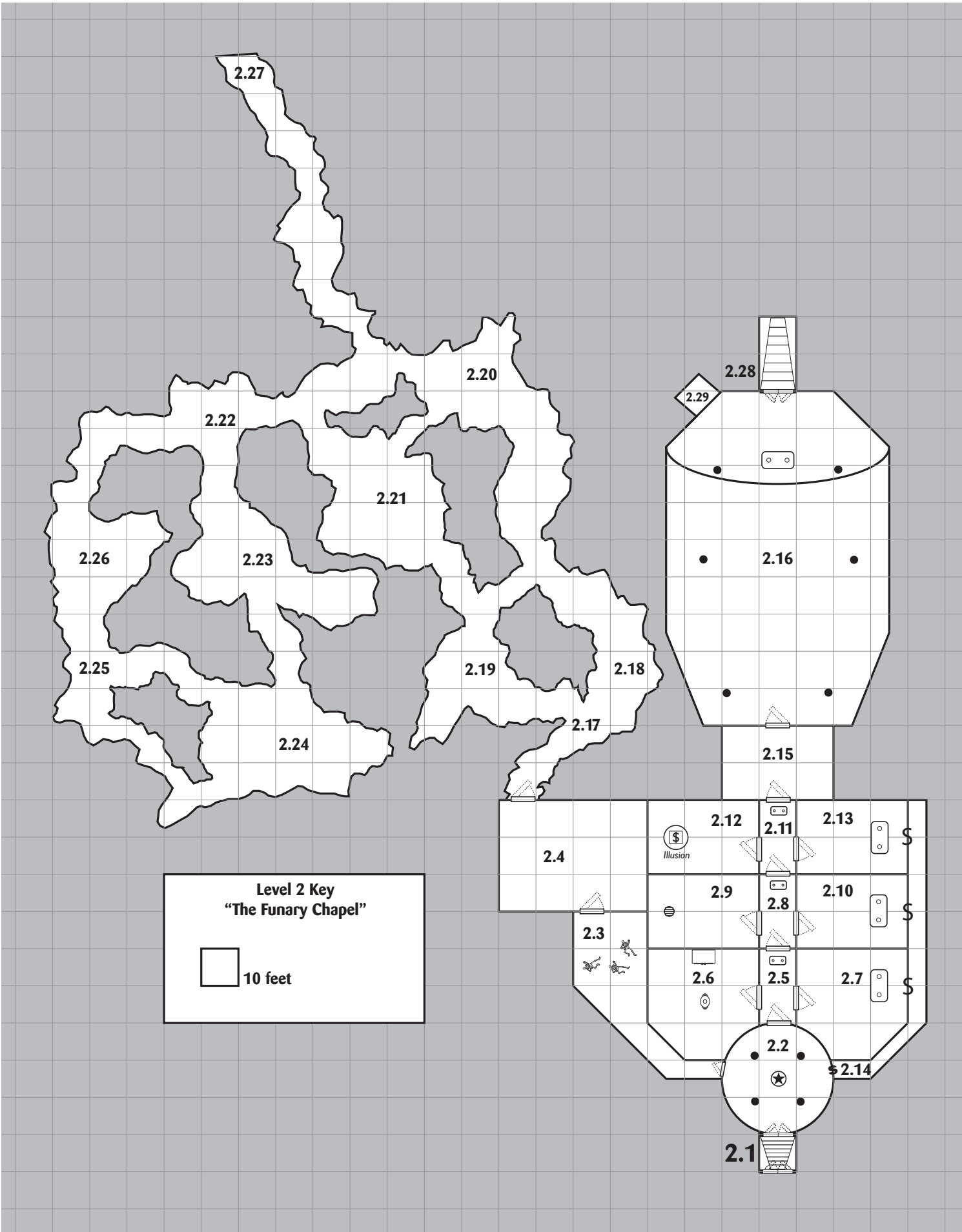
However, for each point of Intelligence he has above 12, a PC has a cumulative 3% chance of noticing that he is the subject of scrying. These individuals also have a cumulative 1% chance (per level of experience) to detect scrying.

The base chance is determined by class, as noted on *Table E: Base Chance to Notice Scrying*. GMs should roll this at or before the beginning of play for each character.

Table E: Base Chance to Notice Scrying

Class	Base Chance
Fighter	2%
Barbarian, Berserker	1%
Dark Knight, Knight Errant	5%
Paladin, Cavalier	6%
Ranger, Assassin	4%
Bard	3%
Thief	6%
Magic-user	8%
Monk, Cleric	7%
Druid	4%

Note that Areas 2.17 through 2.27 do not have any flavor text. In all cases, they are irregularly-shaped caverns in a network of caves. The characters really shouldn't be there, but if they are, they'll have to fend for themselves. Just define the room as an



irregularly-shaped cavern in a network of caves, not unlike the others.

RANDOM ENCOUNTERS

The upper level of the temple proper does not have a chance for random encounters. This is due to the various sections of it being closed off, which prevents monsters from wandering.

2.1: THE STAIRWELL

Read or paraphrase the following text:

Having entered the central compound, you now stand at the top of a wide flight of stairs leading down. At the bottom of the stairs is a set of double doors.

2.2: THE GRAND CHAMBER

This room contains four Insatiable Gore Mongers that tend to loiter near the southern door. Check for surprise when the PCs enter.

Gore Monger, Insatiable (4)

(HF 13, EP 1400 each, INT Low, AL CE, AC 4, MV 18", HD 12, hp 85, 79, 77, 73, SZ H, #AT 3, D 2-9/2-9/2-12, SA nil; SD nil, MR Std, Hon Avg, ML 18, TOP 42, 39, 38, 36, BSL: Def AC+10, FF 20, Ref HoB III p94)

CW: P, AC 4, save as F12

- 1): HPs:
- 2): HPs:
- 3): HPs:
- 4): HPs:

Potential Yield:

Slay Gore Mongers (1,400 EP each)

The Gore Mongers attack on sight and without any discernable tactics. If it appears a PC is about to fall, they target that PC. Should a PC fall unconscious die, any gore mongers not engaged in combat begin eating the body if they can get to it easily. One Gore Monger can totally consume a Man-sized or Large body in 2-12 rounds (1-6 rounds if the body is size S, and any body smaller than that is gulped down in a single round). If two Gore Mongers are feeding on a body, that time is halved to 1-6 rounds (or 1-3 rounds in the case of a small sized body). Only two Gore Mongers can feed on a single Man-sized body at a time.

If all the Gore Mongers are distracted by feeding on bodies, PCs have some time to escape, should they so choose. Note that an eaten victim cannot be Raised (short of a Wish).

If their meal on a corpse is interrupted earlier than halfway through, there is enough of the body to Raise or Resurrect, but there are going to be some missing things. Treat this as the appropriate Physical Flaw from the *Player's Handbook*. Roll on *Table F: Gore Monger Consumed...* if that's the case:

Roll (d12)	Body Part
1	Left Ear
2	Right Ear
3	Left Eye
4	Right Eye
5	Left Leg
6	Right Leg
7	Left Arm
8	Right Arm
9	Both Ears
10	Both Eyes
11	Both Legs
12	Both Arms

This large, round room is dominated by a large statue of a tall, blind figure, surrounded by four ornate marble pillars. Four sconces in the shape of gauntlets adorn the walls, each holding a four-inch diameter glowing globe providing light in a 10' radius around each globe.

A worn and tattered carpet of red and gold leads to large bronze double doors directly opposite the stairs. You also see a normal-looking wooden door on the western wall. Bas-relief carvings along all the walls depict varying scenes of honor, valor and self-sacrifice.

You can see an inscription above the bronze doors.

The inscription is in Common and reads "REMEMBER YOUR TRUE NAME AND THE NAMES OF THE FAITHFUL DEPARTED."

At least one PC must speak his true name in order for the door to Area 2.5 to open. This only must be done by one character; once the door is opened, it is safe for any other characters to pass through. If the character attempting to gain admittance tries giving a false name, he gains the Truthful quirk for 1d4 hours (and of course, the door does not open). The door has no obvious lock, hinges or handle, but can be bashed open as a normal wooden door.

The statue is the likeness of the gawd Luvia and is made of white marble. The workmanship is exquisite and might be worth up to 100,000 gp if it could be moved – a difficult proposition, given that the statue weighs over 4,000 lbs and is securely anchored to the floor. The value of the statue can be ascertained by means of

an Average appraisal: sculpture check or a Very Difficult appraisal check.

The bas-relief carvings on the walls depict scenes from the life of Arweck Frimwolde, founder of this order. Players examining the carvings identify the following main scenes:

Scene 1: A youthful knightly figure kneeling before another knight in some sort of ceremony (paladins, cavaliers, knights errant recognize this as an investiture ceremony at which they take oaths to their liege. An easy Heraldry check also reveals this.)

Scene 2: That same figure leading an outnumbered army against a superior force of bugbears, orcs and other monsters.

Scene 3: That same figure being struck down by a mighty foe while protecting a group of helpless people

Scene 4: That same figure watching over a large compound on an island (INT check to confirm that the island is the one the PCs are currently on)

Players can attempt Very Difficult history or heraldry checks, or Average religion checks to identify the statue as the gawd Luvia. This becomes an Easy check if the player is a cleric.

There is a secret door (to Area 2.14) on the east side of the chamber, hidden in the bas-relief carvings that adorn the walls. It opens by means of switches hidden within the bas-relief, located just to the right of the door and 4' off the floor. Any party that spends 8 rounds searching the room for secret doors find it at the end of the eighth round. (Reduce the number of rounds based on the number of PCs searching simultaneously; two PCs take 6 rounds, four PCs take 4 rounds, etc.)

Elves passing within 10 feet of this secret door detect it on a 1 in 6, or a 1-2 in 6 if actively searching in that area. A Difficult stonemasonry check also reveals the doors. A successful Find Traps, an Average stonemasonry check, or Detect Sliding/Shifting Passages reveals the switches.

The door to Area 2.3 is a normal, unlocked wooden door.

2.3: THE LIBRARY FOYER

Read or paraphrase the following text. Read the second sentence if the PCs have a light source or some other method of seeing in the dark.

A short, dark hallway opens into an unlit room. A number of bones of indeterminate age are strewn across the floor.

PCs specifically examining the bones discover that they are all devoid of flesh, and exhibit numerous bite marks. Many of the bones are snapped into several pieces. A PC with an appropriate skill check can determine that this was likely another part of the Gore Monger "lair".

The door to Area 2.4 is locked and has a Fire Trap on it (1d4+13 fire damage in a 5' radius, save for half damage) to which only Rinarra and Igor are attuned. The Fire Trap only detonates if the

door is opened; other tampering with the door does not trigger the spell.

Igor (Area 2.16) has a key that unlocks this door, though any thief performing a successful Open Locks can open it (but will still be subject to the effects of the Fire Trap if it is not removed). The Fire Trap is a magical trap for purposes of locating and disarming. A successful Dispel Magic against a 13th level magic-user removes the Fire Trap from this door.

2.4: THE LIBRARY

This room is dark. Only read the following if they have a light source:

This room is filled with bookshelves and books. In the far right corner sits a desk and a nearby pedestal with a closed book on top. The desk has what appears to be a golden chalice of some sort sitting on it. A small, closed door is on the far wall.

Characters who move closer to the desk (after facing the entrance trap; see below) see that the chalice upon it is quite ornate, with a pair of scales etched on its exterior surface. A successful religion: general skill check reveals that this is the symbol of the gawd Luvia.

The small, wooden door on the north wall of this room is three feet tall, and three feet wide. When Rinarra and Igor first took up residence in this temple, they found that a hole had been broken through the wall there by some creature that lived in the caves beyond. Wishing to secure the temple against further intrusion from that avenue, she placed a sturdy wooden door there and Wizard Locked it.

Trap (Entrance): Anyone passing through the doorway to this room crosses a Glyph of Warding – placed on the floor just inside the door. The Glyph covers an area 7' by 7' that can be avoided as long as the PCs do not touch that section of the floor. This trap can only be found and dealt with once the door has been opened.

Glyphs of Warding can be placed to allow those to pass of only a specific religion – in this case, worshippers of the gawd Grawdyng (or Galapiti on Tellene). Such followers can walk right through it without trouble. Any PC who isn't a worshipper of Grawdyng who comes into any kind of contact with this section of floor receives 7d10 points of damage (as by a Cause Serious Wounds spell, save for half damage).

The Glyph allows Igor and Rinarra (see Area 2.16 for their descriptions) to be able to pass freely into this room, since both are worshippers of Grawdyng, and Rinarra keeps spell books in here.

Trap (Pedestal): The pedestal is trapped with a simple weight-based trap: if the book is moved without disarming the trap first, a very loud bell goes off. The third page of this spell book is trapped with Runes of Eyeball Implosion.

Trapped Spell book: Black leather Cover, Vellum Pages (48; 8 used), 12" x 7" x 1", 1 lb (x3 Encumbrance), gold clasp, blood-red "R" monogrammed on the cover, no special features, holds *1st*

level: Detect Undead, Magic Missile, Shift Blame. If the Runes are removed, this would make an excellent traveling spellbook.

Trap (Bookshelves): There are 10 bookshelves in all. Each bookshelf has a false bottom on each end. The spaces marked A, B and C on the detail map hide spell books belonging to the blood mage in Area 2.16.

All other false bottoms are trapped with a dust trap Igor made from some otherwise harmless glowing fungus he found in the adjoining caves. Those affected must save vs. Poison or fall unconscious for 1d4 rounds (and glow as if surrounded by faerie fire for 2d12 hours; or the duration of the tournament round). The glow is non-magical in nature and can be eliminated with several minutes of vigorous washing.

Four of the bookshelves contain hymnals – books that contain songs of praise to Luvia – many of which are torn and tattered beyond recognition. There is also a book on the ceremonials and rituals of the order, including initial vows, investiture, Full Investiture, ordination, matrimony and burial. Other tomes describe the religion of Luvia and other Gawds.

The bookshelf nearest the desk (marked with a D on the map) contains 48 volumes on magic and necromancy, which are appropriate for a magic-user's library. These books weigh 20 pounds each, and are worth as much as 51-70 gp each to the right buyer. Note that these particular books are non-magical, even though they could be used to supplement a magical research library. These books are written in Common.

Spell book A: Leather Cover, Parchment Pages, 16" x 12" x 7", 3.5 lb (x4 Encumbrance), 84 pages, metal clasp, no special features, holds *1st level:* Read Magic, Write, Unseen Servant, Jack Punch, Jump, Animate Dead Animals, Detect Undead, Magic Missile, Shift Blame, Magic Shield, Resist Cold, Resist Fire, Ralph's Placid Arrow, Shocking Grasp;

2nd level: Wizard Lock, Choke, Web, Spectral Hand;

3rd level: Charm Undead, Runes of Eyeball Implosion, Dispel Magic, Dispel Silence, Lightning Bolt, Bash Face.

Spell book B: Basilisk Hide Cover, Vellum Pages, 16" x 12" x 8", 4 lb (x4 Encumbrance), 88 pages, metal clasp, fire resistant pages, acid repellent cover, holds *4th level:* Zombie Slave, Dimension Door, Fire Shield, Ice Storm, Minor Globe of Invulnerability, Mist of Corraling, Power Word: Slow;

5th level: Cloudkill, Stone Sphere, Summon Shadow, Wall of Force, Wall Passage;

6th level: Disintegrate, Globe of Invulnerability

Spell book C: Tanned Human Flesh Cover, Vellum Pages, 16" x 12" x 7", 4 lb (x4 Encumbrance), 80 pages, locking metal clasp, blood-infused extra-fine ink, fire resistant pages, acid repellent binding, acid repellent cover, holds *1st level:* Blood Missile, Witherslow,

2nd level: Blood Mark, Blood Thirst;

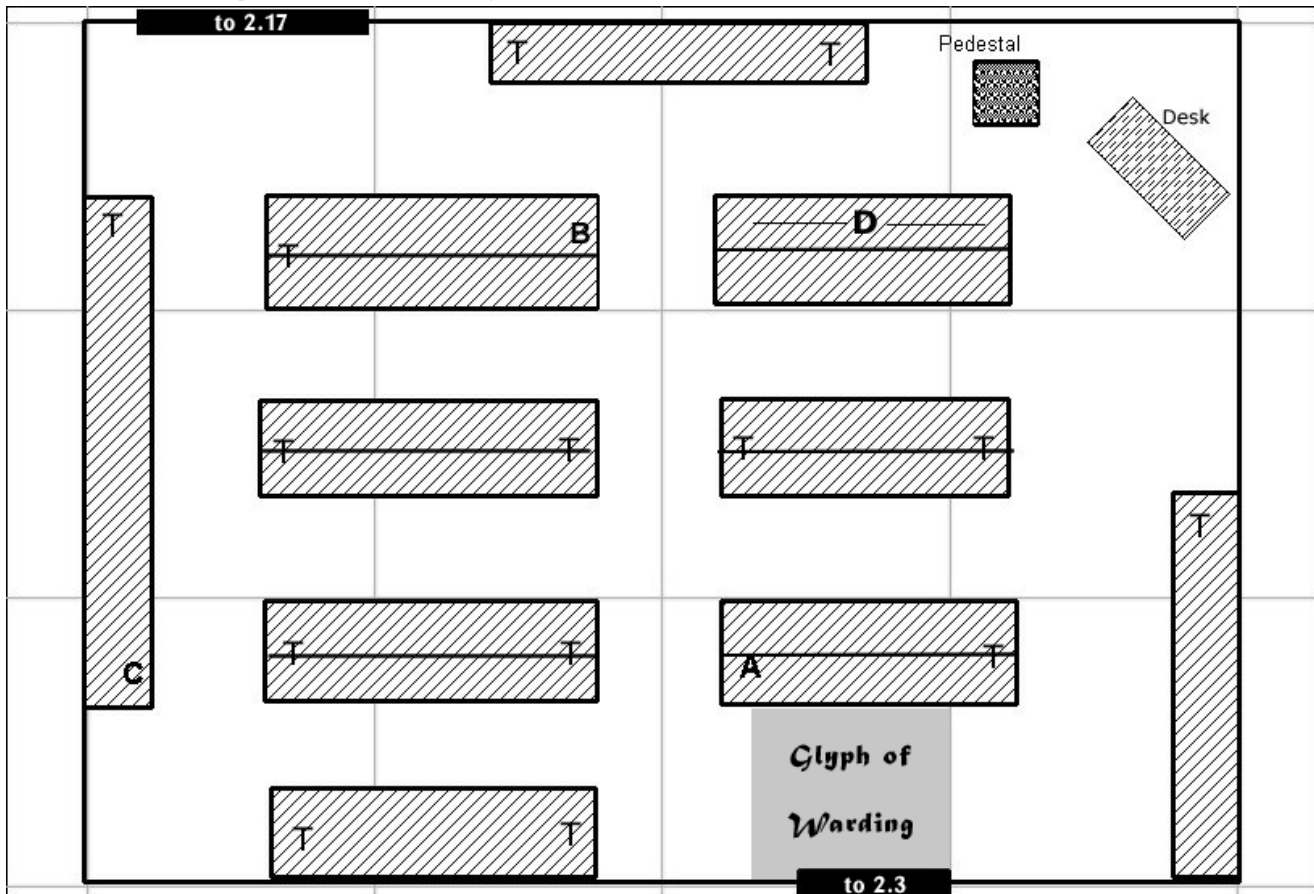
3rd level: Bloodball, Vampiric Touch;

4th level: Boiling Blood, Remove Limb;

5th level: Pathorgian Death Hex, Throbbing Bones;

6th level: Blazing Blood, Wall of Blood.

Below: Inset map to area 2.4: The Library



Rinarra has the key to the locking clasp on this spellbook (Area 2.16)

Potential Yield:

Intact Luvian Hymnals (3d4 GPV to Luvians, 1 GPV otherwise)

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Luvian religious tracts & other religious works (5d4 GPV each)

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Trapped spell book (1,330 GPV)

Spell book A (13,128 GPV)

Spell book B (27,434 GPV)

Spell book C (22,115 GPV)

Golden chalice (2,000 GPV)

48 Books on magical and necromancy (51-70 GPV each)

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2.5: PASSAGE OF PURIFICATION

The bronze door swings open, away, revealing a short hallway leading to another heavy bronze door. A stone platform sits just before the door. A smaller, ornate door adorns each side of the hallway. Above the bronze door is an inscription.

The bronze door is magically sealed as described in the notes at the beginning of this round. The stone (granite) platform is 6' long, 2.5' wide and 3' tall. The top is plain and flat, the sides are carved in ornate bas-relief depicting scenes of prayer, fasting and ritual cleansing.

The inscription reads (in Common) "ONLY THE PURE OF SOUL ARE WELCOME BEFORE THE THRONE OF LUVIA."

In order to pass, the PCs must wave incense over the four sides of the stone slab. (Note: burning an entire vial of incense in the passageway also accomplishes this, as will burning three vials in one of the side rooms. The enchantment on this area isn't picky about how it's done; as long as a sufficient amount of smoke is present in the room, the requirements are fulfilled and the door opens).

Trap: The door between Area 2.5 and 2.8 is covered with a contact poison (Type M: 3d6 damage per round for 1-4 rounds if saving throw vs. poison is failed; 1d4-1 points of damage per round for 1-4 rounds if successful save is made) but opens automatically with the incense ritual, so no touching of the door is necessary to move on to the next section of hallway (Area 2.8).

A mural in Area 2.6 gives the party a hint of what needs to be done to open this door.

The doors leading to Area 2.6 and 2.7 are ordinary two-inch thick wooden doors with normal handles, and are unlocked. They

are painted to match the surrounding décor, however (+1 to save vs. normal fires.)

2.6: RELIQUARY OF PURIFICATION

This room is dominated by a white marble water font in the middle of the room. Cabinets border the door, one on either side. Murals adorn the walls.

Four mushroom-shaped growths stand around five feet tall, seemingly growing right out of the floor in the corner directly across from you to the left. They are purple in color.

The marble font contains four vials worth of Holy Water, which refreshes magically every 24 hours. This Holy Water has certain additional special properties: it only remains Holy Water if removed with the chalice in Area 2.4, and then it only remains holy for 4 hours. Furthermore, anyone of LN, N or CN alignments who touches the font or attempts to remove the water suffers 1d6 electrical damage (no save.) Anyone of any evil alignment who touches the font or attempts to remove the water suffers 3d6 electrical damage (no save). Note that the damage does not prevent neutral or evil-aligned characters from taking the water: it just hurts.

The four purple growths mentioned above are Violet Fungi that have taken up residence in the far side of the room (the angled wall), while a Killer Mimic imitates a cabinet is on the wall to the right of the door. The Violet Fungi attack anyone approaching within eight feet. The edge of a mural is just barely visible behind the Mimic.

Anyone examining the murals sees scenes of a warrior fallen in battle, the blessing of his remains, the procession into the complex the party is now in, and one mostly obscured by the Mimic. That mural depicts a cleric waving incense over the casket before a large set of ornate doors.

The cabinet on the wall to the left contains three vials of incense and a set of gold-trimmed ceremonial scales (treat as Holy Symbol of Luvia when carried).

Fungus, Violet (4)

(HF 3, EP 270 each, INT Non, AL N, AC 7, MV 1", HD 3, hp 34, 34, 29, 29, SZ M, #AT 1-4, D Rots Flesh (see below), SA See below; SD See below, MR Std, Hon n/a, ML 20, TOP n/a, BSL: Def AC+1, FF n/a, Ref HoB III p42)

CW: G, AC 7, save as F3

1): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□

2): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□

3): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

4): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

When someone approaches within eight feet, the Violet Fungi strike with 1-4 tendrils. Each hit causes rotting flesh against a save

vs. Poison is made. Rotting flesh decays at the following rate: one hit point in the first round, two hit points in the second and four hit points every round thereafter until the victim dies. Cure Disease stops the rotting immediately, as does an **Elixir of Health**. Violet Fungi do not pursue anyone or anything that gets more than 20' away.

Mimic, Killer

(HF 31, EP 3000, INT Semi, AL NE, AC 7, MV 3", HD 10, hp 57, SZ L, #AT 1, D 3-12, SA Glue; SD Camouflage, MR Std, Hon n/a, ML 13, TOP 28, BSL: Def AC+8, FF n/a, Ref HoB V p18)

CW: N, AC 7, save as F10

1): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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The Killer Mimic looks like a large cabinet. If touched, the Mimic lashes out with a pseudopod and begins secreting a glue that holds the victim fast. Alcohol can weaken this glue in 3 rounds, or the victim can escape with a successful Bend Bars/Lift Gates check. The glue dissolves 5 rounds after the Mimic dies. (Note that a victim held fast by a Mimic's pseudopod loses any AC bonus due to Dexterity).

Potential Yield:

Destroy Violet Fungi (270 EP each) □□□□

Slay Mimic (3,000 EP)

Vials of incense □□□

Ceremonial scales (2,500 GPV)

2.7: CHAPEL OF PURIFICATION

As a red herring, Igor stretched one of Rinarra's long, grey hairs across the doorway of this room, about four feet above the floor. Any PC examining the door has a 30% chance of finding it, and any thief performing a Find Traps finds it automatically.

The hair itself is three feet long, and uniformly grey. It is attached by being tucked into crevices around the door frame by means of a small knife or nail. This is for paranoia purposes only, and to perhaps induce the party to waste time pondering its purpose or frantically searching for traps. The hair itself has no special properties, and there are no effects from not finding it or walking through it without removing it first.

An altar dominates this room. Bas-relief carvings line the walls. On the far (angled) wall is a gold censer and incense holder.

The carvings show scenes of Arweck Frimwolde slaying a dragon, defending a city from marauders, helping construct a building while surrounded by lots of children (possibly a school or orphanage) and offering a kind hand to a person in need.

Anyone of LN, N or CN alignments who touches the altar suffers 1d6 electrical damage (no save.) Anyone of any evil alignment who touches the altar suffers 3d6 electrical damage (no save).

The secret door in this chamber is twice as difficult to detect as a normal secret door, due to the quality of its construction and the subtle manner in which it is worked into the texture of stone in the wall (use a d12 rather than a d6.) It opens into Area 2.14 with a simple push. This can be done on accident, but only if someone is putting significant pressure on exactly the right spot.

Potential Yield:

Golden censer w/matching incense holder (1,500 GPV)

2.8: PASSAGE OF DUTY

The doors open, leading to a nearly identical section of hallway. A bronze door blocks the way forward, while the right and left walls each have a door. A stone slab sits just before the bronze door. There is an inscription above the bronze door.

The inscription is in Common and reads "CLEANSE YOURSELF OF ALL IMPURITIES BEFORE MAKING YOURSELF KNOWN."

As previously, a set of sealed bronze double doors prevents further progress. In order to pass, the PCs have two options: either cast an Atonement spell on one member of the party (who may then easily push the bronze door to Area 2.11 open), or they must obtain either of the chalices found in Areas 2.4 and 2.10, fill it with Holy Water from Area 2.6 and pour it over the stone slab. If this is done, the bronze door opens on its own and allow the party to move on.

The party can gain access to Area 2.4 by picking the lock or spelling it open with Knock or other means.

The doors leading to Area 2.9 and 2.10 are ordinary two-inch thick wooden doors with normal handles, and are unlocked. They are painted to match the surrounding décor, however (+1 to save vs. normal fires.)



2.9: RELIQUARY OF DUTY

As you enter this muraled chamber, the only item in the room is a small pedestal holding a broken tablet. Even the tile floor is unremarkable.

The murals tell the tale here: the creation of the Tablet of Fate in the presence of all the Aldraazar Gawds; Yi'Gor petitioning Luvia to change his status in the hierarchy of the gawds, Luvia allowing his attention to be diverted from the Tablet of Fate at a key moment; Yi'Gor's destruction of the Tablet of Fate and the scattering of its pieces throughout the TeraVerse, and Zelaur's passing judgment on Luvia, sentencing him to eternal blindness for his role in the War of the Tablet of the Ages. A Very Difficult religion:Aldraazar check is needed to make the connection between the murals and the story of the War of the Tablet of the Ages. If a PC should ask about a connection without prompting, then success is automatic.

Touching the tablet forces all in the room to save vs. Apology or be wracked with overwhelming guilt for d12 turns (affected as if by a Feeblemind spell). On a failed save, there is a 1% chance (per point failed by) that the PC gains the "Nagging Conscience" quirk. A saving throw of 1 automatically results in a 20% chance of developing the quirk. The effects can be negated by means of a Remove Curse or Atonement spell, or by performing 80 hours of community service.

Potential Yield:

Tablet of Fate fragment (25,000 GPV)

2.10: CHAPEL OF DUTY

Ten Rust Bats live here, and they take immediate interest in any items of iron or steel that enter the room. Since they are all hanging from the ceiling of this room, unless the ceiling is specifically examined, there is an 80% chance of these creatures going unnoticed upon entry. Once they take flight, however, roll for surprise normally. The Rust Bats target any ferrous metal items carried by the characters, and follow if the PCs attempt to escape.

Another gold-inlaid altar dominates this room. In contrast to the reliquary, this chamber is ornately decorated and has bas-relief carvings depicting acts of service and penance for the order's past misdeeds. A bone scroll case lies on the altar. Along the southern wall there appears to be an ornate gold container of some sort.

The scroll case contains a **Scroll of Atonement**. Anyone of LN, N or CN alignments who touches the altar or attempts to remove the scroll case suffers 1d6 electrical damage (no save.) Anyone of any evil alignment who touches the altar or attempts to remove the case suffers 3d6 electrical damage (no save). Taking damage does not prevent getting the scroll case, however.

Closer examination of the carvings shows Luvia ordering his followers to engage in an eternal quest for justice throughout the world. One carving depicts a cleric reading from a scroll while at

the front of what appears to be a funeral procession of a follower of Luvia, another shows a follower of Luvia anointing the body of another follower by pouring something out of a chalice onto the body. The chalice in the carving appears identical to the one in Area 2.4, as well as the one inside the gold container in this room (if the players have already found it.)

The gold container is firmly affixed to the wall and is essentially a miniature golden cabinet with doors that open outward. The doors are locked, but can be picked by an appropriately-equipped and trained thief. Inside the container is the chalice referenced above. The gold container cannot easily be removed (needs at least a 50% Bend Bars/Lift Gates check), but should the party succeed, it weighs 80 lbs and is worth 8,000 gp.

The secret door in this chamber is twice as difficult to detect as a normal secret door, due to the quality of its construction and the subtle manner in which it is worked into the texture of stone in the wall (use a d12 rather than a d6.) It opens into Area 2.14 with a simple push. This can be done on accident, but only if someone is putting significant pressure on exactly the right spot.

Rust Bats (10)

(HF 1, EP 85, INT Animal (1), AL N, AC 6, MV 2", 14" fly, HD 2, hp 33(x2), 31(x2), 30 (x2), 29(x2), 27(x2), SZ S (2' long), #AT 1, D nil, SA Rusting; SD n/a, MR Std, Hon n/a, ML 15, TOP 15, BSL: n/a, FF 15, Ref *Rustlers of the Night* p. 75)

CW: F, AC 6, save as F2

- 1): HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ███
- 2): HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ███
- 3): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 4): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 5): HPs: ██████ ██████ ██████ ██████ ██████ ██████
- 6): HPs: ██████ ██████ ██████ ██████ ██████ ██████
- 7): HPs: ██████ ██████ ██████ ██████ ██████ ██████
- 8): HPs: ██████ ██████ ██████ ██████ ██████ ██████
- 9): HPs: ██████ ██████ ██████ ██████ ██████ ██████
- 10): HPs: ██████ ██████ ██████ ██████ ██████ ██████

Rust Bats appear to be furless bats with long antennae, and rust-colored wings. They smell like smoldering iron shavings. They can only affect ferrous metals, that is, iron or steel. Metal weapons striking the Rust Bats are treated as they had been attacked by the Rust Bats.

All ferrous metal items struck by these Rust Bats get a save vs. Disintegration. Magic items also have a % chance equal to their enchantment to resist being rusted away (i.e. a **Long Sword** +2 has a 20% chance of resisting rust.) Metal armor is damaged at the rate of 14 pts/round. Studded leather armor cannot be damaged lower than 1 hp remaining at AC9.

Potential Yield:

Beat the Bats (85 EP each) □□□□□ □□□□□

Scroll of Atonement

Bone scroll case

Chalice (2,000 GPV)

Gold container (8,000 GPV)

2.11: PASSAGE OF HONOR

Once again, you enter a chamber with a bronze door with a bas-relief engraving on it and another door on the left-hand wall as well as on the right. A stone slab sits in the middle of the chamber as before. An inscription is above the door.

The inscription reads (in Common) “HONOR YOUR GAWD WITH ALL YOUR BEING.” The bas-relief engraving forms a giant open gauntlet with a set of scales engraved in the palm (the symbol of the order; requires a Very Difficult religion or heraldry check unless the PCs have already deciphered this symbol.)

Anyone looking more closely at the slab or the bronze door notices that the granite slab is set a little further back here as compared to the previous two chambers. Successful attempts to Detect Traps notice two cleverly disguised pressure plates in front of the double doors, the one closer to the doors being far more sensitive. In order to pass, someone must simply put at least 50 lbs of weight on the rear plate and one pound on the plate closest to the door. Traditionally, a cleric or paladin would kneel and dip his weapon to the floor in Luvia’s honor, which is why there is slightly more room between the slab and the bronze door leading to Area 2.15.

The doors leading to Area 2.12 and 2.13 are ordinary two-inch thick wooden doors with normal handles, and are unlocked. They are painted to match the surrounding décor, however (+1 to save vs. normal fires.)

2.12: RELIQUARY OF HONOR

Murals showing worshippers of Luvia, genuflecting before his likeness and otherwise paying homage to the Gawd they serve, dominate this room. A sizeable collection of treasure lies just before the center-most likeness of Luvia. Between you and that treasure is a giant, gaping, toothy maw.

The treasure is an illusion created by the Symbiotic Jelly dwelling in this room, although persons attempting to manipulate the “treasure” actually stick their hands (or whatever) into a pile of Gore Monger droppings (20% chance of contracting a random disease within 2d12 days) that were placed here by Igor as a sick joke. Those manipulating the illusion must save vs. Spell to real-

ize they are handling droppings and not gold (+4 to the save if someone points out what they’re actually handling.)

Jelly, Symbiotic

(HF 2, EP 65, INT Very, AL N, AC 8, MV 1”, HD 2, hp 28, SZ S, #AT nil, D nil, SA See below; SD See below, MR Std, Hon n/a, ML 6, TOP n/a, BSL: n/a, FF n/a, Ref HoB IV p46)

CW: F, AC 8, save as F2

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□

A Symbiotic Jelly hides on the ceiling, out of sight. It then attempts to charm the first carnivore that enters the cave (equivalent to a Charm Monster spell.) If the charm succeeds, the Jelly uses its illusion ability to make the carnivore appear weaker than it is (those viewing must save vs. Spell at -7) and to create the illusion of a huge treasure hoard.

Symbiotic Jellies feed on a carnivore’s bloodlust. It will not attempt to charm creatures it does not deem as a non-carnivore (unless said creature slays its previous host.) If a PC is charmed and forced to serve, it becomes more and more feral the longer he stays under the Jelly’s influence. A charmed PC will not be ordered to attack his friends, but will be ordered to be as annoying as possible to drive his friends away.

Masticator, Articulated (charmed)

(HF 27, EP 6000, INT Ave, AL CE, AC 5, MV 6” Flying (C), HD 14, hp 78, SZ L, #AT 1 D 4-16, SA Swallowing; SD nil, MR Std, Hon n/a, ML 14, TOP 39, BSL: Def AC+12, FF 14, Ref HoB IV p123)

CW: R, AC 5, save as F14

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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The Masticator attacks anyone entering the room. On a To-hit roll that succeeds by 4 or more or on a natural 20, the victim is caught in the jaws of the masticator and may lose a limb (10%, roll randomly), a head (5%) or be bitten in half (1%). Note that this supersedes the critical hits table. Victims (or their parts) are digested on the Ethereal Plane, and those cannot be retrieved unless the masticator is killed. Should the entire body somehow be forced into the Prime Material Plane, the masticator becomes immobile and easy to kill (AC 10.)

Should the masticator be killed and its belly searched, the PCs find 6000 electrum pieces and 2400 gold pieces.

Potential Yield:

Defeat Jelly (65 EP)

Defeat Masticator (6,000 EP)

Coinage (5,400 GPV)

2.13: CHAPEL OF HONOR

A beautifully gilded marble altar sits prominently on the far side of this cool, dark room. At its center is an ornate sword.

Trap: This room's door is trapped with Type D acid (3d6 damage, undetectable from outside, 10% chance of being noticed while opening the door, thief character automatically detects if previous successful check for traps on this door).

While somewhat amateurish, the trap is effective enough despite its simplicity. Igor has a small wooden board attached to the wall directly above the door. One end of the board is held up by a small peg attached to the inside of the door by a 2' long length of string. Opening the door dislodges the peg, tipping the board and dumping the container of acid on top of whomever is opening the door (save vs. Paralyzation to avoid the acid). The quantity of acid is 8 ounces.

Be thorough with item saving throws for clothing, armor, weapons, or anything else that might be affected/splashed with acid in the event this trap is sprung over someone that fails their saving throw to avoid the acid as it falls.

The sword is a silver bastard sword with gold inlays on the hilt, and is of extraordinary and intricate quality of workmanship. It is also surprisingly well-preserved. While sharp and useful as a normal weapon, this is clearly a ceremonial sword (worth 6000 GP).

Anyone of LN, N or CN alignments who touches the altar or attempts to remove the sword suffers 1d6 electrical damage (no save). Anyone of any evil alignment who touches the altar or attempts to remove the sword suffers 3d6 electrical damage (no save). Those taking damage can still get the sword, however.

Treasure: Igor also uses this room as a convenient place to store his stores of rather good sherry (since environmental conditions are perfect). All told, there is one small cask (worth 500 gp) a crate of 20 bottles (worth 20 gp per bottle) and an opened crate with four full and 16 empty bottles. Each bottle is labeled with a name and number (presumably year of vintage and where it was bottled).

Two of the four in the open crate have a different vintage and location than the others, and are worth up to 500 gp each to the right collector (Very Difficult appraisal, Very Difficult brewing, Very Difficult alchemy or bardic lore to garner appropriate information. Someone with the Alcoholic quirk can roll vs. 0.25 INT to know that "I heard that was a good year, and hard to find.").

Secret Door: The secret door in this chamber is twice as difficult to detect as a normal secret door, due to the quality of its construction and the subtle manner in which it is worked into the texture of stone in the wall (use a d12 rather than a d6.) It opens into Area 2.14 (see also) with a simple push. This can be done on accident, but only if someone puts significant pressure on exactly the right spot.

Potential Yield:

Bastard sword, silver, extraordinary, -1 to spd factor (6,000 GPV)

Cask of sherry (2 gallons, 500 GPV, weighs 46 lbs)

Quart bottles of sherry (20 GPV, weigh 2 lbs ea)

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Quart bottles of excellent sherry (500 GPV, 2 lbs ea) □□

2.14: SECRET PASSAGE OF THE PRIESTS

You feel as if you are not alone as you walk down this dark, narrow passage.

The secret doors along this passageway appear from this side as normal doors, two feet wide, leading to each chapel. The original purpose of this passageway was to give the priests a means of being able to prepare the chapels in front of a funeral procession without having to go through the rituals to open each bronze door themselves. In more recent times, Igor has been using this passageway to check his acid trap in Area 2.13.

A normal cat has taken up residence here. She's generally good-natured, a great mouser and warms to the party quickly, especially if they give her food. If treated well, she'll even follow the party around.

Cat, Small (Domestic)

(HF 0, EP 7, INT Animal, AL N, AC 6, MV 9", HD <1 hp6, SZ T, #AT 3 D 1-2/1-2/1, SA Rear claw rake (1-2); SD See Below, MR Std, Hon n/a, ML 8, TOP 3, BSL: Def AC-5, FF 8, Ref HoB II p8)

CW: B, AC 6, save as F0

SA: If both front claw attacks hit, the cat can rake with its rear claws for 1-2 damage.

SD: Cats surprise 8 times in ten, are only surprised 2 times in ten and always land on their feet.

HPs: □□□□ □

Potential Yield:

Adopt or slay cat (7 EP)

2.15: HALL OF REMEMBRANCE

This large chamber is unique in that while it, too, has a large bronze door at the far end, it does not have a reliquary or chapel attached. A slate with something written on it sits in the corner.

An inscription on the slate standing in one corner of the room reads, in Common, "HYMNS AND PRAYERS, PAGE 221, VERSES 1 AND 3." In order to pass, the PCs must sing for one

round (bonus points if they sing that particular hymn, which can be found in any of the song books in Area 2.4, if they picked the lock and gained entrance to that room). But first, they'll have to defeat the Bog Lurker that waits for them.

Bog Lurker

(HF 56, EP 8000, INT Genius, AL NE, AC 0(4), MV 12" Fly (B), 6" after feeding, HD 13, hp 85, SZ M, #AT 1 D 3-30, SA see below; SD See Below, MR 100%, Hon n/a, ML 12, TOP 43, BSL: Def AC +12, FF n/a, Ref HoB I p85)

CW: R, AC 0(4), save as F14

SA: Surprise 8 in 10

SD: +2 or better weapon to hit

SW: After feeding on 1 S or M-sized creature, AC reduced to 4 and +1 or better weapon to hit, MV reduced to 6" for 1 hour. Destroyed with a Reincarnation spell.

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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The Bog Lurker is a vaguely man-shaped creature that is nearly invisible, being pale and vaporous in appearance, well able to conceal itself in the mists and fogs of its normal habitat. They normally dwell in dismal, remote swamps and marshlands, but occasionally stake out a territory in a subterranean area as long as it is moist and can provide ample prey for its bloodthirsty appetite.

The Bog Lurker is named so because after surrounding its victim with its vaporous tentacles and draining all of the victim's body fluids, the monster flushes crimson.

Bog Lurkers are difficult to detect, surprising their prey 8 times out of 10. Because of the insubstantial nature of these creatures, they are normally Armor Class 0 and hit only by magical weapons of +2 or better.

However, immediately after feeding (on an amount of blood typically contained in a size S or M creature), the monsters take on substance, dropping to armor class 4 and being subject to +1 or better magical weapons. This condition lasts for 1 hour after feeding. Movement is also slowed from 12" to 6" after feeding.

Potential Yield:

Defeat Bog Lurker (8,000 EP)

2.16: DEFILED SANCTUARY

The doors open into a dark, cavernous space. The only light comes from a column ahead of you and to your left. A skeletal, snake-like creature coiled around the pillar begins to move rhythmically.

Study the entire description of this encounter very carefully in advance, because it is the pivotal encounter in this round, and is very dependent on timing of specific events and actions of the

monsters. The GM should have everyone roll for surprise immediately (make the pixie fairies roll too, since the Necrophidius is an artificial construct similar to a golem).

This room features six ornate pillars and a large funeral bier at the far end. The bier can be lowered by means of a weight-and-pulley mechanism located on the wall behind the bier (most of the mechanism is hidden, only the levers are visible). The bier, and the whole northern section of the room are on a raised area. The floor in this portion of the room is 18" higher than the rest of the room.

The sanctuary is unlit except for six candles around the column to the left of the door. Those candles illuminate the Necrophidius. All others are hidden by the mundane darkness unless otherwise lit by the PCs entering the room.

Six Common Bats have also taken up residence in this room. They are skittish and avoid combat at all costs, first disappearing into dark corners, then fleeing the complex (if possible).

Rinarra has converted this room into her main laboratory and outfitted it quite well. If it weren't bad enough that she has defiled this sacred place, she uses the bier as the workbench upon which she performs her foul craft.

Treasure: Among the other goodies to be found here are 500gp worth of rare herbs and leaves, 10 gems worth 100gp each, 25 gems worth 50 gp each, a 5000-gp gem, laboratory equipment worth 10,000gp (including beakers, mortars and pestles, etc. These require 1d4 hours per 1000 gp worth to break down and package. Note that packing materials are required.). There is also a carefully packaged straw-lined wooden box containing six vials of assorted very rare bloods and toxins worth 10,000gp to the right buyer

Necrophidius

(HF 9, EP 175, INT Ave, AL N, AC 2, MV 9", HD 2, hp 26, SZ L, #AT 1 D 1-8, SA See below; SD See below, MR See below, Hon n/a, ML 19, TOP n/a, BSL: Def AC-3, FF n/a, Ref HoB V p62)

CW: F, AC 2, save as F2

SA: Surprise 5 in 10 times; "Dance of Death" as first attack (save vs. Spell or hypnotized by movement); bite causes paralysis for 1-4 turns unless save is made.

SD: Immune to poison, sleep, charm and mind-affecting spells; does not check morale; cannot be turned even though it appears to be undead (it's not.)

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ □

Skeletons, Screaming (24)

(HF 2, EP 175 each, INT Non, AL N, AC 7, MV 12", HD 1+2, hp 30 (x4), 29 (x4), 28 (x4), 27 (x4), 26 (x4), 25 (x4), SZ M, #AT 1, D 1-6, SA Fear scream, SD See below, SW See below, MR See below, Hon n/a, ML 20, TOP n/a, BSL: Def AC-2, FF n/a, Ref HoB VII p66)

CW: D, AC 7, save as F1

SA: Fear scream once per round, which causes Fear (as spell) against anyone in a 40-foot radius who does not successfully save

vs. Spell. The Fear effect lasts 1-6 rounds. Opponents who save on the first round are immune to further screams from that band of Screaming Skeletons. Clerics who can turn or control undead get +2 on saving throws and paladins are immune to the effect. The fear effect is telepathic and is only in the victim's mind. A Silence 15' Radius spell stops the effect.

SD: Hacking and puncturing weapons do half damage.

SW: Holy Water does 2d4 damage

MR: Immune to Sleep, Charm, Hold, Darkness, Fear and cold-based attacks.

Each Screaming Skeleton is armed with an ordinary long sword.

- 1): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 2): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 10): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 11): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 13): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 14): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 15): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 16): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 17): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 18): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 19): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 20): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 21): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 22): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 23): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 24): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Skeleton Warriors (2)

(HF 49, EP 4000 each, INT Exceptional, AL NE, AC 2, MV 6", HD 9+6, hp 73, 69, SZ M, #AT 2, D by weapon (khopesh sword +1/2-9), SA see below, SD See below, SW See below, MR 90%, Hon n/a, ML 19, TOP n/a, BSL: Def AC+8, FF n/a, Ref HoB VII p66)

CW: N+1, AC 2, save as F9

SA: Creatures of 5 HD or less flee on sight (no save); +3 to-hit

SD: Hacking and puncturing weapons do half damage; immune to sleep, charm, hold, darkness, fear and cold-based attacks.

Each Skeleton Warrior is armed with a **Khopesh Sword +1**.

- 1): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 2): **HPs:** ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Igor has the ringlet to control the Skeleton Warriors and orders them to defend Rinarra. As long as he is not needed to cast spells or otherwise act, he coordinates their movements. If he has to take other action, he orders them either to defend Rinarra at all costs. The Skeleton Warriors are considered "twins" and MUST be controlled as a pair, since a single circlet controls them.

Bats (5)

(HF 0, EP 15, INT Animal, AL N, AC 8, MV 1", 24" Fly (D), HD 1-2 hp, hp2 (x3), 1 (x2), SZ T, #AT 1 D 1, SA See below; SD nil, MR Std, Hon n/a, ML 2, TOP 1, BSL: Def AC-5, FF 3, Ref HoB I p52)

CW: B, AC 8, save as F0

- 1): **HPs:** ██
- 2): **HPs:** ██
- 3): **HPs:** ██
- 4): **HPs:** █
- 5): **HPs:** █

Rinarra (13th level Human Female Blood Mage)

(EP 4,922, S 10/59, D 12/73, C 18/51, I 16/95, W 8/76, Cha 16/66, Com 13/42, AL CE, AC 8 (**Ring of Protection +2**), MV 12", HD 11+2 (d4), hp 54, SZ M (5'8"), #AT 1, D by weapon (dagger, staff) or spell, SA spells, opponents receive -1 on saving throws against necromantic spells, SD +1 save vs. (necromantic) Spell, spells, brooch of shielding, ring of protection +2, Lang common, Hon Great (130), TOP 27, Crit BSL: Def AC+2 (melee), +3 (missile), FF 18, Age 45, Height 5'8", Weight 140 lbs.,

Quirks/Flaws: animal phobia (birds), inappropriate sense of humor, paranoid, know-it-all, Talents: photographic memory, fast cast, voiceless casting

Skills: botany 67, herbalism 78, anatomy, basic 71, anatomy, vital (humanoid) 69, arcane lore 55, reading/writing (common) 95, set snares 45, skinning 31, skilled liar 59, religion (general) 56, religion (specific, Grawdyng) 33, surgery tools 81, slaughter: game animal 73, reading lips 28, alchemy 47)

CW: H, AC 8, save as MU13 (+3, +4 vs. necro spells)

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Pre-Cast Spells/Items (Rounds or HP Remaining):

Protection from Normal Missiles:

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Magic Shield

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Globe of Invulnerability

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Brooch of Shielding:

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Inventory: **Crystal Ball with Clairaudience**, dagger, quarter-staff, **Ring of Protection +2**, **Brooch of Shielding**, key to spellbook in Area 2.4.

Spells memorized: *First level:* Blood Missile □□□□, Jack Punch □□, Jump, Magic Shield, Ralph's Placid Arrow □□, Resist Cold, Resist Fire, Shocking Grasp, Witherslow □□;

Second level: Blood Mark □□, Blood Thirst □□□□, Spectral Hand □□, Web □□, Wizard Lock;

Third level: Bash Face □□, Bloodball □□□, Dispel Magic □□, Dispel Silence, Lightning Bolt □□□, Protection from Normal Missiles;

Fourth level: Boiling Blood □□, Dimension Door, Fire Shield, Ice Storm, Minor Globe of Invulnerability, Mist of Corraling, Power Word: Slow, Remove Limb □□;

Fifth level: Cloudkill □□, Pathorgian Death Hex, Stone Sphere, Summon Shadow □□, Throbbing Bones, Wall of Force, Wall Passage;

Sixth level: Blazing Blood □□, Disintegrate, Globe of Invulnerability, Wall of Blood

Rinarra is 51 years of age, but is well preserved and still a comely woman, if a bit matronly in recent years. Her hair has gone grey, but she still wears it long, typically keeping it out of the way in a tight, neat, three foot long braid down the middle of her back. She dresses in muted colors, preferring simple robes of brown or dark red. She wears no jewelry or other adornments that do not have some sort of magical or practical function.

Rinarra has in her possession a **Crystal Ball with Clairaudience**, with which she uses to observe (and listen to) the party's progress through the earlier areas of the temple. Note well that only creatures with an Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class. See *Table E: Base Chance to Notice Scrying*, on page 22.

For each point of Intelligence above 12, the individual has a cumulative 3% chance per point of Intelligence above 12 of noticing that they are the subjects of scrying. These individuals also have a cumulative chance of one percent per level of experience of detecting scrying.

Because of this scrying, Rinarra is aware of the party well before they enter Area 2.16. Prior to their entry, Rinarra casts the following spells from a prepared scroll in this order, so that they are in effect once the party enters the chamber: 1) Protection from Normal Missiles, 2) Magic Shield, 3) Globe of Invulnerability.

Note that the scroll is expended when she is finished casting, and rolling on the blood magic spell effects table is unnecessary for this action.

Rinarra is located on the north end of the room, standing seven feet to the west of the bier, 80 feet from the door of this room.

Igor is located crouched behind the bier, within sight of Rinarra, but concealed from the character party as they enter the room.

The room is dark except for six candles burning brightly in sconces around the southeastern-most pillar in the room (negating any infravision for those that may possess it that come through the door of the room).

The candles illuminate only a 5' radius around the column to which they are attached, so only describe the Necrophidus to the party unless the party illuminates the room with a superior light source. Note that Rinarra is positioned beyond the 60' radius of a Continual Light source carried by any party member unless that PC moves at least 20' into the room.

Because of her position, she can clearly see the party (even shorter members, since she is elevated), while they are lit and she is not. The "shimmering" of her **Globe of Invulnerability** does not give off any illumination, so it is not visible unless a light source is moved near her.

The Necrophidus begins its Dance of Death immediately upon any character's entry to the room, affecting any within 40' of it. This dance has no affect on Rinarra (since she is the one in control of it) or Igor (he's too far away).

While this is going on, the Screaming Skeletons begin to advance on the party from the center of the room (20' away; if the party is using a Light spell for illumination, they can only see the Skeletons once the character with the Light is five feet into the chamber and 10' into the chamber if the character is only carrying a torch.

Characters illuminating the room with Continual Light sources can see the Screaming Skeletons immediately), and the two Skeleton Warriors remain in their ordered positions in front of Rinarra in the north half of the room.

Rinarra's Tactics

Because timing is critical to the effective use of Rinarra as a magic-user, conduct this combat in a coherent, methodical order, adjusting as circumstances require, keeping close count of rounds after the character party enters Area 2.16.

As long as the PCs are not aware of Rinarra's location, any spells she casts are voiceless which, when combined with her fast cast talent, add only one segment to the casting times. Once the party is aware of her location, she casts normally with the fast cast talent, which reduces all her casting times by two segments.

Whenever possible early in the fight, Rinarra should try to discreetly use her Spectral Hand spell to deliver lower level touch spells such as Blood Thirst and Blood Mark. Note that Spectral Hand can be used to deliver more than one spell throughout its duration of 2 rounds/level, and that at Rinarra's level, this equates to 26 rounds.

Rinarra should try to make use of her more damaging spells that don't have saving throws associated with them and use lower level spells first so as to aid in avoiding negative effects from Blood Magic. She should do this for as long as she can before revealing her location. Keep flashier spells like Blood Missile and Lightning

Bolt for later, when the character party is becoming more of a threat or when the Screaming Skeletons are becoming depleted.

Since she is capable of casting most of her lower level spells from all the way across the room, run Rinarra in a way to best utilize the time she is given by the Screaming Skeletons and her Skeleton Warriors to her advantage, targetting those whom she perceives as the most powerful party members first.

Don't forget to factor in +1 per die due to her Great Honor!

Note that she may also summon Shadows, if the need arises (which it shouldn't).

Shadow, Common (0, 4 or 8)

(HF 5, EP 420, INT Low (5-7), AL CE, AC 7, MV 12", HD 3+3, hp 42, 40 (x2), 36, 34, 33, 32, 31, SZ M, #AT 1 D 1d4+1, SA Drain Strength (1 point per hit, returns in 2d4 turns, drained humans/demi-humans immediately become new shadows); SD See MR, MR Immune to Sleep, Charm, Hold and Cold Based spells, Hon n/a, ML Varies by lighting, TOP n/a, BSL: Def AC+1, FF n/a Ref HoB VII p47-48)

CW: N, AC 6, save as F10

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While Rinarra is spelljacked, there is a 4% chance of spell mishap for ANY spell she casts (for the first 27 spells) due to her Opportunist talent.

Because she is a blood mage, every spell she casts requires a roll of (1d8-1)+(1d12-1) + the level of the spell she is casting, to determine if there are any negative effects. *Table G: Rinarra's Casting Effects* is based on the similar blood mage table from p34 of the *Spellslinger's Guide to Wurld Domination*, reproduced here for easy reference and modified for her Great Honor:

Note that in the above chart, Rinarra tries not to harm Igor unless she'll also harm at least one of the PCs in any meaningful way. If she rolls a 1 and Igor is the nearest creature, she'll round down so he doesn't get hurt. If she rolls a 2, she'll up it to 3 in order to get as many PCs as possible. Furthermore, Rinarra decides on a spell-by-spell basis whether it's better to "soak" the damage from casting or whether to attempt to save, risking a mishap. As a rule, suffering 1 or 2 points of damage doesn't bother her (unless she's running low), but much more than that, she'll try to save.

Table G: Rinarra's Casting Effects

Roll	Base Chance
1-8	No ill effect
9	Nearest living creature suffers 1 point of damage/2 spell levels (min. 1 point)
10	Nearest 1d3+/-1 living creatures suffer 1 point of damage/ spell level (min. 1 point; the +/-1 is to her benefit: more PCs, fewer NPCs.)
11	Rinarra suffers 1 point of damage/2 spell levels (min. 1 point)
12	Rinarra suffers 1 point of damage/spell level (min. 1 point)
13	Rinarra and all creatures within 2d12+/-2 feet suffer 1 point of damage/2 spell levels (min. 1 point)
14	Rinarra and all creatures within 2d12+/-2 feet suffer 1 point of damage/spell level (min. 1 point)
15	All vegetable matter within 3d12 feet of Rinarra is destroyed
16	Nearest living creature suffers 1d4+/-1 points of damage/2 spell levels (min. 1 point)
17	Nearest 1d3+/-1 living creatures suffer 1d4+/-1 points of damage/spell level
18	Rinarra suffers 1d4-1 points of damage/2 spell levels
19	Rinarra and all creatures within 2d12 feet suffer 1d4-1 points of damage/2 spell levels (min. 1 point)
20	Rinarra suffers 1d4-1 points of damage per spell level
21	Rinarra and all creatures within 2d12+2 feet suffer 1d4-1 points of damage/1spell level
22	All vegetable matter within 5d12 feet of Rinarra is destroyed
23	Rinarra suffers 1d8-1 points of damage/2 spell levels (min. 1 point)
24	Rinarra and all creatures within 3d12+3 feet suffer 1d6-1 points of damage/2 spell levels (min. 1 point)
25	Rinarra suffers 1d6-1 points of damage per spell level
26	Rinarra and all creatures within 3d12+3 feet suffer 1d6-1 points of damage/spell level
27	Rinarra suffers 1d8-1 points of damage/spell level
28	Rinarra and all creatures within 4d12+4 feet suffer 1d8-1 points of damage/spell level
29+	Rinarra and all living matter within 10d12+10 feet have life force sucked out, leaving only a brown desiccated husk

Victims can make a saving throw versus spells to halve the damage (round down, minimum 1 point). Damage can take three different forms. Roll a d6: 1-3 = hit points, 4-5 = Constitution, 6 = Strength. A single "point" of damage actually means 25 points of a Fractional Ability Score. Damage to an Ability Score heals at the rate of 25 fractional points per day, unless the victim engages in heavy activity (i.e., combat, harsh travel, etc.).

The blood mage can choose to attempt to avoid any effect (before rolling on this table) with a successful save vs. Spell. If the saving throw fails, a spell mishap results.

Another favorite tactic of Rinarra's is to use her Spectral Hand spell to deliver some of her other spells that require touch attacks.

Disintegrate and/or Remove Limb is used against any foe that seems to be getting "too close for comfort". Note that Remove Limb may be used to target the wings of pixie fairies attempting to fly to her position, and that wings are considered limbs for purposes of this spell.

Keep close track of time. When her Globe of Invulnerability is close to the end of its 13 round duration, Rinarra casts her memorized Globe of Invulnerability to replace it (she's very defense conscious; she is paranoid, after all).

She also casts Fire Shield as soon as it becomes apparent that she might be struck by melee weapons (since Fire Shield inflicts like damage back on any opponent who strikes her) and she casts Power Word: Slow, Mist of Corraling, and Web to keep the party at a distance if necessary.

Rinarra is very concerned about her own personal safety and uses her Wall of Force to protect her person if it comes to that. Igor orders the Skeleton Warriors to protect her if the party breaks through the Screaming Skeletons.

She also has a Contingency spell in place. If Rinarra is brought down to 15 hp or below, the Contingency automatically brings into effect a Dimension Door that shunts her into a doorless private chamber accessible only by means of a Dimension Door spell or a Teleport spell (Area2. 29).

If given the opportunity to escape and the battle is obviously going badly for her, Rinarra casts Wall of Force in a semicircle around herself and Igor and then Wall Passage so that she and Igor can escape through one of the walls of this chamber that lead them outside. Once outside, she cancels her Wall Passage spell so that none may follow.

If it is clear that she is going to perish, she attempts to wipe out the party by casting a Woeful spell (such as "Disintegrate"), which negates any saving throws or magic resistance the party might have (see the *Spellslinger's Guide to World Domination*, page 33, "Woeful Casting").

Of course, this knocks Rinarra unconscious for 36 hours, but if she succeeds in slaying the party with her Woeful spell, that's immaterial – and if she fails, she's dead anyway (since presumably the surviving party members are going to kill her while she's unconscious).

Keep in mind that her **Ring of Protection +2** gives her a +2 bonus to all of her saving throws, and as a blood mage, she causes all recipients of any necromantic spells she casts to save at -1.

Before admitting total defeat, Rinarra also purges her Honor in an attempt to save herself (or kill her enemies, if she has a reasonable chance of doing so).

Use any means at your disposal to play Rinarra as ruthlessly and calculating as possible. She didn't get to her advanced years in such a dangerous profession by being hasty, impulsive, or foolish with her own safety. She attempts to bring Igor with her if she makes an attempt at escape, though it should be pointed out that if it comes down to a choice between herself or Igor, she'll leave him behind if there is any substantial risk in bringing him with her.

Igor's role is to remain hidden as long as possible, controlling the skeleton warriors and healing/curing any damage she has taken while she deals with the character party. Due to his association with Rinarra, he's particularly looking out for any ill effects from her blood mage spellcasting. Since his healing spells cannot penetrate her Globe of Invulnerability, while that is in effect, Igor darts out from his hiding place to deliver Cure spells by touch if he sees the need to do so.

Igor (7th level Human Cleric of Grawdyng)

(EP 1,645, S 17/78 (+2 to hit, +5 damage), D 10/01, C 18/22, I 7/23, W 17/35 (+3 magical def. adj.), Cha 9/12, Com 3/17, AL CE, AC 3 (**Banded Mail +1**), MV 12", hp 82, SZ M (5'11"), #AT 1, D by weapon (**Mace +2**, sickle, club) or spell, SA spells, SD spells, Lang common, Hon average, TOP 36, Crit BSL: Def AC+1 (melee), FF 18, Age: 36, Height 5'11", Weight 170 lbs.,

Quirks/Flaws: Scoliosis (hunchback), visually impaired, near-sighted, nervous tic, scar, facial, male pattern baldness, lisp, excessive drooling, Talents: prophesy, acute alertness, hit point bonus, seeking grasping hands

Skills: religion (general) 65, religion (specific, Grawdyng) 82, religion: specific (Luvia) 54, engineering 42, reading/writing (common) 65, first aid skill suite 41, set snares 67)

CW: G+4 (mace) or G+2, 3 A, save as C7 (+3 vs. magic)

Banded Mail +1 Armor: AC 3 □□□□ □□□□; AC 4 □□□□ □□□□; AC 5 □□□□ □□□□; AC 6 □□□□ □; AC 7 □□□□; AC 8 □□; AC 9 □;

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Inventory: Mace +2, Sickle, Club, Traveling spell book, **Banded Mail +1**, **Ring of Chameleon Power**, **Rod of Passage**, keys to all doors out and Area 2.4, holy symbol, circlet to control the Skeleton Warriors.

Spells: *First level:* Cure Light Wounds □□□, Endure Cold/Heat, Remove Fear, Light, Sanctuary;

Second level: Resist Fire, Heal Light Wounds □□, Staunch Bleeding, Silence 15'r;

Third level: Dispel Magic, Heal Moderate Wounds □□;

Fourth level: Heal Nasty Wounds.

Igor is fabulously ugly, with unusually wide-set eyes, a very asymmetrical face only a mother could love, and – most notably – a prominent hump that causes him to walk rather hunched over. He's relatively young compared to Rinarra, only having reached 34 years of age, but he dreams big, and is sure his association with Rinarra serves his gawd in ways that will bring ample rewards.

Igor is extremely devoted to Rinarra because of how devoted she is to her dark arts (which arguably do much to please Grawdyng the more powerful she gets). For all intents and purposes, he is a sidekick to Rinarra.

Igor strives to remain concealed as long as possible, and won't cast any spells until either he has to or he feels the noise from combat or other goings-on will mask his own casting. His main priority is to keep Rinarra alive by means of preventive and curative magics. He does not enter melee unless it is the only way to buy Rinarra time to escape or there is a very high probability it will guarantee victory. He is fully aware of the side effects of blood magic and reacts and protect himself accordingly.

At the onset of combat, Igor is concerned with controlling the Skeleton Warriors. Should Igor have to stop controlling them for whatever reason, there is a 4% chance they turn on him. Controlling the Skeleton Warriors takes all his concentration, so actions like healing Rinarra disrupt his control.

Igor is carrying Rinarra's emergency traveling spell book inside a leather pouch.

Rinarra's Emergency Travelling Spell book: Leather Cover, Parchment Pages, 13" x 12" x 2", 2 lb (x3 Encumbrance), 52 pages, locking metal clasp, holds *1st level:* Blood Missile, Magic Shield,

2nd level: Blood Mark, Blood Thirst;

3rd level: Bloodball, Dispel Magic;

4th level: Dimension Door, Minor Globe of Invulnerability, Remove Limb;

5th level: Cloudkill, Wall Passage;

6th level: Globe of Invulnerability.

Potential Yield:

Slay or Drive off Rinarra (4,922 EP)

Slay (1,645 EP) or drive off (828 EP) Igor

Slay Bats (15 EP) □□□□□

Destroy Necrophidius (175 EP)

Skeleton Warriors (4,000 EP) □□

Destroy Shadows (if summoned; 420 EP) □□□□□ □□□

Destroy Screaming Skeletons (175 EP)

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Dagger

Quarterstaff

Brooch of Shielding

Ring of Protection +2

Crystal Ball with Clairaudience

Sword, Long

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Mace +2

Sickle

Spell book, traveling

Banded Mail +1 (human-sized)

Ring of Chameleon Power

Rod of Passage

Pouch with assorted spell components

Khopesh Sword +1 □□

Door-sized iron key (to library)

Tiny spell book key

Rare herbs and leaves (500 gp)

Gems (100 GPV) □□□□□ □□□□□

Gems (50 GPV) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Gem (5,000 GPV)

Lab equipment (10,000 GPV)

Box of rare bloods and toxins (10,000 GPV)

2.17: CARVED-OUT PASSAGEWAY.

Should the party get past the little door in the library (Area 2.4), they emerge here. This area is obviously not part of the original architecture and appears to have been hollowed out by some natural means.

2.18: DANGEROUS PASSAGE

Any PC with the engineering skill can tell with an Easy skill check that the ceiling in this area is unstable. Should the party continue and reach the curve going left, the ceiling collapses, dealing 36d6 points of damage (save vs. Paralyzation for half; 50% chance of ending up on either side of the collapse).

2.19: CHAMBER

This chamber is the home of a Lurker Above.

Lurker Above

(HF 12, EP 2000, INT Non-, AL N, AC 6, MV 1", 9" Fly (B), HD 10, hp 70, SZ H, #AT 1 D 1-6, SA none; SD none, MR Std, Hon n/a, ML 11, TOP 35, BSL: Def AC+8, FF 11 Ref HoB IV p100)

CW: N, AC 6, save as F10

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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The Lurker Above is waiting on the ceiling for the opportunity to drop (-4 to opponents' surprise rolls.) If it hits, it squeezes for 1-6 damage per round, trapped victims can only use short weapons in hand if attacked.

Lurkers above have only a 10% chance of detection while on the ceiling.

2.20: BAT CHAMBER

A group of 62 Bats calls this place home. If disturbed by any noise or light source, they'll take flight immediately and attack the party.

Bats, common (62)

(HF 0, EP 15, INT Animal, AL N, AC 8, MV 1", 24" Fly (D), HD 1-2, hp 1 each, SZ T, #AT 1 D 1, SA See below; SD nil, MR Std, Hon n/a, ML 2, TOP 1, BSL: Def AC-5, FF 3, Ref HoB I p52)

CW: B, AC 8, save as F0

SA: 1% chance per bat per round to fly into things, disrupting spellcasting (save vs. Wisdom), disrupting weapon wielding (-2 to hit) and blinding (-2 to-hit for creatures that rely on sight, cumulative.) With adequate room to fly, a bat's AC goes from 8 to 4.

Bats: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Myconids, 5 HD (20)

(HF 11, EP 175, INT Ave, AL LN, AC 10, MV 9”, HD 5, hp 48 (x5), 46 (x5), 42 (x10), SZ M, #AT 1 D 5-20, SA See below; SD See Below, MR Std, Hon n/a, ML 12, TOP 12, BSL: Def AC, FF 11, Ref HoB V p58)

CW: I, AC 10, save as F5

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Myconids, 6 HD (14)

(HF 13, EP 270, INT Ave, AL LN, AC 10, MV 9”, HD 6, hp 51 (x2) 47 (x4), 46 (x4), 45 (x4), SZ L, #AT 1 D 6-24, SA See below; SD See Below, MR Std, Hon n/a, ML 12, TOP 12, BSL: Def AC+1, FF 11, Ref HoB V p58)

CW: J, AC 10, save as F6

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The Myconids are arranged in a sort of circular fashion, with the largest Myconids in the middle of the circle. Myconids attempt to tackle their opponents, doing 1-4 damage per Hit Die.

In lieu of tackling, Myconids can spit spores up to 30 yards, once per day per hit die. Each type of spore is gained per hit die.

1. Distress spores: All myconids in the radius (40” expanding to 120” in 3 rounds) are aware of the PCs, and the PCs feel they are being watched.

2. Reproducer spores: PCs who breathe these feel mildly attracted to myconids for the next 1-6 rounds.

3. Rapport spores: Save vs. Poison or gain the ability to communicate with Myconids telepathically for 24 hours, but PCs cannot hide their intentions.

4. Pacifier: Save vs. Poison or become completely passive for a number of rounds equal to the Myconid’s HD (even if attacked.)

5. Hallucinator: Save vs. Poison or hallucinate for a number of rounds equal to the Myconid’s HD. Roll a d20 for effect: 1-10: cower and whimper; 11-15: stare into nothingness; 16-18: flee

shrieking in a random direction; 19-20: attack closest creature with intent to kill.

6. Animator: if spores land on a dead biped or animal, it becomes a fungus zombie in 1-4 days under the control of the myconid king.

2.22: EWWW...

Four Carrion Crawlers live here.

Carrion Crawler (4)

(HF 3, EP 270, INT Non-, AL N, AC 3/7, MV 12", HD 3+1, hp 39, 35, 33, 29, SZ L, #AT 1/8 D 1-2, SA Paralysis; SD None, MR Std, Hon n/a, ML See below, TOP 19, 17, 16, 14, BSL: Def AC-2, FF 11, Ref HoB I p106)

CW: G, AC 3/7, save as F3

MR: Successful attack means save vs. Paralyzation or be paralyzed for 2-12 turns. Carrion crawlers can climb up walls. They flee if all others are killed or driven off.

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2.23: SPIDER CAVE

Eight Cave Spiders live in here. In addition, anyone entering this area must make a Dexterity check or be entangled in one of the existing webs. If there is a disturbance here, the Spiders from Area 2.24 also investigate in 2 rounds.

Spider, Cave (8)

(HF 9, EP 370, INT Semi, AL LE, AC 6, MV 6" 12" web, HD 4+4, hp50 (x2), 47 (x4), 45 (x2), SZ L, #AT 1 D 1-8, SA See below; SD Nil, MR Std, Hon n/a, ML 10, TOP 24, BSL: Def AC-1, FF 10, Ref HoB VII p98)

CW: I, AC 6, save as F4

- 1): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2.24: ANOTHER SPIDER CAVE

Six more Cave Spiders and their queen, a Dire Cave Spider, live here.

Spider, Cave (6)

(HF 9, EP 370, INT Semi, AL LE, AC 6, MV 6" 12" web, HD 4+4, hp 47 (x2), 45 (x2), 44 (x2), SZ L, #AT 1 D 1-8, SA See below; SD Nil, MR Std, Hon n/a, ML 10, TOP 24, BSL: Def AC-1, FF 10, Ref HoB VII p98)

CW: I, AC 6, save as F4

SA: Can fire webs 10 feet horizontally or 30 feet straight down (as Web spell); poison (save or become nauseated for 2-12 turns, losing 1 hp per turn.)

- 1): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Spider, Dire Cave

(HF 18, EP 1600, INT Low, AL LE, AC 4, MV 9" 15" web, HD 6+6, hp 55, SZ H, #AT 1 D 3-10, SA See below; SD Nil, MR Immune to charm spells, Hon n/a, ML 16, TOP 27, BSL: Def AC+1, FF 16, Ref HoB VII p98)

CW: K, AC 4, save as F6

SA: Web (twice the range of cave spiders); poison: Class F (immediate death, saving throw negates all damage.)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

2.25: EMPTY CHAMBER

As you enter this large cavernous area, your footsteps echo across the uneven stone ground. The eerie silence is punctuated by the scattered bones and debris dispersed across the cavern.

There's nothing in here. Really.

2.26: ANOTHER EMPTY CHAMBER

You get the idea.

2.27: NATURAL STONE TUNNEL

This passage leads out to a sheer cliff, outdoors. Some 100' below are crashing waves, and the crumbled remains of a natural

stone ledge that once was suspended here, but has recently collapsed and fallen into the sea.

Any further progress is impossible without rope, Climbing Walls, or flight. (In tournament play, characters that do so are immediately out of this round and cannot continue.)

2.28: STAIRS TO LOWER LEVEL

The staircase is a wide, stone affair, accessible via two plain, unlocked, wooden doors in the north end of Area 2.16. It leads down to the crypt (Chapter 3). For tournament play, this ends round two.

2.29: RINARRA'S SECRET CONTINGENCY CHAMBER

This 10'x10' stone chamber contains food, water, a full jar of **Karnaac's Ointment** and a duplicate of the spell book carried by Igor. For all practical purposes, the PCs cannot locate this room or acquire its contents. If possible, Igor attempts to join her in this little room as early as possible, using his **Rod of Passage**.

Chapter 3: The Crypt

This is a crypt, the final resting place of honored Lawful Good paladins and holy knights. As such, it is sacred to the Gawd Luvia. GM's are reminded to assign AIPs liberally for (in)appropriate behavior. Particularly gross misbehavior, such as looting the tomb of a paladin for weapons, armor or magic items without good cause, may provide grounds for rolls on the Divine Retribution Table, as well as AIPs (3 AIPs toward NE per item stolen is suggested. This is up to the GM's discretion, of course.) Note that Rooms 3.4a, 3.8 and 3.9 do not have this restriction.

Most unspoiled graves have a precious holy symbol of Luvia buried with the inhabitant (worth 250 gp each.) There are some 72 such holy symbols buried throughout the level, including all of the larger tombs not otherwise inhabited. Stealing these holy symbols is considered grave robbery, and AIPs are to be assigned accordingly (again, three AIPs toward NE is recommended.)

The GM may rule that this can be reduced or eliminated if the holy symbols are taken for the express purpose of helping to complete the adventure (players must explicitly state something to that effect, or at least that the holy symbols may prove useful). Taking more holy symbols than there are party members results in one roll on the Divine Retribution Table per extra holy symbol taken. Holy symbols are not required to pass this round, but players taking holy symbols thinking they may need them (as opposed to looting) should not be penalized.

In this chapter, the devil is in the details. Undead cannot pass between Areas 3.2 and 3.4 (even when the shield drops.) This means that parties turning undead likely encounter them again because they can only run so far. The other important note is that several of the encounters are built around Fatigue Factor (watch encumbrance, as this plays a role in fatigue!!) GMs should keep

track of time and fatigue carefully in order to run these encounters optimally.

For example, a single zombie against a 7th-level fighter is in over his head, but sheer numbers can force the PCs to a point of exhaustion where they can no longer fight. This, obviously, is the goal. It is also worth noting that within given areas (3.1 to 3.3, 3.4 to 3.5 and 3.6 to the end) monsters do not lie in wait while the party rests, but seize any perceived advantage. These encounters are designed to keep the PCs tired and at a disadvantage. Exploit them ruthlessly.

Finally, note that the fire in Area 3.5 should be visible from almost anywhere with line of sight, but it only provides light in a 60' radius (except where blocked by walls.)

CHAPTER INTRODUCTION

If you are starting a new game session (or tournament round) with this chapter, you may wish to read or paraphrase the following text.

You and your party have been charged with ridding a remote island of the evil that pervades it. At the cost of much blood and sweat, you have made your way into the compound and through the funerary chapel of the island's main complex, not knowing how far you have yet to go...

3.1: SANCTUARY OF ETERNAL REST

You descend into the lower level, emerging in a very large room.

Near an opening on the far side of the room is a locked gold box with a small slot in the top.

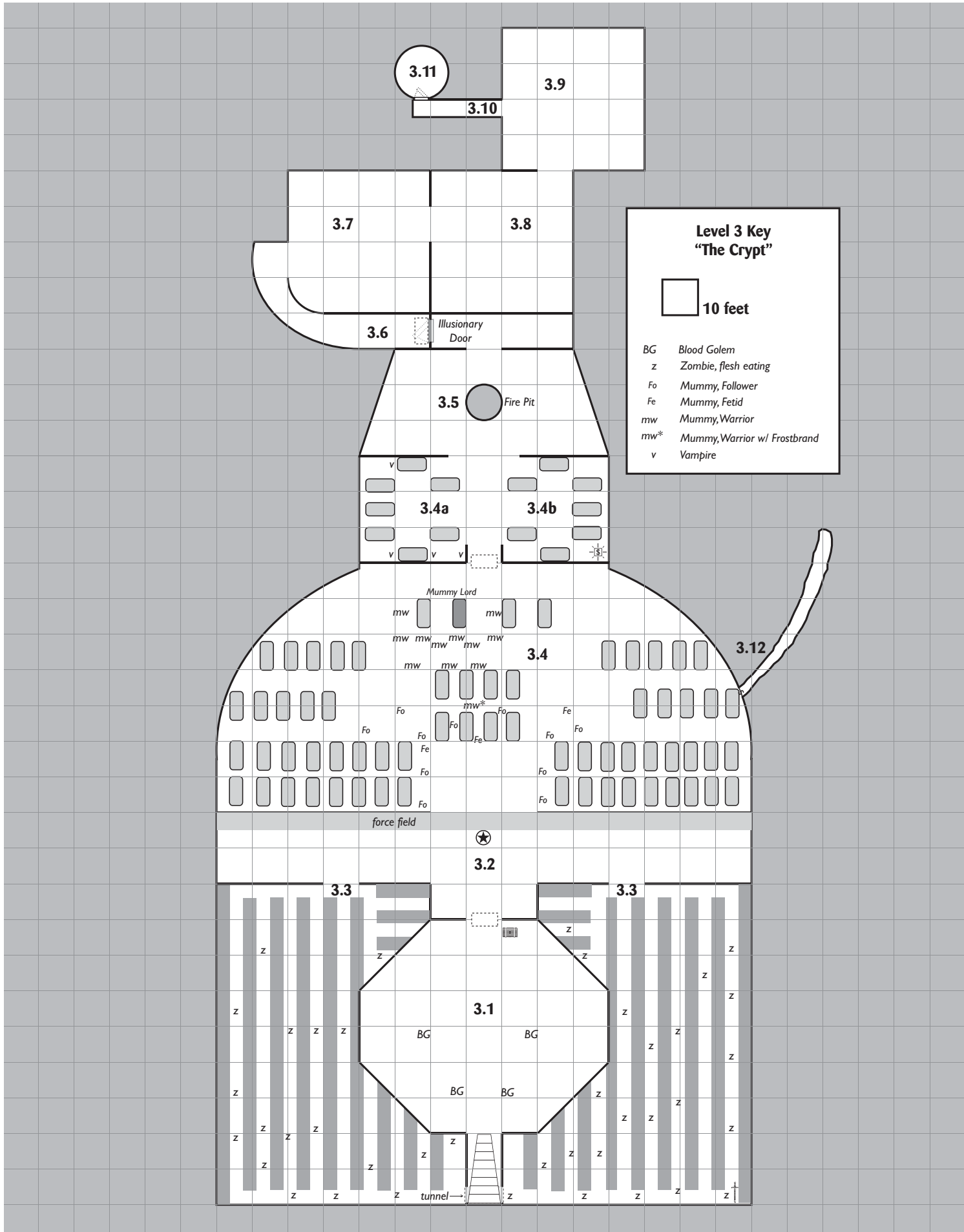
The party is almost immediately set upon by four blood golems. After the fight, read or paraphrase the following:

This large room is surrounded with stonework half-pillars along the walls. Off in the darkness you can see what appears to be a large fire burning. An ornate gold-colored metal box stands near the room's exit.


There is a pressure plate in the doorway between Areas 3.1 and 3.2, detectable with a successful Detect Traps check. If stepped on, it makes an audible "click" but has no other effect.

Blood Golems (4)

(HF 10, EP 925 each, INT Non, AL N, AC 6, MV 15", HD 6, hp 50 (x4), SZ S (2'), #AT 2, D 1-8/1-8, SA See below, SD See



**Level 3 Key
"The Crypt"**

 10 feet

BG Blood Golem
z Zombie, flesh eating
Fo Mummy, Follower
Fe Mummy, Fetid
mw Mummy, Warrior
mw* Mummy, Warrior w/ Frostbrand
v Vampire

below, SW See below, MR See below, Hon n/a, ML 20, TOP n/a, BSL: Def AC+4, FF n/a, Ref HoB III p84)

CW: J, AC 6, save as F6

SA: Blood golems gain +2 on initiative rolls and can leap 10' into the air. They target bare skin and if both attacks strike the same target, they attempt to Blood Drain the victim (save vs. Spell or lose 1-10 HP, golem gains the same amount, but can only heal themselves to their original state.)

SD: Weapons do half damage. Critical hits get the added damage with regard to hit points, but other effects are ignored (that is, count the x2 or x3 damage, but ignore everything else.)

SW: Fire or heat spells cause them to harden and slow to 50% of their movement rate. Healing spells inflict double damage. Reversed healing spells have no affect.

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Potential Yield

- Defeat Golems (925 EP each) █████
- Gold collection box (300 lbs, locked, 5,000 GPV)
- Coinage: 321 gp
- Coinage: 899 sp
- Coinage: 910 cp
- Gold-painted wooden coins ████████
- Scraps of paper with people's names or requests for assorted things ██████ ██████ ██████
- Pieces of chewed-up gristle ███

3.2: MAIN PASSAGEWAY

This large hallway extends left and right as far as your [insert appropriate light source here] can illuminate. Directly before you, a large statue of a warrior with arm extended guards a set of bronze double doors.

This hall is dominated by an imposing statue of Arweck Frimwolde, the order's founder. Someone skilled in appraising or appreciating sculpture may recognize that the same person is portrayed here as in room 8 from the surface. A force field runs from the rear base of the statue to each end of the hall (see map). This force field is impassable and cannot be Dispelled, Wall Passaged, Teleported or Dimension Doored through.

GMs should treat it as a Wall of Force with regards to all other effects, centered on the statue. Even when deactivated, undead cannot pass through this force field in either direction, since the statue turns undead unflinching, regardless of level (without destroying them.)

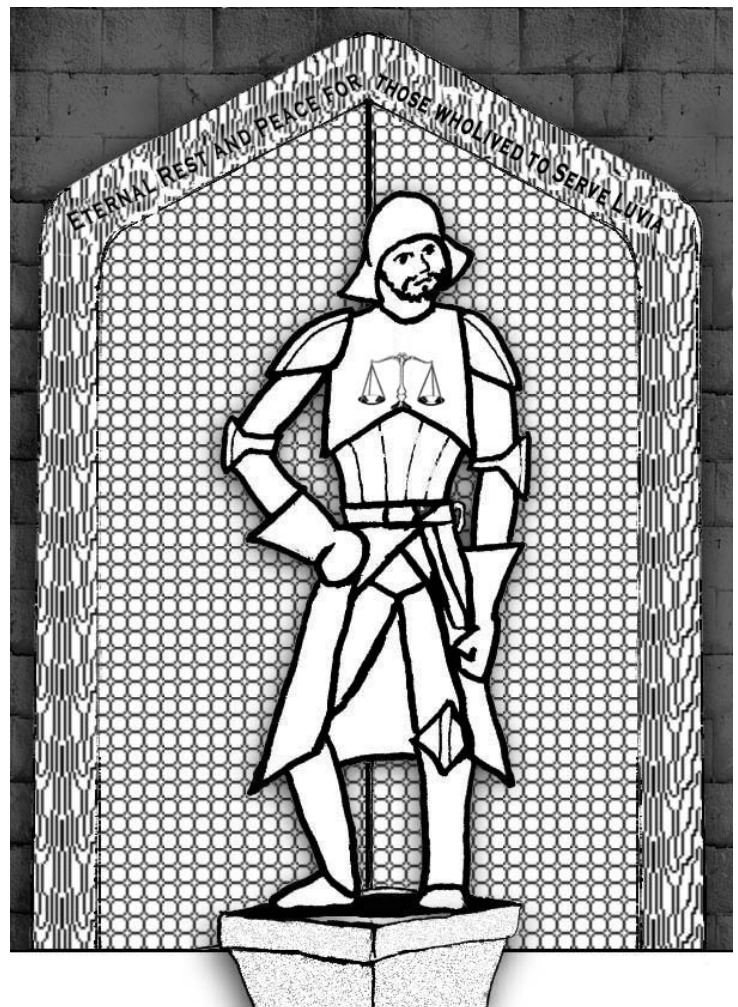
If the PCs state they are specifically examining the statue, read or paraphrase the following:

The marble statue is of a knight or paladin wearing a large gauntlet symbol with scales on the palm on his breastplate. An empty scabbard hangs at his left hip. His helmed visage displays determination, courage and compassion. His right foot is slightly forward, and his cupped hand reaches out as if to grasp something.

The statue is 8' tall and has no moving parts. Swords designed for Man-sized creatures placed in the statue's hand or scabbard should be described as having a "loose" fit or similar. A two-handed sword fits nicely, however.

Deactivation: The sword formerly in his outstretched hand (now missing and hidden in the southeast corner of Area 3.3) is the key to the Wall of Force. It must be placed in the statue's sheath in order to negate the enchantment. Removing it from the sheath instantly renews the Wall of Force. (His outstretched hand is merely a convenient 'keyholder' if you will and not integral to the function of the barrier).

The wall holds back undead but allows the living to return to the staircase. Above the entryway, an inscription in Common reads, "ETERNAL PEACE AND REST FOR THOSE WHO LIVED TO SERVE LUVIA."



3.3: OK, WHO LEFT THE ZOMBIE FAUCET ON?

You enter a large, dark chamber, illuminated only by the flicker of your light. Rows of burial alcoves stretch from floor to ceiling in these catacombs, and the remains of the dead can still be seen in many of the carved spaces.

This is one giant room with a 10' ceiling, connected by an arch under the staircase. Rows upon rows of catacombs can be found in here. PCs can only proceed single-file due to the density of the multi-tiered burial slabs. An oversized iron sword (apparently a two-handed sword with a wide hilt) rests on the bottom slab of the southeastern-most section. A quick search of the area (a few seconds) readily reveals the sword.

Should the PCs hit upon the idea of using Invisibility to Undead, or Invisibility, to search the area, use the following rules: the undead are milling about in there, limiting the speed with which PCs can move without attracting attention. In practical terms, this means they'll be reduced to 2/3 their normal movement rate.

With an Invisibility to Undead spell, spell duration is an issue (6 rounds). An Man-sized creature can move up to 480' in that time, an Ssmall creature on foot can move 240'. The sword itself is 120' from the closest entrance. Thus, a dwarf with Invisibility to Undead who goes straight for the sword has just enough time to get in, grab it and get out. If he dallies, or goes the wrong way, well...

In general, if the PCs have some way of getting the sword without alerting the zombies to their presence, the GM should allow them to retrieve the sword quickly and move on. It is worth mentioning that the sword weighs 15 lbs, meaning an Unseen Servant can retrieve it (if the PCs think of it.)

The zombies attempt to surround the party in one of the rows and wear them down through attrition. This encounter relies heavily on Fatigue Factor. The zombies should wait until the party is in a single row or at a corner in which they cannot pass each other or maneuver easily. Note also that flesh-eating zombies are immune to turning/commanding.

The rows between the burial shelves are less than five feet wide, barely wide enough for a Man-sized creature to pass comfortably, and a tight squeeze for Large creatures, so the party must proceed single-file. Characters engaged in combat in this area do not get a Dex bonus to AC due to the tight quarters. In the event two characters attempt to change positions, it requires a full round to squeeze past each other, during which zombies can make free attacks on both characters (as per the rules for fleeing combat.)

Note on area-effect spells: for purposes of simplicity, a Web spell from the floor to 5' off the ground fills half of Area 3.3, that is, it fills one entire side, potentially affecting all 20 zombies on that side. Web from floor to ceiling fills half that area.

Zombies, Flesh-Eating (40)

(HF 6, EP 270 each, INT Semi-, AL NE, AC 8, MV 6", HD 2, hp 32 (x5), 31 (x8), 30 (x5), 29 (x4), 28 (x4), 27 (x6), 26 (x5), 25 (x3), SZ M, #AT 1, D 1-8, SA See below, SD See below, MR See below, Hon n/a, ML 20, TOP n/a, BSL: Def AC, FF n/a, Ref HoB VIII p123)

CW: F, AC 8, save as F2

SA: Any time a victim is damaged, the victim becomes infected (no saving throw.) Transformation takes 48 hours, and amputation of the infected area can save the victim's life, as can Cure Disease or Remove Curse.

SD: Immune to cold and poison, cannot be turned; can only be destroyed by destroying their brains, even if reduced to negative hit points.

SW: Fire keeps them at bay so long as the potential victim is able to swing a torch.

MR: Immune to Sleep, Charm, Hold, Fear, Poison and cold-based attacks.

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Potential Yield:

Defeat Flesh-Eating Zombies (270 EP each)

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Sword, Two-Handed, magical +0* (300 GPV)

The sword is enchanted as a by-product of its function as the key to the Wall of Force. It can, in point of fact, damage creatures hit only by magic weaponry but affords no to-hit or damage bonus.

3.4: FINAL REST OF HEROES

Read the following only if the party has a light source:

You enter a magnificent burial chamber stretching beyond the reaches of your [insert light sources here]. Vaults of marble and granite are arrayed across the room, each with the likeness and affects of long-deceased heroes lying in eternal rest. In contrast to the neat and orderly appearance of the chamber, the smell of death and decay permeates the air.

This ornate chamber houses the remains of many paladins and holy knights of the order and their mounts. The corrupting evil that has pervaded this place has defiled their final rest, perverting what remains. There are 80 distinct tombs in this area, each containing a Holy Symbol of Luvia.

A secret door leads to a very small passageway (Area 3.12). Only creatures of size S or smaller can enter this passage.

An imp is hiding in the shadows here, invisible, observing the party. Once they get close or he suspects he's been noticed, he'll escape through Area 3.12. GMs may rule on the side of caution, making sure he gets away. He's a spy for the denizens of the level below and is not interested in slowing down or stopping the party. In fact, he'll go to great lengths to hide his presence. The force field should prevent any attacks on him as long as it is up, and when it comes down, the imp should already be gone.

Area 3.12 is hidden behind a 2,500 lb sarcophagus. The party has to search that area actively and look for secrets in order to have a chance at locating it. Furthermore, the gap between the sarcophagus and the entry to Area 3.12 is only a few inches wide, such that a size S creature can squeeze through to investigate, but otherwise the sarcophagus has to be moved.

Because of the number of heroes buried here, arms and armor adorn practically every tomb. Many of these fine things are mag-

ical in nature. Because this place is sacred to Luvia, however, those taking these honored relics suffer not only AIPs, but if the items are removed from their rightful place, they are considered cursed and of the opposite power than they were in the hands of their rightful owners (for instance, **Plate Mail +2** becomes **Plate Mail, cursed -2**.) In addition to the normal methods, the curse can be lifted by replacing the goods in their proper places (cursed armor can be removed while within the chamber.)

In addition, the mummies living here have stashed their collected wealth, 12,964 gp and 4,912 pp. Conveniently, they have not placed this coinage in a tomb where it could be mistaken for holy grave goods.

Mummy Lord (200 yr. old): (HF 86, EP 22000, INT Genius, AL NE, AC 0, MV 9", HD 10+3, hp 65, SZ M, #AT 1, D 3d6, SA: Aura of Fear (on sight, save vs. Spell (Fear) at -2 or paralyzed for 2-8 rounds), create illusions (as by Wand of Illusions) once per turn, Mummy Rot (fatal in 1-8 weeks; no healing of wounds possible by any means until disease is cured. 24 hours after infection, victims lose 1 STR and 1 CON and 2 points of COM and spell casting becomes impossible. Regeneration spells restore lost hit points, but nothing else. A series Cure Disease spells (one for each day the victim has been infected) temporarily halts the infection, but only a Wish can cure it.

Resurrection of those killed by this disease can only happen with a Cure Disease and a Raise Dead or Resurrection within 6 turns of the victim's death, otherwise death is permanent); spellcasting as 17th level Cleric (WIS of 20); telepathic control of 3d4 mummies, SD: Turned as 10HD undead, hit only by magic weapons, magic weapons inflict half damage, immune to non-magical fire. Contact with a Holy Symbol of the mummy lord's faith (Set from the Egyptian pantheon) restores 1d6 HP, Electrical attacks do an extra 50% damage, magical fire does normal damage. Holy water does 1 point of damage. Holy symbols of good-aligned faiths cause 1d6 damage, MR: Immune to Sleep, Charm, hold, death and cold-based spells, as well as poison, paralyzation and stench damage, Hon n/a, ML 18, TOP n/a, BSL: Def AC+11, FF n/a, Ref HoB V p51)

CW: O+2, AC 0, save as F10 (+4 mag. def. adj.)

Inventory: (Un)holy symbol of Set

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Spells memorized: *First level:* Cause Fear □□□, Darkness □□□□, Cause Light Wounds □□□□, Destroy Water;

Second level: Cause Moderate Wounds □□, Rigor Mortis □□, Silence, 15'r □□□□, Hold Person □□;

Third level: Hold Persons, Dispel Magic □□, Continual Darkness □□, Cause Blindness □□;

Fourth level: Cause Serious Wounds □□, Poison □□, Cause Lycanthropy, Touch of Death □□,

Fifth level: Flame Strike, Slay Living □□□□, Cause Critical Wounds;

Sixth level: Blade Barrier, Harm □□;

Seventh level: Unholy Word, Destruction.

Mummy, Warrior (12)

(HF 37, EP 4000 each, INT Ave, AL LE, AC 0, MV 12", HD 10, hp 69, 68, 65 (x2), 64, 63 (x2), 62 (x3), 60 (x2), SZ M, #AT 2, D by weapon, SA See below, SD See below, SW See below, MR none, Hon n/a, ML 20, TOP n/a, BSL: Def AC+10 (khopesh)/+11(scimitar)/+12(Frost Brand), FF n/a, Ref HoB V p51)

CW: O+3(khopesh) O+4 (scimitar) O+5 (Frost Brand), AC 0, save as F10

SA: Fear (1-4 rounds; +1 to save for every 6 creatures present and humans save at another +2); Mummy Rot (fatal in 1-6 months, only curable via Cure Disease spell; healing spells do not work until healed, 10% normal healing rate. Attacks by weapon do NOT transmit the disease!) Warrior mummies attack twice per round.

SD: Can only be hit by magic weapons, and those only do half damage. Immune to sleep, cold, charm, hold, poison and paralysis. See Combat and Tactics below for information on Turning/Commanding.

SW: Highly vulnerable to fire: torches do 1-3 damage, burning oil does 1-8 in the first round and 2-16 in the second; magic fires do +1 damage per die, holy water inflicts 2-8 damage per flask, turned as mummies. Note that the mummy wielding Frost Brand

is treated as if wearing a Ring of Fire Resistance (immune to normal fires, save vs. magical fires at +4 and suffer -2 damage per die with a minimum of 1.) Also, Frost Brand has a 50% chance of extinguishing any normal flame within a 10' radius.

Inventory: Each Warrior Mummy is wearing a breastplate. Eight of the mummies wield a **Khopesh +1**, three wield a **Scimitar +2**. The one with 69 hp wields a **Scimitar, Frost Brand +3/+6 vs. Fire-Using/Dwelling Creatures**.

Note: each Warrior Mummy receives an additional +3 damage bonus, on top of any magical damage from their weapons.

1): HPs:

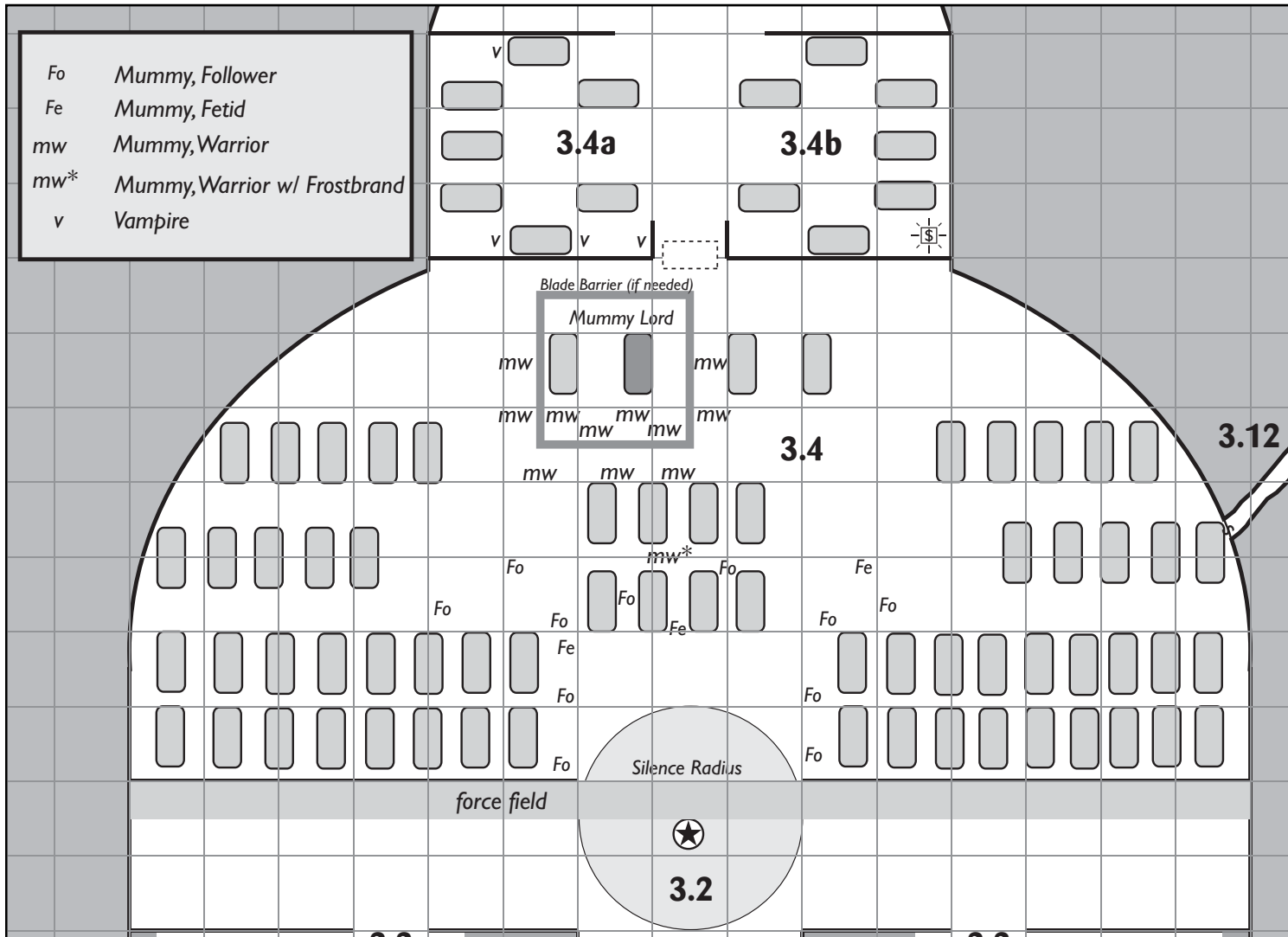
CW: O+5, AC 0, save as F10

Weapon: Scimitar +3, Frost Brand (BSL: Def AC +14, Dmg 1d8+6 vs. All sizes) – Note: also acts as Ring of Fire Resistance.

2): HPs:

CW: O+4, AC 0, save as F10

Weapon: Scimitar +2 (BSL Def AC +11, Dmg: 1d8+5 Damage vs. All sizes)



3): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+4, AC 0, save as F10

Weapon: Scimitar +2 (BSL Def AC +11, Dmg: 1d8+5 Damage vs. All sizes)

4): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+4, AC 0, save as F10

Weapon: Scimitar +2 (BSL Def AC +11, Dmg: 1d8+5 Damage vs. All sizes)

5): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+3, AC 0, save as F10

Weapon: Khopesh +1 (BSL: Def AC +10, Dmg (T/S/M/L): /1d10+5 / 2d4+4 / 1d6+4)

6): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+3, AC 0, save as F10

Weapon: Khopesh +1 (BSL: Def AC +10, Dmg (T/S/M/L): /1d10+5 / 2d4+4 / 1d6+4)

7): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+3, AC 0, save as F10

Weapon: Khopesh +1 (BSL: Def AC +10, Dmg (T/S/M/L): /1d10+5 / 2d4+4 / 1d6+4)

8): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+3, AC 0, save as F10

Weapon: Khopesh +1 (BSL: Def AC +10, Dmg (T/S/M/L): /1d10+5 / 2d4+4 / 1d6+4)

9): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+3, AC 0, save as F10

Weapon: Khopesh +1 (BSL: Def AC +10, Dmg (T/S/M/L): /1d10+5 / 2d4+4 / 1d6+4)

10): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+3, AC 0, save as F10

Weapon: Khopesh +1 (BSL: Def AC +10, Dmg (T/S/M/L): /1d10+5 / 2d4+4 / 1d6+4)

11): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+3, AC 0, save as F10

Weapon: Khopesh +1 (BSL: Def AC +10, Dmg (T/S/M/L): /1d10+5 / 2d4+4 / 1d6+4)

12): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CW: O+3, AC 0, save as F10

Weapon: Khopesh +1 (BSL: Def AC +10, Dmg (T/S/M/L): /1d10+5 / 2d4+4 / 1d6+4)

Mummy, Fetid (3)

(HF 17, EP 420 each, INT Low, AL CE, AC 10, MV 9", HD 4, hp 38 (x2), 30, SZ M, #AT 1, D 1-8, SA See below, SD See below, SW See below, MR none, Hon n/a, ML 20, TOP n/a, BSL: Def AC+2, FF n/a, Ref HoB V p52)

CW: H, AC 10, save as F4

SA: Radiate fear, 30' Radius (save vs. Spell or flee for 4d4 rounds); 25% chance of infecting victim with advanced leprosy (fatal in 1-6 months + lose 2 points of COM per month; can be cured with Cure Disease; healing spells do not work until healed, 10% normal healing rate); once per round one worm can leap onto an opponent. Worm takes one round to burrow into victim's skin, and can be destroyed by cold steel, holy water or a blessed object. If not destroyed, the worm burrows toward the brain for 1-4 rounds. During this time, Remove Curse or Cure Disease destroys it; Neutralize Poison or Dispel Evil delays it by 1-6 full turns. If it reaches the brain, victim instantly dies and becomes a fetid mummy.

SD: Regenerate 2 HP/round. Can only be permanently damaged/destroyed by fire, lightning, acid, holy water or application of holy objects to their wounds. Fetid Mummies regenerate even after being reduced to fewer than -10 hit points!

SW: Turned as mummies.

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3): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Mummy, Follower (11)

(HF 25, EP 3000 each, INT Low, AL LE, AC 3, MV 9", HD 6+3, hp 56, 54, 53, 51, 49 (x3), 48, 46, 44 (x2), SZ M, #AT 1, D 1-12, SA See below, SD See below, SW See below, MR none, Hon n/a, ML 20, TOP n/a, BSL: Def AC+2, FF n/a, Ref HoB V p52)

CW: K, AC 3, save as F6

SA: Fear (1-4 rounds; +1 to save for every 6 creatures present and humans save at another +2); Mummy Rot (fatal in 1-6 months, only curable via Cure Disease spell; healing spells do not work until healed, 10% normal healing rate.)

SD: Can only be hit by magic weapons, and those only do half damage. Immune to sleep, cold, charm, hold, poison and paralysis.

SW: Highly vulnerable to fire: torches do 1-3 damage, burning oil does 1-8 in the first round and 2-16 in the second; magic fires do +1 damage per die, holy water inflicts 2-8 damage per flask.

Vampire, Common (4)

(HF 36, EP 8000 each, INT Exceptional, AL CE, AC 1, MV 12", 18" Fly (C), HD 8+3, hp 60, 59, 58, 57. SZ M, #AT 1, D 5-10, SA Energy Drain, Charm Gaze; SD +1 or better to hit, SW See below, MR See below, Hon Avg, ML 16, TOP n/a, BSL: Def AC+6, FF n/a, Ref HoB VIII p53)

CW: M, AC 1, save as F8

SA: Gaze attack (one per round, victim saves at -2); Drain 2 levels per hit with fists.

SD: +1 weapon or better to hit; if brought below 0 hit points, vampire assumes gaseous form and retreats to its coffin to regenerate. Immune to sleep, charm, hold, poison, and paralysis. Cold and electricity do half damage. Vampires are immune to damage while in gaseous form. Can Shape Change into a vampire bat at will and fly; can also summon 10-100 bats to obscure vision (they will not fight; they arrive in 2-12 rounds.) Can Spider Climb at will on any surface.

SW: Recoil from mirrors; repelled by odor of garlic; Holy Symbol of a LG gawd presented forcefully by any faithful believer causes them to reel for 1-4 rounds. Holy water causes 2-7 damage. Lose 1/3 of total hp each round if immersed in running water. Wooden stake through the heart destroys the creature as long as the stake is not removed. If head is cut off and stuffed with holy wafers or a similar holy item, it is utterly destroyed. If its coffin is destroyed, it is unable to regenerate and will eventually die (12 turns, if reduced below 0 hit points.)

- 1): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 4): **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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After the fight, read the following:

This smaller subchamber appears to contain the remains of some of the higher-ranking knights. The tombs are more ornate, but four of them appear to have been opened.

This subchamber is the final resting place of many senior holy knights and paladins of the order. Four of them have been turned into vampires. All tombs but the four belonging to the vampires have holy symbols of Luvia in them (along with the honored remains.) The missing holy symbols have been tossed into the southwest corner of Area 3.4b.

Destroying the coffins belonging to the vampires results in AIPs toward LG. The vampires are an affront to Luvia, and cleansing his sacred area of their foul presence does not go unnoticed. These are the **only** tombs that can be destroyed willfully without risking divine retribution. In addition, items found in and around the vampire coffins are not affected by Luvia's Curse.

There are also some weapons and armor strewn about.

Potential Yield

Destroy Vampires (8000 EP each) □□□□

Field Plate +2

Axe of Hurling +1

Chain Mail +1

Coinage: 2,400 gp

Coinage: 796 hsp

3.4B: SUBCHAMBER

The carvings on the coffins in this small chamber seem to indicate that they hold the remains of high ranking knights.

Note: if the party enters Area 3.4b before 3.4a, the Vampires in 3.4a come over and attack, attempting to take the PCs unawares.

This subchamber is exactly like 3.4a, except for the vampire part. Four holy symbols of Luvia have been tossed in a corner. The four holy symbols are also uncursed and can be taken without penalty.

Potential Yield:

Holy symbol of Luvia □□□□

3.5: ETERNAL FLAME

This burial chamber is dominated by a large, ornate fire pit burning in the middle, surrounded by four small bronze braziers. The flames illuminate the final resting place of these heroes of the order.

The fire pit is adorned with six rubies around the circumference. They come out with a little bit of time and effort (1d4 minutes each). However, a Fire Elemental (16 HD) hides amidst the flames. If the PCs approach, he reveals himself and attacks.

Elemental, Fire (16 HD variant)

(HF 36, EP 10,000, INT Low, AL NE, AC 8, MV 12", HD 16, hp 99. SZ H, #AT 1, D 3-24, SA See Below; SD +2 or better to hit, SW Cannot cross water or non-flammable liquid, MR Std, Hon Avg, ML 17, TOP n/a, BSL: Def AC+12, FF n/a, Ref HoB III p8)

CW: T, AC 8, save as F16

SA: Any flammable object struck by the elemental must save vs. Spell at -2 or catch fire (this includes robes, etc. worn by PCs!).

- HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Trap: The passage to Area 3.6 is protected with an illusory door. In addition, there is a pressure plate trap directly behind the illusory door. If triggered, one round after being depressed, the entire hallway fills with poisonous needles (which the Will o' the Wisps in Area 3.6 have learned to avoid). The needles are covered with Type B poison and do 1 point of damage +2d4 poison damage for 2-12 rounds (1d4-1 damage if the saving throw is made.) Each PC in the hallway is hit with a number of needles according to *Table I: Darts*.

Character Size	Base Darts	Extra Darts
T, S	10	(AC-10)/4
M	15	(AC)/2
L+	30	AC

PCs of size T and S get hit with 10+1/4 (AC-10) needles: AC 7-10: 10; AC 3-6: 9; AC (-1)-2: 8; AC (-5) – (-2): 7; AC (-9) – (-6): 6; AC -10: 5

PCs of size M get hit with 15+1/2 AC needles: 10 at AC -10; 15 at AC 0 and 20 at AC 10.

PCs of size L get hit with 30+AC needles: 20 at AC -10, 30 at AC 0 and 40 at AC 10.

PCs immediately outside the hallway in front of the door get hit with half that number. A separate saving throw needs to be made for each set of five needles or portion thereof.

The trap can be disabled by means of a switch hidden on the wall in Area 3.5 (dwarves can find it with a sliding/shifting passages check, and thieves can find it with a Find Traps roll at -25% if they haven't discovered the pressure plate; normal chance if the pressure plate has been found.) The pressure plate is obscured by the illusory door, and cannot be detected unless the thief specifically disbelieves against the door, the illusion is dispelled or the "door" is "opened." A thief with magic trap sense who makes his check recognizes the door as part of a greater trap, however.

Potential Yield:

- Defeat Elemental (10,000 EP)
- Bronze braziers (1,000 GPV, 70 lbs each.) □□□□
- Rubies (5,000 GPV) □□□□□ □□□□□ □

3.6: HALLWAY

This dark hallway goes straight, then bends to the right.

Two Will o' the Wisps guard this area from would-be intruders.

Will o' the Wisp (2)

(HF 59, EP 3,000 each, INT Exceptional, AL CE, AC -8, MV 18" Fly (A), HD 9, hp 53, 52, SZ S, #AT 1, D 2-16 (electrical),

SA Electrical Discharge; SD See below, MR See below, Hon Avg, ML 17, TOP 26, BSL: Def AC+7, FF 17, Ref HoB VIII p87)

CW: M, AC -8, save as F9

SD: Invisibility at will (cannot attack while invisible); due to their insubstantial nature (and experience) they are unaffected by the trap between 5 and 6.

MR: Immune to all magical attacks and spells except Protection from Evil, Ward Off Evil, Magic Missile and Maze.

- 1): HPs: □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□□□ □□□□ □□
- 2): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□□□ □□□□ □□

If reduced to 5 or fewer hit points, the Will o' the Wisps turn invisible and flee, leaving their treasure behind. (Unlike the other encounters, they do not return unless they sense a clear advantage, such as the party being engaged in another fight.)

Potential Yield:

- Defeat Will o' the Wisps (3,000 EP each) □□
- Coinage: 211 gp, 852 sp & 480 cp
- Gold ring with diamond (750 GPV)

3.7: CHAMBER OF THE GUARDIANS

This apparently long-undisturbed chamber houses eight very ornate tombs. There is an open doorway on the far side of the room. Eerily, eight ghostly figures turn to look at you...

The eight figures are Vexing Spirits, trapped in this existence because of the evil resident in the crypt. They took Gawd Oaths to be the eternal guardians of this place, but they have been unable to rid themselves of the evil within. If the party parleys, the spirits tell them of two singing creatures (male Sivian Banshee and female Banshee) in Area 3.8, as well as the Death Knight in Area 3.9.

The spirits' motivation is to return to eternal rest. They are bound to this place as long as the evil persists, but can continue on to the afterlife once the complex has been rid of the evil inside it. This is something they would very much like to see happen.

Vexing Spirits (8)

(HF 8, EP 120 each, INT High, AL CG, AC 2, MV 12", HD 3, hp 37 (x2), 36, 32, 31, 30 (x2), 29. SZ M, #AT 1, D 1-6, SA Fear, Magic Jar; SD Insubstantial; MR 25%, Hon Avg, ML 11, TOP n/a, BSL: Def AC+1, FF n/a, Ref HoB VII p102)

CW: G, AC 2, save as F3

Creatures with less than 2 HD must save vs. Spell (Fear) if struck. Additionally, each Vexing Spirit can Magic Jar once per week, and have the powers of Telekinesis (10 lbs) and Dimension Door (small objects only, up to 50 ft) at will. These Vexing Spirits

are in no mood to fight a bunch of marauders, and use their insubstantial nature to make a hasty exit if the party gets trigger-happy.

- 1): HPs: ██████ ██████ ██████ ██████ ██████ ██████
██████ ██
- 2): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3): HPs: ██████ ██████ ██████ ██████ ██████ ██████
██████ █
- 4): HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 5): HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 6): HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 7): HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 8): HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████

Potential Yield:

Defeat Spirits (120 EP) ██████ █████ OR
Successful Parley (1,000 EP)

3.8: PLAY THAT FRIGHTFUL MUSIC (OR PRESENTING... ROB THE ZOMBIE!!)

This room is inhabited by Rob, a Death Bard (a new monster detailed in the appendix), and his backup singer, Susie. When the party enters the area, Rob is already strumming on his Flying-V Lute in preparation for playing his Song of Headbanging (which is described below). Read the following aloud when they see him.

As you enter this area, you hear a low, rhythmic, song being played on a stringed instrument, with almost mechanical precision. Before you stands an unexpected sight – an ethereal, gaunt male figure dressed in rich clothing of violet and black, and a wide brimmed hat with what appears to be the plume of a large bird stuck in its band..

Beneath the brim of the hat, you see an emaciated – almost skeletal – face, its mouth frozen in an eternal, toothy grin. Blazing, white-hot points of light peer out at you from cavernous, black eye sockets. Skeletal hands chop in perfect time at the glowing strings of what appears to be a lute with a V-shaped body. The music is loud, monotonous, diabolic sounding, yet strangely appealing to you... you find it difficult to fight an urge to nod your head in time with it as it thunders forth from this bizarre figure before you.

“Hello, my friends!” an unearthly voice calls out from the bard-like being. “I am Rob, and together with my friend Susie, we shall be the opening act for this evening's entertainment. I do hope you appreciate our craft. We sold our souls to be able to play like this, and as you will soon see, it was well worth it.”

At that moment, a glowing figure of a gaunt, semi-transparent woman floats out from behind Rob, her fiery red eyes piercing you to your very soul.

This is Susie, a Banshee who is bound to Rob. At the moment the party catches sight of her, have everyone present make a saving throw versus fear. Those who save will flee in terror for 10 rounds and are 50% likely to drop any carried items.

Immediately after Rob finishes speaking, they begin performing his Song of Headbanging. In doing so, the Banshee wails along with his song.

All within 30' must make a saving throw versus death magic or die where they stand from Susie's wailing in time with Rob's horrifying but compelling song.

Those who survive gain a saving throw versus spell to avoid the effects of Rob's Song of Headbanging. Those who fail can do nothing but thrash their heads about furiously for the duration of the song (for as long as Rob keeps playing it). This counts as “strenuous”, so it affects Fatigue Factor as would any other strenuous activity. When the song ends (either by Rob's choice, or if he is interrupted by being struck), victims require 1 round to regain their bearings and footings and can perform no other actions.

Rob will play his Song of Headbanging for 1 turn or until it is disrupted, whichever comes first. While this is going on, Susie will continue to sing along (though the effects of her Death Wail are only applicable on the first round) and will protect Rob from the character party by engaging in melee combat with any that make aggressive moves toward him.

When he is no longer playing his song, his next tactic will be one of his offensive spells he has memorized, such as Phantasmal Fireball or Paralyzation (see below), after which he will engage in melee combat (attempting to use his level draining touch attack on the most powerful member of the party).

Rob's phylactery is his Flying-V Lute. He can only be destroyed permanently if his Lute is also destroyed (which takes 66 points of damage from spells or magical weapons). If his physical form is destroyed, but his Lute is not, Rob will inhabit one of the many corpses on this level and reanimate in 1d4 days. (Note: The Flying-V shape is essentially an elongated “V” with the neck of the instrument coming out the point.)

If someone steals his Lute, after reforming, he will go to great lengths to hunt the possessor of it down.

If Susie is destroyed, Rob has a 10% chance per day of attracting a replacement Banshee, so if he is encountered again by a character who decided to take his Lute, he might have another backup singer for that person to contend with.

The Lute itself is useless to a non-bard character, and will do 6-24 points of damage to any non-evil bard who attempts to play it.

Any evil bard attempting to play it must make a saving throw versus death or have his soul sucked into it, leaving his body a lifeless husk. If nobody intervenes, he will rise again in 1d4 days as a new Death Bard with the same level, hit points, and abilities he had in life.

However, if a cleric casts Bless, Dispel Evil, and Break Hex, and then destroys the Lute, this will prevent the new Death Bard from rising, and the character's soul will be released (though the character will be permanently dead as a result of this unfortunate occurrence).

If any evil Bard makes his saving throw, he may perform the Song of Headbanging exactly as it is described above, but any time he attempts to play this vile instrument, he must make a saving throw versus death in order to avoid becoming a Death Bard himself in the manner just described.

Rob (HF 17, EP 4200, Death Bard 9, S 19/52 (+3, +7), D 16/24, C 11/06, I 18/45, W 7/38, Cha 19/95, Com -1, AL NE, AC 4, MV 12", HD 9 (d6), hp 63, SZ M, #AT 1, D by weapon (broad sword, dagger, club) +7 damage due to strength, spell, or drain 1 level of experience by touch, SA spells, songs, SD hit only by magical or silver weapons, turned as undead 2 HD higher, Lang: common, Hon: Ave, TOP n/a, Crit BSL: Def AC+1, FF n/a) *See page 80 for full details on the Death Bard.*

CW: M+3, 4, T9

HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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Banshee ("Susie"): (HF 22, EP 4,000, INT Exceptional (15-16), AL CE, AC 0, MV 15", HD 7, hp 69, SZ M, #AT 1, D 1-8, SA Death Wail 1x per day, SD +1 or better weapons to hit, Lang common, MR 50%., Hon Avg, ML 13, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB I p45)

CW: K, AC 0, save as F7

HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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The room also contains a large locked chest, which contains a **Type III Cube of Opulent Lodging**, 5 overly-extravagant costumes (-1 to all social checks, unless worn by a bard), several sets of female undergarments (buried near the bottom), an ornate gold necklace worth 750gp, 6 gold bracelets worth 125gp each, 8 silver rings worth 40gp each and a box of 100 shell lute picks with the word "Rob" engraved on each (the box is worth 5gp on the street, but may be much more valuable to a fan or a bard named "Rob.")

Potential Yield

- Defeat Rob (4,200 EP)
- Defeat the Banshee (4,000 EP)

Lute of Sounding

- Broad sword
- Dagger

Chest (10 GPV)

Cube of Opulent Lodging

- Costumes □□□□□
- Ladies' underwear
- Necklace
- Gold bracelets □□□□□
- Silver rings □□□□□
- Box of lute picks

3.9: CHAMBER OF DAMNATION

A bone-chilling darkness emanates from this chamber, as the red-orange pinpoints of light seem to bore into your very souls. A skeletal being in black plate mail rises from his chair. A voice from the depths of Hades itself whispers, "how dare you intrude upon my realm!"

This is, of course, the Death Knight. He does not hesitate to use any and all means at his disposal to destroy the party, but also fights honorably. If at least three party members enter his chamber, he casts Wall of Ice on the doorway to seal them in. If the party decides to engage from a distance, he uses his Fireball (20d6) and then Power Word: Kill. He does not cast if there is a good chance the spell will be disrupted.

It is important to note that the Death Knight is not stupid and does not simply rush in or stand there and take it. While he does not resort to cowardly tricks or tactics, he fights intelligently and exploit openings and weaknesses.

If the PCs defeat the Sivian Banshee and Banshee, and do not immediately advance to the Death Knight's chambers (within one round), the Death Knight comes looking for them. A cleric acting quickly might be able to get one healing spell off before combat starts up again, but no more. Rest is out of the question, and Fatigue Factor does count.

Death Knight

(HF 52, EP 6000, INT Genius, AL CE, AC 0, MV 12", HD 9, hp 92, SZ M, #AT 1 (+3 bonus), D By Weapon (1d8+7), SA See below, SD See below, SW See below, MR 75%, Hon Avg, ML 17, TOP 46, BSL: Def AC +19, FF n/a, Ref HoB II p53)

CW: M+3, AC 0, save as F9

SA: Fear, 5' Radius (constant); Spells (see below); Fear, 5' Radius; Command Undead as cleric/6

SD: Cannot be turned; 75% magic resistance, spell reflected at caster on roll of 11 or lower.

SW: Can be dispelled by Holy Word.

Plate	AC:	1	2	3	4	5	6	7	8	9
Mail +2		□□□	□□□	□□□	□□□	□□	□□	□	□	□
		□□□	□□□	□□□	□□□	□□	□□	□		
		□□□	□□□	□□□	□	□□				

(Note: The Death Knight's AC is "fixed" at 0, regardless of armor degradation!)

Spells known (as 20th level): Detect Magic, Detect Invisibility; Wall of Ice – all at will; Dispel Magic □□; Symbol of Fear or Pain; Fireball (20 HD); Power Word: Kill, Stun or Blind.

Inventory: Plate Mail +2; Long Sword of Sharpness +1 (+8 to severity level)

HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□					

Potential Yield

Destroy Death Knight (6,000 EP)

Plate Mail +2

Long Sword of Sharpness +1

Coinage: 332 gp

3.10: HALLWAY

This passage seems not to have been traversed in some time. Scattered bones of various sizes are strewn about the floor, particularly near a doorway at the far end of the hall.

The door is locked and guarded by the large image of a skull with jaws open. In the middle of the mouth is a ½" diameter hole. The lock cannot be picked by normal means, due to its unusual nature. Inserting a small bone (or similarly-shaped object) into the hole unlocks the door. Fortunately, there are several perfectly-sized bones lying on the floor right by the door. Inserting your finger does 1d4 damage. The door can also be opened or bypassed by other magical or brute-force means.

3.11. GOING DOWN...

This circular room appears to be empty.

If/when the entire party enters, read the following:

As soon as everyone is in the room, the door quickly slides shut. Almost immediately thereafter, you feel the room begin to descend.

3.12. HIDDEN PASSAGE TO LEVEL 4

This well-hidden passage is too small for anyone larger than an Imp to traverse (meaning effectively that only pixie fairies (or shrunken characters) can go in.) Additionally, it is hidden behind a sarcophagus, further concealing it and preventing anything larger than an Imp even from getting to it.

Practically speaking, this passage can be discovered if a PC declares specifically that he is searching behind this particular sarcophagus – and is actually capable of getting behind the sarcophagus – and performs a successful search for secret doors or Sliding/Shifting passages. Furthermore, the sarcophagus weighs 2,500 lbs, in case the PCs try to move it.

Should a PC actually try going through, he must save vs. Death. Failure means he dies a horrible, unspeakable death. Success means he is terrified as if by a Fear spell and remembers nothing of what caused the Fear. (If you really must have an explanation in-game, there's an Arcanadaemon and minions at the other end of the tunnel, but this is not for players to know!)

Chapter 4: A Living Hell

This level was initially constructed by a 20th level necromancer named Nadraphel some time after the temple and surrounding area was abandoned by the followers and priests of Luvia. Nadraphel was ambitious, and powerful, but got too big for his britches when he constructed a permanent portal to Hades here, intending to gain some minions there that could aid him in his dark quests for knowledge and power of the dark arts. Nadraphel had done his research, and sought to make a deal with a powerful UlroDaemon named Merceron. However, Nadraphel didn't fully understand how deceitful and greedy Daemons can be.

As soon as the portal was first activated, Merceron went back on the deal. Merceron sent his minion Kasenael – an ArcanaDaemon – through to secure a foothold on the plane and keep the portal open. Merceron wanted to do this so as to spread the corruption of Hades and his nefarious influence to the residents of Garweeze Wurld. This island seemed like a good starting point for such a cause.

Unfortunately for poor Nadraphel, this wasn't part of his plan, and he found himself wounded in a particularly nasty fashion, his dungeon looted by Kasenael for all the best stuff (for ArcanaDaemons have a great lust for all things arcane and magical), and – worse yet – Nadraphel found that his torment wasn't complete, for his bitter, angry ghost still resides in what was once his bedchamber.

The Dungeon: Unless otherwise specifically mentioned, all hallways and rooms are stone and 12' in height and all doors are unlocked, normal, 2" thick wooden doors.

Lever: Throughout this dungeon are several levers that perform various functions, such as to raise or lower portcullises or to arm or disarm traps. All levers in this dungeon are one foot long, made of steel, and embedded in stone slots on whatever wall they are found. The mechanisms by which they function are built into the dungeon itself, and cannot be dismantled without ruining the corresponding mechanisms.

They are always 5' above the floor, and all make a satisfying “kachunk” sound when pulled down or pushed up to indicate that they did something.

They operate easily. As long as a character can physically reach them, even a PC with a 3 Strength can operate any levers in this dungeon, though in that extreme case it might take a lot of work on their part.

RANDOM ENCOUNTERS

While on this level, check once per hour by rolling 1d10. A random encounter occurs on a 1. Now roll a d4 on *Table K: Chapter 4 Random Encounters*.

Table K: Chapter 4 Random Encounters

d20 Roll	Result
1	1-10 Nefarians: HellSpiders
2	1-6 Wights
3	1-2 Wraiths
4	1 Ghost

Ghost

(HF 14, EP 7,000, INT Highly (13-14), AL LE, AC 0 to 8, MV 9", HD 10, hp 60, SZ M, #AT 1, D Age 10-40 years, SA Magic Jar, SD See description, MR n/a, Hon Avg, ML n/a, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB III p50)

SA: The mere sight of a Ghost causes a victim to age 10 years and flee in panic for 2-12 turns unless a save vs. Spell is made. Clerics higher than 6th level are immune to this effect and all other humanoids above 8th level get +2 to saving throws. Any creatures within 60 yards of the Ghost can be attacked by its Magic Jar spell. If the victim makes its saving throw, the Ghost instead materializes and tries to touch the victim (aging him by 10-40 years). Any human or demi-human killed by a Ghost is forever dead.

SD: Can only be attacked by spells that affect the ethereal undead.

SW: On the Ethereal Plane, a Ghost is AC 8. It can be damaged by holy water (2-8 points of damage per vial) and can be turned by clerics of 7th level or higher.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Nefarians: HellSpiders (1-10)

(HF 4, EP 130 each, INT Animal (1), AL N, AC 6, MV 9", HD 2, hp 29, SZ S (2' across), #AT 1, D 1-6, SA See description, SD Immune to fire, MR Std, Hon Avg, ML 10, TOP 10, Crit BSL: Def AC+0, FF 10, Reference HoB V p124)

CW: F, AC 6, save as F2

SA: Should a HellSpider bite metal armor, there is a 25% chance the strike shoots forth sparks, igniting the webs. Webs ignite instantly from these sparks, causing 2-12 points of damage in a ten-foot radius. If exposed to any sort of fire, the HellSpider swells to double its size, doubling its hit points and gaining +2 to-hit and damage for 2-3 rounds. 10% of the time it triples in size (triple hit points, +3 to-hit and to damage).

SD: Immune to all fire attacks.

- 1): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
- 2): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
- 3): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
- 4): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
- 5): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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- 8): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
- 9): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
- 10): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

Wights (1-6)

(HF 13, EP 975 each, INT Average (8-10), AL LE, AC 5, MV 12", HD 4+3, hp 41 (x4), 40 (x2), SZ M (4' to 7'), #AT 1, D 1-4, SA Energy Drain, SD Silver or +1 or better weapons to hit, MR Immune to Sleep, Charm, Hold, cold-based spells, Hon Avg, ML

14, TOP 14, Crit BSL: Def AC+2, FF N/A, Reference HoB VIII p86)

- 1): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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- 2): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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- 3): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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- 4): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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- 5): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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- 6): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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Wraiths (1-2)

(HF 17, EP 3,000, INT Very (11-12), AL LE, AC 4, MV 12", 24" Fly (B), HD 5+3, hp 45, SZ M (6' tall), #AT 1, D 1-6, SA Energy Drain, SD Hit only by silver or magical weapons of +1 or better, MR Immune to Sleep, Charm, Hold, death and cold-based spells, Hon Avg, ML 15, TOP 15, Crit BSL: Def AC+3, FF N/A, Reference HoB VIII p101)

- 1): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████
- 2): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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4.1: ZABAR AND COMPANY

The mechanical lift from Area 3.11 in the previous round opens into this room's north side. Read the following to the party once they enter.

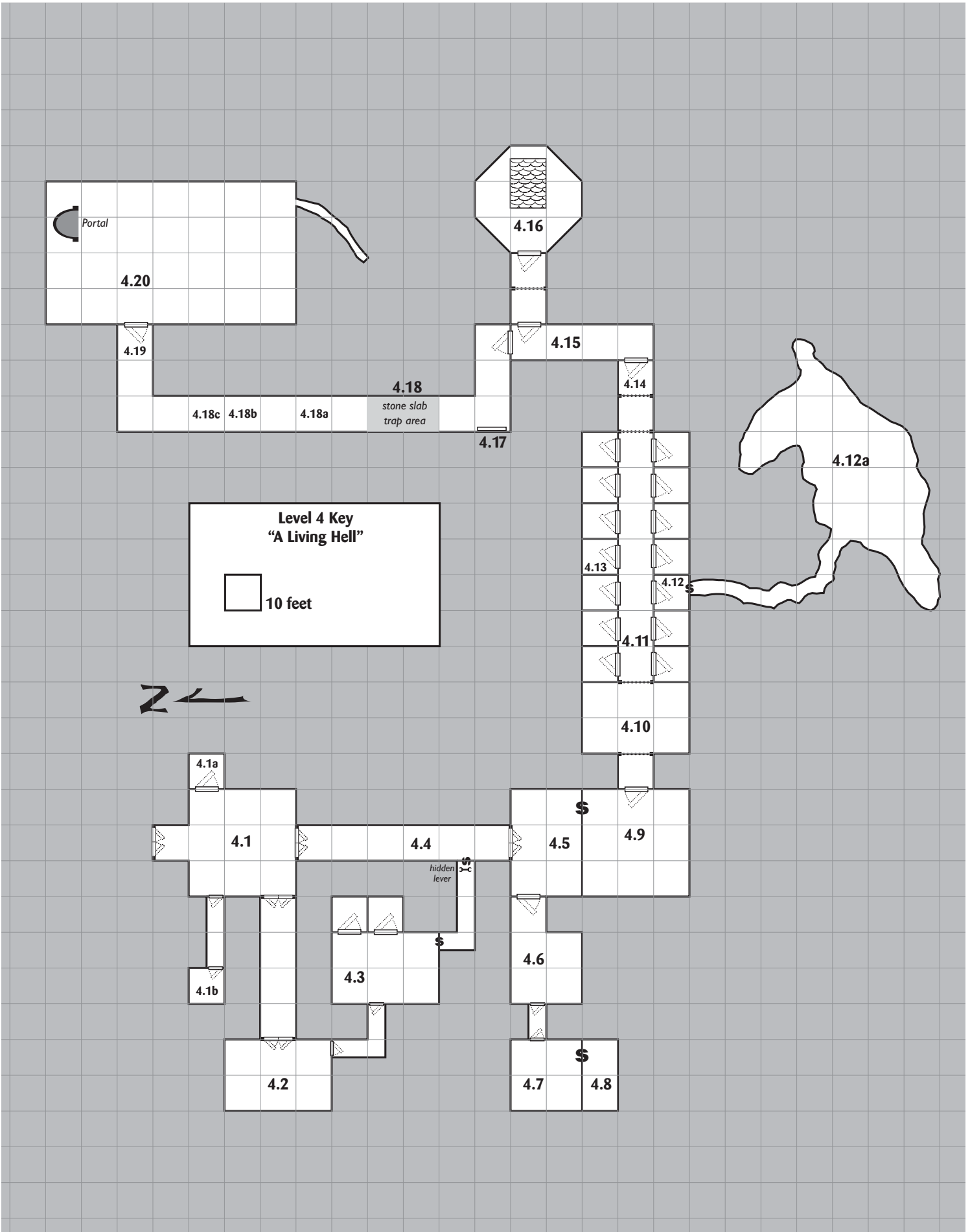
Before you is a large square room filled with a mismatched collection of odd furnishings. A massive rug covers most of the center of this room, and curtains and tapestries in various states of decay adorn the stone walls.

A sofa capable of seating at least four large humans is on one side of the center rug, and a large, overstuffed chair sits directly across from it. A low, wide table covered in what appears to be a number of sheets of paper and bottles of ink and writing quills is between the sofa and the chair.

Seated in the chair, looking at you with a kind face, is a man dressed in white leather breeches and a white tunic. He is fair in complexion and in hair, and he appears to be in his early to mid 20s in age.

As you stand looking at him, he rises with a smile and says to you, "The gawds have shown me kindness, your arrival is most fortunate!"

Beside the chair is a human woman who is peering at you through suspicious, slitted eyes. Standing next to her is a youngish-looking human male wearing plate mail who looks disinterested, and a balding, drooling half-orc, grinning like an idiot.



The man (Zabar Taran) is a Vampire, and shares this room and the adjoining chambers with his current companions, Kenna and Gorphrak. If asked why the party's arrival is fortunate, Zabar answers:

“Because I have been waiting for the chance to make my escape from this accursed place, and with your help and the help of my other friends here, I just might be able to do it!”

If pressed, he tells his story (omitting any parts about his current nature), and informs the party that he has been unable to leave because of the blood mage that moved into the upper level, and he has been uncertain of how to deal with her and her minion.

He is amicable to the PCs, but at any sign of hostility, his friends attack viciously, and Zabar uses every ability at his disposal to destroy his opponents.

On the odd chance the party actually offers to lead Zabar and company out of the dungeon, Zabar remarks that since the party was so brave and kind in eliminating the dangers in the upper levels, he and his crew can now make it out on their own, but thank-you-very-much.

If the character party leaves Zabar and his evil mortal minions here, use this against the party in the most devious way you can think of.

Zabar assumes gaseous form once the party leaves Area 4.1 and follows them discretely, watching for a good opportunity to ambush them. A good spot for this might be Area 4.15. While the party fights the creatures in that encounter, Zabar goes swiftly back to Area 4.1 to get his friends, bringing them to Area 4.15 to attack the PCs from behind and try to get the upper hand that way.

Zabar's Story

Several years ago, Zabar, a human Charlatan, had been a member of a party making a raid in this very island. His original party was slain by various nasties during their exploration of the island and the temple proper, however, and Zabar found himself the only member left on his feet.

Using his considerable wits and even more considerable luck, Zabar managed to make his way through the puzzling doors in the temple, and through most of the undead defiled catacombs above, but there he met his match.

A powerful Vampire, a cohort of the Death Knight there, beat Zabar in his own game of wits and transformed Zabar into a creature of the night, under control of the fiend that drained his life away. But that was not the end of Zabar Taran. Zabar found he rather liked unlife, and made a crafty Vampire. He came into contact with Kasenael, the ArcanaDaemon charged with protecting the portal in Area 4.20.

Kasenael saw the potential in having Zabar as an agent of his own, so he struck a bargain with the undead Charlatan. Kasenael would eliminate Zabar's Vampire master, and in return, Zabar

would serve Kasenael for a mere 200 years... a blink of an eye in the (un)life of a Vampire.

Since then, Zabar has made Area 4.1 his quarters. He is given several “days off” per month on which he is allowed to go where he wishes, but when the character party enters this level, Zabar is waiting for him (being informed by the same imp that races down the secret tunnel to Area 4.20 to inform Kasenael the ArcanaDaemon) along with his mortal friends.

A little over a year ago, Zabar ran across an evil adventuring party outside the temple in the surrounding grounds and decided to bring them down to his lair and make some vampire minions of his own.

However, he found very quickly that they were potentially of more use to him as living mortals at the moment, and they were pleased with the prospect of working for him, so for the time being he has kept them around and alive. Kasenael also approved of the party's employment, because it gave Kasenael a way to watch over Zabar a bit more closely and guard against potential treachery by the undead Charlatan.

This party consisted of human magic-user Kenna, half-orc fighter Gorphrak, dwarven fighter/thief Davrik, and Nizzran, a human cleric of Arnuya.

Kenna, Gorphrak, and Nizzran all found that they enjoyed working for Zabar, and he has kept them well-fed, well-lodged, and generously rewarded. As long as this keeps up, they plan to continue working for him, assisting him in guarding this section of the dungeon from intruders from above, and helping him lure other adventurers to their doom.

Davrik, who had only initially come along for the ride, quickly decided that he didn't like Zabar, and tried to make an escape. Zabar and Davrik's former companions quickly captured him and put him one of the prison cells located on this level (Area 4.13), from which he has found it rather difficult to escape because of the Guardian Daemons always hanging around that corridor.

Zabar Taran (Male Vampiric Charlatan)

(EP 8,326, STR 12/48, DEX 15/17, CON 11/77, INT 17/04, WIS 16/25 CHA 19/12 COM 11/96, HD 11 (d6), hp 57, AC 6; #AT 3; Dmg 3d4+1/3d4+1/3d4+1; AL LE, MV 16, SA Level Drain, See below; SD See Below; SW See Below)

CW: M, AC 6, save as C11 (+4 poison, +3 paralyzation etc, +2 rod, +2 spells; no damage on save; half damage on failed save)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Charlatan Powers:

Decreased Chance of Surprise: 20% (monk)

Dodge/Deflect Missiles (monk)

Fighter STPs (fighter)

Influence Others: -2 to save vs. Paralyzation (bard)

Increased Move (as 3rd-level monk) (monk)

Attack as Fighter (fighter)

Cast magic-user spells (as 8th level m-u) (m-u)

Cast cleric spells (as 5th level cleric) (cleric)

Make saving throws as cleric (cleric)
 Double AC on Dexterity (barbarian)
 Attack as 1 level higher (cavalier)
 Open Hand Attacks as monk (level 11) (monk)
 Improvise weapon (monk)
 Bonuses to saving throws (barbarian)
 Memorize one additional spell of a certain school (abjuration) (abjurer)
 Take no damage on successful saving throw and half damage on failed saving throw (monk)
 Gain +1 to hit with monk weapons (monk)
 Painful Strike (monk)
 Stun and Kill with open-hand attacks (monk)

Magic-user Spells Known:

First level: Magic Missile;

Second level: Fascinate, Know Alignment, Magic Missile Reflection;

Third level: Dispel Magic, Protection from Normal Missiles;

Fourth level: Minor Globe of Invulnerability

Talents: Multiattack Bonus x2, Acrobatic Skill Suite, Opportunist

Proficiencies: Dagger, staff (note: Zabar generally uses his open-hand attack.)

SA: bare-handed attack (including open-hand) drains two experience levels. Also has the other Vampire special abilities.

SD: Can only be hit by silver or magical weapons of +1 enchantment or better.

SW: as Vampire

Zabar's Combat and Tactics

Due to the Imp's warning (and the Sivian Banshee's song), Zabar is aware that the party is coming. When they arrive he has pre-cast Protection from Normal Missiles, Minor Globe of Invulnerability, and Undetectable Alignment.

Zabar shows concern for the well-being of the PCs, asking them if they are all right, were they hurt in their travels here, etc. Zabar is VERY engaging and friendly and gives the impression of being very wise and knowledgeable. He also appears to be quite profound and have "deeper understandings" of "great mysteries." GMs are encouraged to draw upon monk-like characters from a series of well-known sci-fi movies for inspiration on Zabar's demeanor and speech (although use an inverted sentence structure he does not).

It is very important that GMs keep track of time and Zabar's actions. Immediately after the party enters his chambers, Zabar begins using his Charm ability on the party members in the following order:

1. Wounded non-elves
2. The party leader or strongest member who is not an elf
3. Non-elfen/half-elfen fighters and thieves
4. Non-elfen/half-elfen magic-users

5. Non-elfen/half-elfen clerics
6. Half-elves
7. Elves

He initially uses his Charm ability to force characters to "like" him to the point of sticking up for him, if other party members get suspicious. Once he reaches a critical mass or it's clear the party is resisting his charms, he orders the charmed victims to attack other party members, and he attacks as well, with the goal of wiping them out as quickly as possible. Zabar uses his multiple open-handed draining attack as much as possible here, first targeting clerics, then fighters, and saving magic-users for last (since he's well-protected against magic.)

Kenna (8th level Human Female Magic-user)

(EP 1780, S 8/27, D 16/82 (-3 AC, +3 Reaction, +3 Missile Adj.), C 10/07, I 17/44, W 12/55, Cha 7/93 (-1 Reaction Adj.), Com 15/21, AL NE, AC 6 (mage robes, DEX adj.), MV 12", HD 8 (d4), hp 40, SZ M (5'4"), #AT 1, D by weapon (dagger, staff) or spell, SA spells, SD spells, Lang common, Hon Avg, TOP 20, Crit BSL: Def AC-1 (melee), +3 (missile), FF 11, Age: 28, Weight 120 lbs.)

Quirks/Flaws: sleep walker, sadist, agoraphobia, enmity toward race (elves), self-absorbed, jerk

Talents: photographic memory, less sleep, grace under pressure

Skills: haggle 58, liar, skilled 60, arcane lore 69, spellcraft 31, reading/writing (Common) 75, mapless travel 32, reading lips 88

Inventory: Gem of Seeing, two Daggers +2, Staff of Indignation (29 charges remaining), Ring of Jumping, Murgain's Spoon, Ring of Teleportation (1 charge remaining), spell book

Kenna's Travelling Spell book: Leather Cover, Vellum Pages, 13" x 12" x 2", 2 lb (x3 Encumbrance), 52 pages, leather clasp, holds *First level:* Audible Glamer, Chromatic Orb, Grease, Hold Portal, Phantasmal Force, Ralph's Placid Arrow, Read Magic, Wall of Fog, Write;

Second level: Chain of Fire, Darkness 15' Radius, Magic Missile of Skewering ☐☐;

Third level: Dispel Magic, Hold Person ☐☐, Lightning Bolt;

Fourth level: Fear, Polymorph Other, Stoneskin

Spells memorized (7/4/4/3, including one additional spell per level from her photographic memory talent):

First level: Audible Glamer, Chromatic Orb, Grease, Hold Portal, Phantasmal Force, Ralph's Placid Arrow, Wall of Fog

Second level: Chain of Fire, Darkness 15' Radius, Magic Missile of Skewering ☐☐

Third level: Dispel Magic, Hold Person ☐☐, Lightning Bolt

Fourth level: Fear, Polymorph Other, Stoneskin

HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 ☐☐☐☐ ☐☐☐☐

Kenna is pretty (COM 15/21), and has never had problems getting dates or attracting the attention of men, but her personality sours that as soon as anyone gets to know her. The number one thing that matters to Kenna is Kenna. Anything that interferes

with that is worthy of suspicion at best, destruction in any other case.

Currently her career is going places, since Zabar, a powerful Vampire, has taken her under his wing and has introduced her to powerful Nefarians, so she's interested in milking this as much as she can before moving on. She takes joy in using her looks and flaunting her natural assets to get her way, and even though they know she's cruel, selfish, and just a tease, Gorphrak and Nizzran still occasionally succumb to her wiles because of her physical looks, and allow themselves to be led around by their nether regions to do her will.

Kenna is a raven-haired beauty with a fair complexion, sultry eyes and pouting lips. She has a body to match, but she has the personality of a perverse mortician and all the tact of a 50 pound club upside the head.

She is blunt, does not have a way with words, and tends to be arrogant and insulting and doesn't seem to care or be aware of it. Despite her feminine, comely looks, Kenna is extremely practical and fairly rugged, and is willing to "do what it takes" to get where she wants to go. She has done a lot of dirty work herself in her career so far, and she has no aversion to doing what is necessary to get the job done where the future is concerned.

Kenna's Combat and Tactics

Kenna always resorts to spells to distance herself from any actual danger, because of course that's the safest path to take. She is quite fond of Hold Person, and she typically uses that on any spell casters she sees among her opponents and order Gorphrak to take them out while they're magically held.

When she receives warning of the approaching character party, Kenna casts Stoneskin on Gorphrak to make up for his greatest combat-related shortcoming.

One of her favorite tactics is to use her **Staff of Indignation** to affect as many opponents as possible. She does this to buy her comrades some time to gain a tactical advantage while she prepares some spells to do them in.

If things become too dangerous for her liking, Kenna casts a Wall of Fog, and then an Audible Glamer of herself saying "Over here, idiots!" in a completely different direction than the one she is fleeing, complete with footsteps and sounds of fumbling with random objects to lead her enemies astray.

If she does flee, she'll use her **Ring of Jumping** if need be and head straight toward the southern door and try to eventually reach the Portal Room (area 20).

She knows her **Ring of Teleportation** has only one charge remaining, so she'll avoid using that unless it is life or death. She is allowed to pass where the Daemons and Demodands are concerned, and she is acquainted with Kasenael.

Kasenael (being the quintessential ArcanaDaemon) recognizes some potential in this promising – if petty – human mage, so if she manages to escape, be sure to add her to the encounter in the Portal Room. Kasenael makes sure she's in good shape for it (by giving her healing potions, if need be), and rewards her for the

info about the character party she brings him. Mostly by not killing her himself.

He has been responsible for recharging her **Ring of Teleportation** from time to time, which enables Kenna to teleport herself and her companions to more civilized areas periodically to obtain supplies, but he keeps her on a short leash, and only doles out a couple charges at a time. He does this in "payment" of sorts for keeping an eye on Zabar for Kasenael and making sure he isn't getting too big for his britches. Zabar is a charlatan, after all.

If things are going well offensively with the character party, she'll use her tactical spells effectively, hitting opponents with Lightning Bolt and Magic Missile of Skewering.

If she gets the opportunity to Polymorph Other, she always transforms the unwilling victim into something fun, such as a Rot Grub, or a Giant Ant, and if she's feeling particularly sadistic, she'll Polymorph a PC into an earthworm and make an attempt to collect him and put him in one of her pouches for later entertainment. This usually involves a cork board and a good number of stickpins, as well as some salt and a good, sharp straight-razor.

Gorphrack (7th level Half-orc Male Fighter)

(EP 1605, S 20/53 (+3 to hit, +8 damage), D 15/17, C 18/04, I 6/94, W 4/22 (-2 magical def. adj.), Cha 11/67, Com 5/10, AL CE, AC -1 (Plate Mail +2, DEX) + Stoneskin, MV 12", HD 7 (d10), hp 78, SZ M (5'8"), #AT 3 (two attacks with his **Long Sword** +2 and one attack with his **Long Sword** +1 in his "off hand"), D by weapon (**Long Sword** +1, **Long Sword** +2), +3 damage due to weapon high mastery, +8 damage due to strength, SA +4 to any called shots, critical hit bonus, weapon high mastery (long sword), SD Stoneskin cast upon him by Kenna, otherwise N/A, Lang common, Orcish, Hon average, TOP 39, Crit BSL: Def AC+3, FF 18, Age: 36, Weight 185 lbs.)

Quirks/Flaws: armor prejudice (plate mail), weapon prejudice (long sword), nervous tic, butt ugly, male pattern baldness, excessive drooling, temper tantrum, absent minded, delusional (minor, talks to imaginary friend "Charles"), stutter, sadistic

Talents: critical hit bonus, ambidextrous, called shot bonus (x4), active sense of smell, acute taste

Skills: cricket in the pea pod 75, dirty fighting 60, armor maintenance, weapon maintenance, crane 31, basic looting 47, rope use 87

Inventory: **Long Sword** +1, **Long Sword** +2, **Plate Mail** +2, 50' silk rope, 87 gp, 125 sp

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Gorphrack is a really great combination of two very basic traits: he's both violent AND stupid.

He has had a rough time of it, there is no doubt of that. Saddled with a delusion of having an imaginary friend ("Charles") to whom he talks constantly, he's also horribly absent minded. He is always repeating himself to his imaginary friend – and anyone else patient enough to listen to his rather incoherent babbling.

This is aggravated by the fact that he can't utter more than two words without stuttering profusely, so listeners to his conversations with his "friend" can rarely even understand what is so important for him to say to this invisible buddy.

His clothing and armor are always dripping and slick with his own ever-present saliva flowing from his big, gaping mouth.

Gorphrak's right eye is perpetually winking from his nervous tic (which makes him look like he's always joking about whatever he just managed to stammer), he has a hair trigger and flies off the handle if he doesn't get his way, and he has obvious issues when it comes to his rather unhealthy relationship with his favorite longswords, which, incidentally, are named "Hoo Hoo" and "Haa Haa", left to right, respectively.

Gorphrak is a sucker for a pretty lady, so he does pretty much everything Kenna tells him to do, even though she's really mean to him most of the time. Gorphrak usually just shrugs it off... he's been dealing with crap from everyone around him his whole life, but now his career really seems to be going places, so it seems worthwhile to him to take a little more from this comely mage if it means he gets to cut more heads off and get more loot and prestige out of the bargain.

He's fairly stupid (INT 6/94) and utterly foolish (WIS 4/22), so he's not really the brightest bulb on the tree. He knows the art of hack, and that's about it. That's where his interests lie, though, so it serves him well.

Gorphrak's Combat and Tactics

Gorphrak has achieved weapon high mastery with his longswords, so he gets +3 To-hit and +3 to damage as a result, in addition to the bonus to each of his longswords because of their being magic, as well as in addition to his +3 bonus to hit from Strength. High mastery also drops the speed factor of his weapon by 1 so be sure to take this into account when calculating his initiatives. Gorphrak can use a long sword in each hand because of his Advanced Two Weapon Fighting proficiency, and since he's ambidextrous, he can do so with no penalty. Gorphrak gets 3 attacks per round, two with his **Long Sword +2** and one with his **Long Sword +1** in his "off hand". Note Gorphrak's Reaction Adjustment of 2 on initiative rolls!

Despite his obvious issues, Gorphrak knows what he's doing when it comes to cutting things. He earned his nickname "The Scissors" because of his tendency toward making two called shots to the neck in a row in combat, and since he's attained high mastery in long sword, has the critical hit bonus talent and has the called shot bonus talent (x4), he tends to cut heads off frequently with this one-two punch with magic longswords on which he relies so much.

While running Gorphrak in combat, be sure to do this as often as is practical. Gorphrak's a one-trick-pony, but he's good at what he does, and he takes pride in beheading as many opponents as he can.

That said, don't do this to Gorphrak's detriment. If you find that Gorphrak just isn't hitting home with his called shot to the neck attacks – particularly in the case of someone with an armored

neck – you might get better use out of his called shot bonus x4 with called shots to the torso.

As mentioned above, Kenna casts Stoneskin on Gorphrak prior to the character party's entry into this area, which greatly aids in his defense.

Nizzran (7th level Human Male Cleric of Arnuya)

(EP 1200, S 9/87 (-1 damage), D 10/42, C 10/97, I 7/33, W 18/64 (+4 magical def. adj.), Cha 14/54, Com 11/36, AL CE, AC 1 (plate mail + small shield), MV 12", HD 7 (d8), hp 55, SZ M (5'11"), #AT 1, D by weapon or spell, Lang common, Hon average, TOP 22, Crit BSL: Def AC+1, FF 14, Age: 23, Height 5'11", Weight 136 lbs.,

Quirks/Flaws: anosmia, sound sleeper, low tolerance for alcohol, scoliosis,

Talents: less sleep, seeking grasping hands, divine smite: spear,

Skills: alchemy 24, basic anatomy 74, art appreciation: subset: painting 27, botany 63, religion: general 82, weapon maintenance, blacksmithing 50, slip away into shadows 50, anatomy (vital: human) 66, anatomy (vital: elf) 15, religion (specific: Arnuya) 83, language (modern: Common) 100, reading/writing: Common 16)

Weapon Proficiencies: Footman's mace, spear

Inventory: Mace +2, Spear +2, Boots of Levitation

Spells Memorized (7/5/3/2, including bonus spells due to Wisdom):

First level: Bless, Command, Cure Light Wounds □□□□, Cause Light Wounds

Second level: Cure Moderate Wounds, Cause Moderate Wounds, Hold Person □□, Silence 15' Radius

Third level: Cure Nasty Wounds, Cause Nasty Wounds, White Hot Metal

Fourth level: Heal Nasty Wounds □□

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Nizzran is young for what he does, but is very wise, and has advanced very quickly as a result of that. Always a canny character, Nizzran is fairly charming compared to his companions and he usually does most of the talking rather than let Gorphrak's incoherent mumbling and stuttering confuse people or have Kenna tactlessly bludgeon her way through what would normally be a simple parley.

He isn't very bright, and usually lets Gorphrak handle any heavy lifting, but the other party members have learned to value Nizzran's counsel and they seek him out for it whenever it seems prudent.

Nizzran isn't overly fond of Kenna, but he does what she wants because he's secretly attracted to her and has some rather foolish designs on the comely mage.

He's responsible, methodical, and somewhat on the slow side, sometimes taking an overly long time to make decisions, so when anything decisive needs to be taken care of, usually Kenna or Gorphrak jump on that.

Nizzran's Combat and Tactics

Nizzran isn't the best in combat, and he knows it, so he takes a support role, doing his best to keep Kenna and Gorphrak in fighting shape with curing spells.

If he gets the opportunity early on, Nizzran tries to cast Hold Person on whomever seems to be the biggest threat, and he'll cast his second Hold Person either on the next biggest threat, or again on that first PC if he saved.

Nizzran takes great delight in casting White Hot Metal on armored enemies (which for him lasts 7 rounds, save vs. Spell to avoid, causes 2d6 points of damage per round if affected) and chuckles gleefully if he gets the opportunity to do so.

He uses his Cause Wounds spells to defend himself only if he has to... Nizzran won't willingly wade into melee.

Potential Yield:

Defeat Zabar (8,326 EP), Kenna (1,780 EP), Gorphrak (1,605 EP) and/or Nizzran (1,200 EP)

Vellum sheets □□□□□ □□□□□ □□

Ink vials □□□, Quills, owl feather □□□

Staff of Indignation (29 charges remaining)

Ring of Jumping

Ring of Teleportation (1 charge remaining)

Spell book

Plate Mail +2

50' silk rope

Coinage: 87 gp, 125 sp

Misc. Magic: Boots of Levitation, Gem of Seeing, Murgain's Spoon

Weaponry: Dagger +2 (2), Long Sword +1, Long Sword +2, Mace +2, Spear +2

4.1A: KENNA'S ROOM

Kenna has been roughing it in here. She doesn't have much stuff, just a common bed and no bedding... she normally just spreads her bedroll out on top of it. She keeps no valuables here, and while the door to this room has a normal lock, it is not normally used because nobody has a key that fits it.

4.1B: GORPHRAK AND NIZZRAN'S ROOM

This is formerly a cloak room, and is rather cramped. Gorphrak and Nizzran stay here, primarily because Kenna won't share a room with them. The room contains nothing of value, only a few drool-soaked blankets of Gorphrak's, and Nizzran's bedroll.

Also here, rolled up in a wool blanket, are a normal battle axe, three normal daggers, a normal hand axe, and a normal short sword, all of which belong to Davrik (area 13).

Davrik also owned a normal crossbow and a short sword +2, but the crossbow was chucked into Zabar's fireplace after Davrik's

incarceration, and Kenna sold the short sword +2 on her next trip to civilization after they locked him up.

Potential Yield:

Bedroll, Battle Axe, Daggers □□□, Hand Axe, Short Sword

4.2: DINING HALL

In the center of this once fine room is a pile of wood that appears to have once been an ornate dining table, though it has been chopped to pieces in what must have been a violent event.

A dusty chandelier made of tarnished brass hangs above the remains of the table.

In the center of the pile of wood that makes up the table is what appears to be a long, narrow wooden box.

One thing of interest in this room is a trap on the door to the south. If the handle to the door is not pushed in before turning, a sharp little spike with a dose of Type E poison on it springs out and jabs the unsuspecting character right in the palm of the hand. The victim must save vs. Poison or die immediately (2d20 points of damage if the save is successful). A thief successfully detecting this trap needs to make a successful Remove Traps check to discover how to avoid it.

A 1'x3' section of floor just before the southern door is a disguised pressure plate that if stepped upon trips a mechanism that opens a compartment directly overhead in the ceiling of the room.

This compartment contains 200 angry Carnivorous Hornets! They fly out and attack the nearest PC, stinging the face and eyes especially, and attempting to get inside any armor or clothing the character might be wearing so as to have an easier time stinging him.

Hornets, Carnivorous, (200)

(HF 0, EP 1 per hornet, INT Non- (0), AL N, AC See SD, MV 12" Fly (A), HD) 0+1 per 10, hp 1 per 10, SZ T, #AT 1, D see below, SA Poison, SD See below, MR n/a, Hon Avg, ML See below, TOP N/A, Crit BSL: N/A, FF N/A, Reference HoB IV p16)

SA: Sting around the eyes (save vs. Poison or become blinded for 2-20 rounds), each sting requires a saving throw (1 point of damage if the save is missed). Victims get -1 to saving throws for each additional sting.

SD: Carnivorous Hornets are too small to be hit by conventional weapons. Wide, flat weapons and blunt weapons can squash 1-6 hornets per hit against AC 10.

SW: They get -2 to hit in the presence of a lamp or torch flame.

1-10): HPs: □

11-20): HPs: □

21-30): HPs: □

31-40): HPs: □

41-50): HPs: □	51-60): HPs: □
61-70): HPs: □	71-80): HPs: □
81-90): HPs: □	91-100): HPs: □
101-110): HPs: □	111-120): HPs: □
121-130): HPs: □	131-140): HPs: □
141-150): HPs: □	151-160): HPs: □
161-170): HPs: □	171-180): HPs: □
181-190): HPs: □	191-200): HPs: □

The hinged, wooden box has a simple latch and it contains a wand with a daub of brown paint on one end. It is a Wand of Enemy Detection with zero charges remaining. Its command word is “Blasphemy”.

The only other thing of value in this room is the chandelier, which is a rare piece designed by a famous brass craftsman from 300 years ago. Despite its tarnish, it cleans up nicely and easily fetches anywhere from 1,200 to 3,000 gp to the right buyer, provided that it is properly identified and appraised. It is made of solid brass, is 6' across, and weighs 175 pounds.

However, its suspension above the floor is precarious. If it is touched in any way, it instantly falls, causing 3d6 damage to any beneath it who do not save vs. Paralyzation.

It is possible for someone beneath the chandelier who is prepared for this to attempt to catch it as it falls and avoid damage. If such a character makes a successful Bend Bars/Lift Gates check he succeeds in catching it. Failure on such a check indicates that that character has just taken full damage (3d6) from the chandelier as it falls directly on top of him. It is also possible for a thief to secure the chandelier to the ceiling using his Disarm Traps skill at -30%.

In order to pull this off, however, he'll need at least one person who can reach 6' off the ground making a successful Open Doors check, and the thief himself needs to be able to reach 8' off the ground (most characters should be able to do this standing on the table.) Failure on any of these actions means that all involved take full damage from the falling chandelier. Once the chandelier has been secured, it can be removed safely.

Potential Yield:

- Defeat Hornets (200 EP total)
- Chandelier (1,200 to 3,000 GPV)
- Wand of Enemy Detection (zero charges)

4.3: KITCHEN AND PANTRIES OF DOOM

The first thing that you notice as you examine this room is a dried out husk of a humanoid corpse, on the floor right inside the door.

Hanging from the 15' high ceiling of this chamber are multitudes of long, dirty strands of what appear to be some kind of thin webs like those of spiders, but hanging in long, wretched strips. The ceiling itself is

concealed in a tangled mass of these strands, and the hanging portions hang all the way down to the floor in some spots. They wave gently even from the slight movement of air that your presence has caused.

In the center of the room is a large, low table or counter of the sort that is ordinarily found in areas where food is prepared. On it sits what appears to be several large clay pots of some kind.

A set of dusty, wooden shelves hangs on the wall directly opposite you.

The clay pots on the counter are empty. They are only there to provide something interesting for the party to look at.

A large colony of Webbirds have taken up residence in this chamber, which used to be the kitchen. There are also three Gas Spores hovering near the ceiling right in the center, completely concealed by the tangled, tattered mass of Webbird webs.

Closer inspection of the corpse reveals large, gaping holes in it where Webbird larvae erupted and blasted out of this victim after hatching.

As soon as one or more characters sets foot in the room, the Webbirds (who are concealed among the tattered webbing on the ceiling) begin flying around and attack anyone they can.

Anyone waving a torch or other fire source around causes the Webbirds to flee. After such a traumatic experience, the Webbirds hide up by the ceiling, among the webbing there, but they can clearly be heard humming and buzzing up there, even though they won't be visible.

Note that the Gas Spores are going to remain hidden and do not emerge unless at least a turn is spent by at least two characters clearing away webs from the ceiling. Once that is done, they are visible, and descend, attracted to body heat and heat from any fire-based light sources carried by the party.

Parties encountering a swarm of Webbirds this size may be tempted to use a Fireball spell of some kind in order to deal with them more easily.

Because of the webbing hanging from the ceiling, any fireball detonated anywhere in this room immediately ignites the webs, and burns them all away in a single round. The webbing also ignites quite easily if a character holds a torch to any of the dangling strands. In either case, the burning of the webbing causes 2-8 points of damage to any Webbirds hiding in it, and the entire mass of webs burns away in a single round.

This is also sufficient to cause all three Gas Spores to explode that same round, each doing 6-36 points of damage to everyone within 20 feet of the center of the room (half if a saving throw vs. wands is made).

If they bother to search it, the PCs find lots of broken crockery, old pots and pans, and cooking and eating utensils.

On a shelf stands the one remaining unbroken drinking mug in the room, which contains two ordinary black-handled spatulas, *Haarpang's Sacred Spatula* (brown-handled) and two wands.

On one of the shelves is a pair of pink slippers (the GM may rule that they are fuzzy as well...). These are actually **Slippers of Stealthiness**. They each emit Silence 1'r centered around the slipper itself (effectively allowing silent footsteps and granting +30% to a thief's Move Silently ability while wearing them).

One wand has a white daub of paint on the end of it. It is a **Wand of Paralyzation** with one charge remaining, though it may be recharged if done so before this last charge is expended. Its command word is "Wyvern".

The other wand has a daub of black paint on the end of it. It is a **Wand of Aneurisms** and it has zero charges remaining. Its command word is "Bleeding".

If a fireball is detonated within range of any of these objects, be sure to roll saving throws for all of them. Remember, the magic items in this room gain +1 to any saving throws, except for the **Slippers of Stealthiness**, which gain a +3.

None of the items in the room require a save if the Gas Spores explode, as this blast of spores is only damaging to living tissue, not objects.

The two adjoining rooms to this area were once pantries, but are now empty but for more Webbird webbing and some humanoid bones of past egg-laying victims.

The secret door in the south wall of this chamber is a standard secret door that just requires a bit of pressure on it to swing it open into the hidden corridor behind it. It could in fact be found by accident if anyone leans on this exact portion of the kitchen wall. The other end opens the exact same way, but from within the hidden corridor there is a handle so that people can simply pull it open from the inside.

Webbirds (68)

(HF 0, EP 7 each, INT Semi- (2-4), AL N, AC 8, MV 3", 18" Fly (B), HD 1-8 hit points, hp 7 each, SZ S (1' long), #AT 1, D 1, SA Web, egg laying, SD Nil, MR n/a, Hon Avg, ML 12, TOP 12, Crit BSL: Def AC-4, FF 12, Reference HoB VIII p79)

SA: When attacking, Webbirds shoot (up to 20 feet) a sticky, flammable web that covers 12 square feet for each monster. The effectiveness of a flock's attack is determined by rolling a d6 and adding one-fourth of the total number of Webbirds remaining in the flock (round down) as seen on *Table J: Webbird Web Attacks*.

PCs with a Strength score of 17+ can pull free more quickly; subtract one round from the time indicated. Those with an 18 or better Strength can break free in two fewer rounds. Alcohol can dissolve the webs – one bottle or wineskin is enough to free one Man-sized victim in one round.

When a victim is held, 1-4 Webbirds land on it and attempt to inject the victim with 2-8 eggs – all hatch in 3-6 turns. The grubs do 1 point of damage per round, per grub, until they kill the victim. A Cure Disease spell destroys all grubs and a Repel Insects spell forces them from a body, doing 1-4 points of damage per grub (but only for one round). Seven turns after a victim dies, the new Webbirds emerge.

SD: None

SW: Webbirds can be crushed in the hand easily, but always do 1 point of damage to the crusher unless he wears metal gauntlets. Webbirds greatly fear fire and do not attack anyone with a torch or other fire source. Fireballs or any other fire spell cause the flock to immediately flee.

- 1): HPs: □□□□ □□ 2): HPs: □□□□ □□
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- 65): HPs: □□□□ □□ 66): HPs: □□□□ □□
- 67): HPs: □□□□ □□ 68): HPs: □□□□ □□

Table J: Webbird Web Attacks

Roll*	Result
1-4	Ineffectual attack
5-8	1 creature ensnared for 2-8 rds
9-11	2-5 creatures ensnared for 2-5 rds
12-14	The entire area is covered with webs and all those in the area are held fast for 2-5 rounds
15+	1-4 creatures ensnared and choking on the webs. They suffocate in 4-9 rds unless webbing is removed.

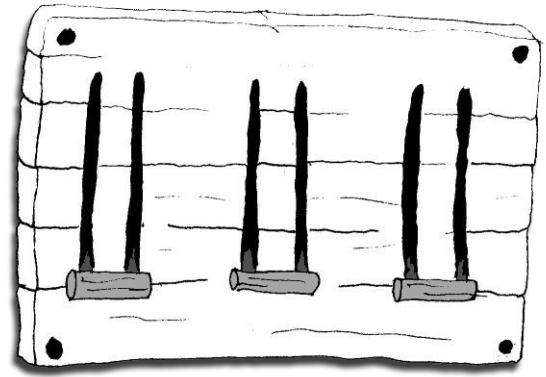
*(d6 + 1/4 remaining webbirds)

Gas Spores (3)

(HF 0, EP 120 each, INT Non- (0), AL N, AC 9, MV 3" Fly (E), HD 1 hit point, hp 1 each, SZ M (Beholder sized), #AT 1, D See below, SA See below, SD N/A, MR N/A, Hon Avg, ML 20, TOP N/A, Crit BSL: N/A, FF N/A, Reference HoB III p48)

SA: 90% likely to be mistaken for Beholders at a distance greater than 10 feet (only 25% likely when closer than 10 feet). If struck for 1 point of damage or more, it explodes in a shower of spores doing 6-36 points of damage to everyone in a 20-foot radius (half if a saving throw vs. wands is made). The spores begin to consume any exposed flesh, and the victim dies in 24 hours if a Cure Disease spell is not cast.

1): HPs: ☐ 2): HPs: ☐ 3): HPs: ☐

**Potential Yield:**

Defeat Webbirds (7 EP each)

Defeat Gas Spores (120 EP each)

Unbroken drinking mug, Spatulas ☐☐

Haarpang's Sacred Spatula

Wand of Paralyzation (1 charge, command word "Wyvern")

Wand of Aneurisms (zero charges)

Slippers of Stealthiness

Coinage: 2000 elp

4.4: TRAPPED HALLWAY

This is a long corridor with a tiled floor. The tiles are approximately a foot square each, and are alternating black and white in a checkerboard pattern.

There appears to be a lever of some kind sticking out of the wall next to the southern door of this hallway.

Every other black tile is actually a glass plate over a 20' deep shaft with an iron spike at the bottom.

The lever is designed to look like the disarming mechanism for this trap. It in fact sets off a magnet trap described below.

The actual lever to disarm this trap is hidden just inside the secret passageway entrance to Area 4.4. It's hidden in plain sight, and is 90% undetectable unless someone specifically mentions that they want to search this end of the secret corridor in any kind of detail, whether they want to check for traps or secret doors. If any kind of explicit searching is done at this end of the secret corridor the hidden lever is easily found, and if pulled, disarms the floor trap in Area 4.4.

A successful Detect Traps check reveals that the floor of this room is trapped, but unless two successful checks on the obvious Area 4.4 lever itself are performed (one to find the needle trap on it and one to determine what the lever does when pulled), the magnet is not readily apparent as a trap.

The lever itself does two things. Firstly, unless somebody successfully checks the lever itself for traps, any individual not wearing metal gauntlets while pulling it drives a poisoned needle into his own hand. The poison is Type E. As such, the victim must save vs. Poison or die immediately (2d20 points of damage if the save is successful).

The second thing that happens when the lever is pulled is the instantaneous uncovering of a massive magnet weighing over a ton, embedded in the 12' ceiling just above the door to Area 4.1 to the north.

When this magnet is uncovered (by the heavy, insulated, sliding panel that shrouds it), anyone wearing ferrous metal armor (i.e., not bronze or gold... only iron or steel) is immediately dragged at a fast pace down the hallway and stuck to the magnet. A successful save vs. Paralyzation at -4 means that the affected individual has somehow managed to keep himself from being dragged for now. If they attempt to move, they must make a save vs. Paralyzation at -4 for every 5' travelled in this hallway while the magnet trap is uncovered.

If the lever is raised again, the magnet is covered up, eliminating the danger. Anyone aware of the poison needle trap on this lever can easily avoid it once it is found or pointed out to them.

Those who fail to save take 1d6 damage as they slam into the magnet, and find themselves stuck fast there unless they spend 1-3 turns struggling to remove themselves from their armor. Any weapons or other ferrous metal objects carried or worn by a character who finds himself stuck to this magnet is left there as the character crawls out of his metal garb and frees himself from its power.

Any ferrous items in this entire hallway are drawn to this magnet, including weapons made of steel or iron. Individuals holding or wearing weapons or objects of steel or iron must save vs. Paralyzation for every round spent in the hallway or lose their grip on these objects. Lost objects go flying down the hallway and stick to the magnet.

Any weapon, armor or other objects stuck to the magnet can only be removed on a successful open doors attempt at half the character's Strength rating (round fractions down) because of the strength of the magnet itself and the height involved: the magnet is 15' above the floor of this hallway, and a character's weight alone is not enough to dislodge anything from this powerful magnet.

Note that if even one person gets dragged down the hall by this magnet, it is considered a “loud sound” as they go clattering down the hallway.

If someone makes any amount of sound whatsoever while traversing this corridor, a large volume of flammable alcohol-based vapor is released below the floor. A thief performing a successful Detect Noise can pick up on sound of the vapor being released. Note, however, that if the floor trap is set off by someone being dragged down the hallway by a magnet, detecting the hissing sound of the vapor being released is impossible due to the other sounds in the hall.

Ten seconds later, a flint strikes a raspy length of steel below the floor, which creates sparks, igniting the flammable vapor that has built up under there. The resulting explosion drives the spikes upward through the glass, embedding in the ceiling of the hallway.

Each character in the hall is hit by 1d6 of these flying spikes, with each hit doing 2d6 damage (unless a save is made, as described below).

In addition to the damage from the spikes, each character in the hallway is also subject to 1d6 fire damage (from the explosion) and 1d4 damage from flying shards of glass.

Characters who make a saving throw versus Paralyzation take only half damage from the spikes and fire and glass damage.

One round after the trap is triggered, a Mend spell goes off, causing all the glass plates to reassemble. A Teleport is also triggered, which causes the spikes to be shunted back to their original positions underneath the glass plates.

All of the NPCs described in Area 4.1 (including Zabar) are aware of this trap and know how to bypass it.

4.5: NADRAPHEL'S MUNDANE LIBRARY, OR “FIVE HOLES AND A SLOT”

This was where Nadrappel stored his books on history and other mundane subjects. Some usable books should be in here, but nothing of major value or magical in nature. Among the books included are:

Zen and the Art Of Weapon Maintenance (a month of intense study and a successful check per BBI rules – plus associated costs – grants the Weapon Maintenance skill);

Religious Practices of the Three Sects of Luvia (persons who have religion: General at 51% or better can learn the Religion – Luvia with 3 weeks of intensive study and a successful learn ability check);

Learn To Speak Troll (with a horrendous accent and poor usage, that is – e.g. “Are you please havening of the time?” Also, there is a 15% chance of mis-speaking, such that “I wish to eat soon” may come out as “I wish to be eaten soon” or “surrender or we’ll kill you” becomes “we surrender! Please kill us!” If the contents of this book are studied for 3 weeks, the character can learn a very bad, and only very basic Troll dialect fraught with errors of syntax and usage);

My 12 Years With Bugbears (with appropriate study of this poorly written and disorganized journal, a character can learn

what bugbears are and a little bit about bugbear habits and society. Also present in this book are long, tedious ruminations by the author on what he thinks Bugbears are REALLY thinking, but this information – which makes up almost 50% of the book – is all completely useless);

Jabbaraffa's Guide To Poisonous Plant Identification;

The Care and Feeding of Spiny Gutter Worms;

A Treatise on the Exorcism and Casting Out of Demons and Devils;

Your Crossbow and You (a book of sub-par poetry written by someone with an unhealthy obsession with his crossbow and not much literary sense).

Each of these books increases the encumbrance of the person carrying it by 25 pounds. To uninterested parties, the most any of these books fetch is 2-4 gp each, and even then, only as novelties and by enduring much chuckling and dickering by the buyer. However, if characters put some effort into finding appropriate buyers and attempt to fetch a higher price, they can be quite valuable (150-250 gp each).

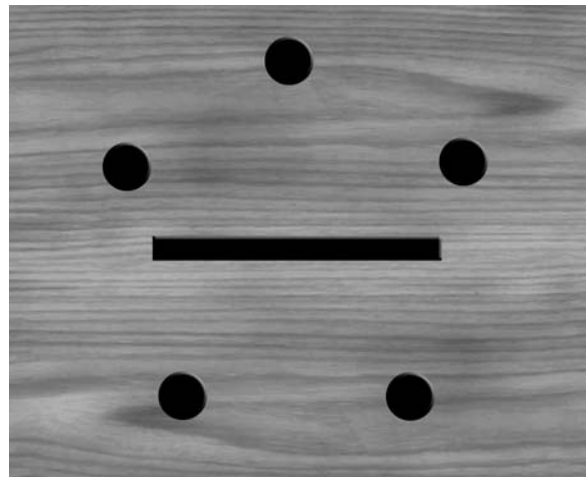
For example, to crossbow lovers who are totally ignorant of poetry, *Your Crossbow and You* might bring in as much as 200 gp. Seriously. They really have to find someone that loves crossbows though. Like in an uncomfortable, creepy way. Well, if they want to get that much for this truly awful book, that is. Then they should get as far away as possible from that person at their earliest convenience.

These books are authoritative on their respective subjects, and are quite useful if one wishes to learn about things like what Spiny Gutter Worms like to eat when they get up in the morning.

Also in here is a secret door to Area 4.9, disguised as a part of a bookcase. Anyone removing books from this section of shelving is 20% likely to notice the rather odd hole arrangement in the back panel of it.

There are five holes, each a half inch in diameter, arranged in a pentagon. At the center of the pentagon is a horizontal slot three inches long.

This is the mechanism for opening the secret door. All one must do to open it is insert the ends of five wands (any wands will do, charged or discharged) into the holes that make up the pentagon. Once the wands are in place, one must insert the business end of a spatula (several of which can be found in the kitchen in



this level, at Area 4.3). This triggers the section of wall, bookcase and all, to swing away from the individual opening it, revealing Area 4.9: Nadraphel's Secret Library. A thief making a successful Pick Locks check cannot unlock the door, but easily recognizes that in order to open the door, something of that shape and size needs to go into each hole and the inner slot.

Potential Yield:

Books: *Zen and the Art of Weapon Maintenance* (2-250 GPV), *Religious Practices of the Three Sects of Luvia* (2-220 GPV), *Learn to Speak Troll* (2-110 GPV), *My 12 Years with Bugbears* (2-160 GPV), *Jabbaraffa's Guide to Poisonous Plant Identification* (2-225 GPV), *Care and Feeding of Spiny Gutter Worms* (2-90 GPV), *A Treatise on the Exorcism and Casting Out of Devils and Demons* (2-250 GPV), *Your Crossbow and You* (2-200 GPV)

4.6: NADRAPHEL'S PRIVATE STUDY

This room is remarkably undisturbed, though it looks like it has been ransacked a number of times and had most of the good stuff removed. There is, however, still a writing desk and chair here, as well as a comfortable stuffed chair (covered in a thick layer of mildew and dust). The south wall has three tall bookshelves built into it, containing numerous mundane books on a number of rather dull subjects.

There is a cup on the writing desk with a number of writing quills, untouched, and two wands are also there. A third wand is acting as a bookmark in one of the books remaining on the shelves (only found after a half hour of searching through books). It is in a book entitled *Magical Theory Regarding Permanent Portal Construction*.

This book is non-magical and is written entirely in Common, but it is in a letter substitution code that can only be deciphered by someone spending an hour examining it, making a successful Intelligence check, and then spending a week straight (8 hours per day of uninterrupted work) translating the book's contents themselves.

The contents are not overly useful to anyone not heavily educated in magical theory, though magic users of 12th level or higher would be likely to pay a good sum for it (as much as 400 gp if the right buyer could be found).

The two wands in the pen cup on the desk are as follows:

One has a daub of grey paint on the end of it, and is a **Wand of Illumination** with zero charges remaining. Its command word is "Greatness".

The other has a daub of green paint on it, and is a **Wand of Earth and Stone** with 5 charges remaining. Its command word is "Grind".

The wand acting as a bookmark has a daub of tan paint on its end, and is a **Wand of Repel Attack** with zero charges remaining. Its command word is "Thriving".

Also on the desk is a pile of papers, most of which are illegible or blank. One scrap of paper, however, contains a poem:

*Ragged tears
Grind my
Greatness into
Bleeding, twisted stumps.
Oblivion calls to me
Violence is my nature
Merceron is the bane of
Wyverns in this place
Thriving in gore
Yesterday we gave
Pestilence for
Aubergine
Blasphemy*

The first word of each line of the poem (but for two) is the command word for a wand in this dungeon. Nadraphel wrote this as a mnemonic device so that he could keep the command words for his own wands straight.

So, there are wands in this dungeon, each of which has a dot of color on it:

Red
Green
Grey
Black
Orange
Violet
White
Tan
Yellow
Pink
Brown

Note that there is no wand with an Aubergine dot on it (even though it's in the poem), and there is nothing corresponding with "Merceron".

This is because "Aubergine" is the command word for activating and deactivating the portal to Hades in Area 4.20, and because of course "Merceron" is the true name of the UlteroDaemon who is the boss of Area 4.20's ArcanaDaemon.

At this point it is of extreme importance to note that there is a 5% chance of summoning a Daemon every time his true name is spoken aloud. Every time the PCs say the word "Merceron" out loud, a check should be made (the astute GM may wish to pre-roll several checks for this until successful in order to prevent the PCs from getting suspicious that there's something "special" about the name).

That said, Merceron is powerful enough to decide whether he wants to visit with the PCs or to allow this slight to go unpunished.

He most certainly does, as it turns out. But not on their turf: like most UlteroDaemons, he has the ability to summon beings from other planes when his true name is spoken, and summons

the PCs to his lair on Tarterus (described in Area 4.21). If this happens, before giving the PCs any clue of what just happened, read the boxed text for Area 4.21.

A Very Difficult skill check in arcane lore reveals to the successful character that “Merceron” is the name of a Nefarian, though no other information is known about this particular Daemon. Those knowingly speaking the true name of a Daemon repeatedly (or any Nefarian, for that matter) generally get what’s coming to them, and this is no exception.

Potential Yield:

Book: *Magical Theory Regarding Permanent Portal Construction*

Wands of: **Illumination** (zero charges), **Earth and Stone** (5 charges, command word “Grind”) and **Repel Attack** (zero charges)

Poem , blank sheets of vellum □□□□□

4.7: NADRAPHEL'S MESSY BEDCHAMBER

This room is totally wrecked. Brown stains streak and spatter every wall and every item of furniture that is here is shattered and broken to tiny pieces almost to the point of being unrecognizable.

A smoky, translucent, human-like shape can be seen wavering directly across the room from the door.

When Nadraphel – a powerful necromancer suffering from an incredible lack of foresight – first opened his new portal to Hades (Area 4.20), he was immediately assaulted by the forces that control it now. He was too flummoxed to put up a fight, and fled. This room is where they caught up to him.

Nadraphel's ghost dwells here, bitter at his own fate. Some of his bones are scattered about on the floor, though his skull is missing (it's in Area 4.20 with a wand stuck in its eye socket).

He advances on the party and tries to scare them (see below for his special attacks), and then use his Magic Jar ability on the most powerful member of the party. If he succeeds, he turns that person on any clerics, mages, and fighters in the party, in that order.

If his Magic Jar attempt fails, he relies on his touch attacks, which are nasty enough.

On the unmade bed is a rumpled pink robe of the same shade as the slippers located in area 4.3. This is a magical **Robe** AC 5. When worn, it grants the wearer an armor class of 5 (not including DEX bonuses). It is of particular use to spellcasters because it does not hinder spellcasting, but it looks so silly that the wearer suffers an effective -3 to CHA while wearing it. Any class can wear the robe, though a lot of males are somewhat bothered by how much like a wuss they seem. This never bothered Nadraphel, but then, he was sort of an odd duck, as necromancers tend to be anyway.

The robe is essentially a variant on **Bracers of Defense** AC 5, and should be treated identically. Of course, its save vs. magical fire is significantly worse...

Nadraphel's Ghost

(HF 14, EP 7,000, INT Highly (13-14), AL LE, AC 0 to 8, MV 9", HD 10, hp 75, SZ M, #AT 1, D Age 10-40 years, SA Magic Jar, SD See description, MR n/a, Hon Avg, ML n/a, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB III p50)

CW: N, AC 0/8, save as F10

SA: The mere sight of a Ghost causes a victim to age 10 years and flee in panic for 2-12 turns unless a save vs. Spell is made. Clerics higher than 6th level are immune to this effect and all other humanoids above 8th level get +2 to saving throws. Any creatures within 60 yards of the Ghost can be attacked by its Magic Jar spell. If the victim makes its saving throw, the Ghost instead materializes and tries to touch the victim (aging him by 10-40 years). Any human or demi-human killed by a Ghost is forever dead.

SD: Can only be attacked by spells that affect the ethereal undead.

SW: On the Ethereal Plane, a Ghost is AC 8. It can be damaged by holy water (2-8 points of damage per vial) and can be turned by clerics of 7th level or higher.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

Defeat Nadraphel's Ghost (7,000 EP)

Pink Robe AC 5

4.8: NADRAPHEL'S SECRET CLOSET

This closet appears to have been where valuables were stashed. Fortunately for you, it appears to have escaped the notice of prior looters.

A few valued items that Nadraphel tucked away are still hidden in here, including two wands.

The first has a daub of orange paint on its end. It is a **Wand of Negation** with zero charges remaining. Its command word is “Oblivion”.

The second has a daub of red paint on the end of it. It is a **Wand of Fire** with 15 charges remaining on it. Its command word is “Ragged”.

The closet also contains a diamond-encrusted gold ring worth 850 gp, a bag of 25 assorted gems and pearls worth 10 gp each, a bag of 25 assorted gems worth 50 gp each, a bag of 10 assorted gems worth 100 gp each and a bag with a diamond, a ruby and a sapphire worth 5000 gp each.

Potential Yield:

Wand of Negation (zero charges)

Wand of Fire (15 charges, command word “Ragged”)

Diamond-encrusted ring (850 GPV)

Bags of 10 gems (250 GPV), 25 gems (1250 GPV) & 10 gems (1,000 GPV)

Diamond (5,000 GPV), Ruby (5,000 GPV), Sapphire (5,000 GPV)

4.9: NADRAPHEL'S SECRET LIBRARY

This room is in disarray, having been gone over with a fine tooth comb by the look of it. Almost every shelf is bare, and though it appears that a good many books were once kept here, now only a few remain. Those are in a pile on the floor along with a volume of miscellaneous papers where they had apparently been meticulously (yet carelessly) sorted through for the most valuable bits.

This is where Nadraphel kept his spell books and other more important books, as well as all of his extensive research notes, books on anatomy and internal organs, and procedures for dissection and other nasty things. Most of the good stuff has been looted by the ArcanaDaemon Kasenael and taken back to his lair in Hades.

There are still a few items of interest in here, including a **Bag of Many Tomes** (which, due to the magic in this area, does not reveal its true nature until it is removed from this world and taken to a PC's home plane).

Sitting on one of the bookshelves is a wand with a daub of pink paint on it. It is a **Wand of Conjunction** with zero charges remaining on it. Its command word is "Pestilence". This wand is easily discovered by any PC taking the time to look over the bookshelves.

Some of the more interesting remaining books include:

Arpham's Basic Anatomy (a basic textbook on anatomy; can be used as an aid in studying the anatomy: basic skill);

Prolonging the Agony: Making the Most of Vivisection and Torture (grants a bonus roll of the mastery die when learning any one torture-related skill)

1001 Common Household Uses for the Spare Spleen

Organ Harvesting for the Practicing Necromancer

Potential Yield:

Bag of Many Tomes

Wand of Conjunction (zero charges)

Books: *Arpham's Basic Anatomy* (200 GPV), *Prolonging the Agony* (175 GPV), *1,001 Common Household Uses for the Spare Spleen* (50 GPV), *Organ Harvesting for the Practicing Necromancer* (200 GPV)

4.10: GUARD ROOM

As soon as you open to the door to this area, you smell a dusty, dry odor of decay and hear several shuffling footsteps approaching.

This area is not lit. Do not describe the monsters here unless the party has a light source.

The portcullis in the western wall is wide open. It can be manually closed, but only if a total weight of 400 pounds is exerted on it, as it has been stuck in the open position for decades.

Some remnant of Nadraphel's undead guard still stands watch here, though now they work for the ArcanaDaemon Kasenael. There used to be more, but now all that remains of this mob of undead are six Monster Zombies and four Juju Zombies, all with instructions to slay any intruders on sight.

Since they are regular inhabitants of this dungeon, Zabar, Kenna, Gorphrak, Nizzran and Davrik are not considered to be "intruders" by these undead.

They begin moving in for the kill as soon as anyone opens the door from Area 4.9.

Because of the influence of the open portal to the plane of Hades in Area 4.20, all attempts by clerics to turn undead in this area and on from here are at -2 while the portal is still open.

One of the Juju Zombies has a wand stuck in its belt. It has a daub of violet paint on it and is a **Wand of Magic Missiles** with zero remaining charges. Its command word is "Violence".

There are three levers in the north wall that operate the portcullises in Area 4.11 and the portcullis that blocks Area 4.14. All three levers work perfectly, and they operate in order from left to right, west to east. All three levers are in the "down" position when the PCs enter.

The left lever operates the portcullis on the west end of corridor Area 4.11, the middle lever operates the portcullis on the east end of corridor Area 4.11, and the lever on the right operates the portcullis to the west of Area 4.14.

Levers in the "down" position must be pushed to the "up" position to open their corresponding portcullis, and are pulled down to close the portcullis.

If a portcullis is manually forced up by a character, the corresponding lever also then moves to the "up" position, and the lever moves to the "down" position if an open portcullis is pulled down by force.

Zombies, Monster (6)

(HF 8, EP 650 each, INT Non- (0), AL N, AC 6, MV 9", HD 6, hp 55 each, SZ L, #AT 1, D 4-16, SA Nil, SD Immune to cold and poison, MR Immune to Sleep, Charm, Hold, and mind-influencing spells (otherwise standard), Hon Avg, ML 20, TOP n/a, Crit BSL: Def AC+4, FF n/a, Reference HoB VIII p124)

CW: J, AC 6, save as F6

1): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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2): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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4): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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6): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Zombies, Juju (4)

(HF 12, EP 975 each, INT Low (5-7), AL N(E), AC 6, MV 9", HD 3+12, hp 43 each, SZ M, #AT 1, D 3-12, SA Strike as 6 HD monster, attack with normal initiative, SD Immune to cold, poison, Magic Missiles, and electricity; fire does half damage, turn as spectres, +1 or better weapons to hit but do only half damage, MR Immune to Sleep, Charm, Hold, and mind-influencing spells (otherwise standard), Hon Avg, ML 20, TOP n/a, Crit BSL: Def AC+4, FF n/a, Reference HoB VIII p124)

CW: H, AC 6, save as F3

- 1): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Potential Yield:

- Slay Monster Zombies (650 EP)
- Slay Juju Zombies (975 EP)
- Wand of Magic Missiles (zero charges)

4.11: HOLDING CELLS

The cells in this hallway are where Nadrappel kept his test subjects. The portcullis that leads to this corridor is shut, but is in good working order. It can be opened via the left-hand lever described in Area 4.10, and the portcullis on the eastern end of Area 4.11 can be opened via the middle lever described in Area 4.10.

It is important to be aware that there are identical levers that also control these three portcullises in Area 4.14.

Standing at the three levers in Area 4.14 when the PCs enter is Kasenael, the ArcanaDaemon charged with guarding the portal at all costs (see Area 4.20 for a more detailed description of Kasenael).



When the party enters this dungeon level, one of several things that Kasenael does is make himself invisible and head to Area 4.14 so that he can get a good look at the party himself, and while he's there, to operate the levers and trap them here in Area 11 with the Guardian Daemons he has placed there.

He wishes to observe the party to see how they deal with this threat. If the party survives, he simply goes back to Area 4.20 and sends the Farastu Demodands to Area 4.15 and sets a guard at Area 4.19 and prepares to face them personally if it should come to that.

If any members of the character party are capable of seeing Kasenael while he's invisible, it doesn't particularly matter... just describe him as he is described in Area 4.20 and let that individual know that he is just standing there, calmly watching them.

There are two Guardian Daemons in Area 4.11. One of them is located in the southwesternmost cell and the other is located in the northeasternmost cell, both with the doors closed. As soon as they hear the portcullises drop (because of Kasenael closing them via the levers in Area 14), they emerge and attack the party from east and west, using their breath weapons (a cone of fire 30 feet long and 10 feet wide for 5-30 points of damage, half if a save vs. Breath Weapon is successful).

Guardian Daemons are immune to one type of attack (fire, swords, verbal abuse, etc.), and these two are immune to fire.

If the party doesn't immediately engage them in melee, both send forth another blast of their breath weapon, resorting to melee if it's necessary afterward, but with incredibly ferocious violence.

Guardian Daemons have a variable appearance. These particular Guardian Daemons have taken the physical appearance/form of Type III Demons, so they are dawg-headed, goat-horned, four-armed monstrosities covered with a wrinkled, furry hide. Two of their arms end in pincers.

If the party survives the fight, they can open either of the aging portcullises if two characters working together both succeed in simultaneous Bend Bars/Lift Gates attempts on one of them.

The cell directly north of Area 4.12 contains a harmonica and a half-worn down piece of chalk. If the PCs examine the room, they can also find groups of lines crossed through at regular intervals, as well as some random phrases, including the following:

- "Don't step in the corner"
- "Nobody knows the trouble I've seen"
- "Friends of Carlotta" (followed by a streak where further information was apparently purged)

There is also an anatomically correct drawing of a female kobold.

Nefarians: Daemons, Guardian (2)

(HF 24, EP 1,400 each, INT Very (11-12), AL NE, AC 1, MV 9", HD 8, hp 71 ea, SZ L (9 1/2' tall), #AT 3, D 1-6/1-12/1-12 (+3 to hit, +6 damage due to 18/66 Strength), SA Breath weapon, SD Immune to fire, charm, hold, sleep, polymorph, and fear, can only be hit by +2 or better weapons, MR Spell immunities, Hon Avg, ML 20, TOP 20, Crit BSL: Def AC+6, FF 20, Reference HoB V p68)

CW: L+3, AC 1, save as F8

SA: Guardian Daemons can breathe a cone of fire 30 feet long and 10 feet wide at the base for 5-30 points of damage (half damage if a save vs. Breath Weapon is successful), though they cannot perform this attack while engaged in melee.

SD: All Daemons are unaffected by all forms of poison or paralysis and take only half damage from acid and fire (though these particular Guardian Daemons are totally immune to fire attacks). Guardian Daemons are also immune to charm, hold, sleep, polymorph and fear effects, as well as weapons of less than +2 enchantment.

SW: Only magic weapons as well as those constructed of iron or silver can inflict damage on Daemons.

MR: A Daemon's magic resistance is stronger against lower level spells. In addition to the standard adjustment for level differences between the caster and target, subtract 5% from the daemon's base resistance for each level of spell above first.

1): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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2): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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Potential Yield:

Slay Guardian Demons (1,400 EP)
 Harmonica, piece of chalk

4.12: CELL WITH SECRET DOOR

The only item of interest in this particular cell is a secret door that an enterprising former prisoner dug in the back wall of the cell. He hid his handiwork with a clever secret door constructed from the stones he dug out of the wall itself. That secret door is still present, and in working order, and it swings easily open into a rough tunnel 4' wide. This tunnel leads into Area 4.12a.

4.12A: NATURAL CAVERN

This natural cavern is now home to a colony of 10 HellSpiders. The HellSpiders have choked this cavern almost entirely with thick, tangled, sticky webs. The HellSpiders attack anyone that enters the cavern.

Nefarians: HellSpiders (10)

(HF 4, EP 130 each, INT Animal (1), AL N, AC 6, MV 9", HD 2, hp 30 each, SZ S (2' across), #AT 1, D 1-6, SA See description, SD Immune to fire, MR Std, Hon Avg, ML 10, TOP 10, Crit BSL: Def AC+0, FF 10, Reference HoB V p124)

CW: F, AC 6, save as F2

SA: Should a HellSpider bite metal armor, there is a 25% chance the strikes shoot forth sparks, igniting the webs. Webs ignite instantly from these sparks, causing 2-12 points of damage in a ten-foot radius. If exposed to any sort of fire, the HellSpider swells to double its size, doubling its hit points and gaining +2 to-

hit and damage for 2-3 rounds. 10% of the time it triples in size (triple hit points, +3 to-hit and to damage).

SD: Immune to all fire attacks.

1): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

2): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

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10): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

Potential Yield:

Slay Hellspiders (130 EP each)

4.13: OCCUPIED CELL

The door to this cell is locked with a new, good lock (+20% to the die roll on thief attempting an open lock roll).

Here dwells Davrik, a hungry, sad, and lonely dwarven fighter/thief that used to belong to the evil NPC party described in Area 4.1.

Davrik (Dwarf Male, 7th level fighter/7th level thief)

(EP 1944, S 17/15 (+2 to hit, +5 damage), D 13/54 (-1 to AC, +1 to hit), C 19/73, I 9/92, W 12/66 (+3 magical def. adj.), Cha 12/46, Com 8/69, AL LE, AC 8, MV 6", HD 7 ((d10+d6)/2), hp 87, SZ M (4'4"), #AT 3/2, D by weapon (initially unarmed) Lang common, Hon Great, TOP 43, Crit BSL: Def AC+5 (melee), FF 15, Age: 57, Height 4'4", Weight 149 lbs.)

Quirks/Flaws: alcoholic, Tourette's syndrome (minor), truthful,

Talents: ambidextrous, axe bonus, close to earth, simultaneous backstab,

Skills: appraising 32, weapon maintenance, dirty fighting 32, jugular swipe 68, brewing 31, looting (advanced) 61, looting (basic) 57, trap sweep 106, berate 21, observation 26

Thief skills: Pick Pockets 15, Open Locks 80, Find Traps 105, Remove Traps 105, Move Silently 25, Hide in Shadows 15, Detect Noise 15, Climb Walls 65

Weapon Proficiencies: Battle Axe, Crossbow (light), Dagger, Hand Axe, Short Sword, Two-weapon fighting.

Inventory: The clothes on his back, mostly. Davrik is still in his shirt and breeches and boots, and still has his belt, but his weapons, thieves tools, and backpack have all been taken from him. He still has half a bowl of tasteless mash Kenna feeds him daily (created with Murgain's Spoon) but that's about it.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Davrik looks like a typical dwarf, being short and stocky, bearded, and wide-featured with ruddy skin and a largish nose. He's a bit gaunt from his incarceration... they don't feed him very well, and he's understandably been pretty depressed at being locked in a cell with two bloodthirsty Guardian Daemons just outside the door preventing him from leaving.

Davrik is not as light on his feet or as agile as most thieves, but he makes up for it by possessing an uncanny ability to find and dismantle traps, the main reason he was asked to accompany his former adventuring party.

However, he drove them up the wall almost immediately. He is constantly muttering and making random noises, and because of his truthful quirk, he was also constantly telling everyone exactly what he thought of them, most often in the most vile, obscene and repugnant manner he could come up with.

Needless to say his relationship with this party was strained at best from the start, and his decision to sneak off and try to escape after they joined up with Zabar sealed his fate. They recaptured him, slapped him around a bit, and put him in this cell to await whatever they eventually decide to do with him.

Davrik particularly hates Kenna, but he is also frightened of her, and only faces her down if he's backed up by a strong party that takes him seriously.

He's not very personable, but he aids the PCs in exchange for his freedom, and he won't betray them if they make him give his word that he'll behave. Even so, he won't put up with much guff from anyone, so if the character party is cruel to him or begin hinting that his days are numbered, he'll attempt to leave at his first clear opportunity, and failing that, he'll slay a party member if he can make a clean getaway in the process (but he won't attack if two or more stand a chance to fight against him).

If attacked, he attempts to defend himself. If rescued by a party and armed, he fights alongside them, especially if his own life is in danger. Davrik sulks, broods and complains loudly and constantly if the party won't let him have a weapon.

Play Davrik as a major pain in the ass to any party he accompanies. Make the party sorry they brought him with them, but fulfill his end of the bargain. He values his word, and aids the party (when he must) if they help him escape. Davrik is aware of and knows how to either get past or disable every trap on this dungeon level, and while he won't tell them how to do so (he's not about to throw away the one item of value he has to offer!) he personally disarms or bypasses any trap the party encounters after meeting up with him.

4.14: ADDITIONAL LEVERS

In this area are three levers identical in every way to those described in Area 4.10. They operate the portcullises on either end of Area 4.11 as well as the one immediately west of Area 4.14.

While the party is in Area 4.11, Kasenael the ArcanaDaemon is standing here, invisible, operating these levers and observing the fight between them and the Guardian Daemons. However, he is long gone by the time the party makes it out of Area 4.11.

It is by no means expected for any party to do this, but if by sheer chance someone flips the three levers first down from left to right, then up from left to right, then back down from right to left, it disables the stone slab trap in Area 4.18, making that area safe to enter (as long as the lever in Area 4.18 is not pulled after that). See the description for Area 4.18 for full details on how this works.

4.15: HALLWAY ENCOUNTER

When you open the door, a blast of warm air and the smell of decaying animal and vegetable matter, like that of a rank bog or swamp, strikes you in the face.

A feeling of hopelessness then washes over you and you suddenly feel very tired, worn down, and defeated. It almost seems pointless for you to even continue. Before you can ponder this, however, you hear an unearthly roar from your left.

Because of the elements of Hades constantly eating away at the fabric of space in this area (due to the portal in Area 4.20 being kept open constantly), starting from here on, every turn must bring a Wisdom check in order to resist the ambient effects of hopelessness that this proximity to the gloom of that lower plane brings. Those that are successful can continue normally, though their mood becomes noticeably negative and downtrodden.

Those that fail their Wisdom check find that they have an overwhelming urge to turn back and leave (75%) or simply sit down and refuse to move or speak or respond to anything (25%).

Those so affected can be aided by Dispel Evil, or by getting really assertive with them and Pimp Slapping them. They are, however, still subject to the effects should they fail their next Wisdom check a turn later, though those that have failed once, make future checks at -1.

To make matters worse, as soon as they enter this hallway, two Farastu Demodands attack!

Nefarians: Demodands, Farastu (2)

(HF 38, EP 11,500 each, INT Avg. to Exc. (8-16), AL CE, AC -1, MV 15", 30" Fl, HD 11, hp 89 each, SZ L (7' tall), #AT 3, D 2-7/2-7/3-12 (+3 to hit, +7 damage due to 19 Strength), SA See below, SD See below, MR 11-20%, Hon Avg, ML 12, TOP 12, Crit BSL: Def AC+9, FF 12, Reference HoB V p74)

CW: O+3, AC -1, save as F11

SA: A Farastu can employ the following spell-like powers, 1 at a time, 1 per round, at will (as an 11th level caster): Detect Good, Detect Invisibility, Detect Magic, ESP, Fascinate, Gaseous Form, Invisibility and Tongues. They can also use Dispel Magic twice per day, Fog Cloud three times per day, and Weakness (reverse of a Strength spell) three times per day.

SD: Immune to acid and poison. Cold and fire cause only half normal damage. Immune to all fear-inducing magic as well as all

Illusion/Phantasm magic. Farastu Demodands secrete a tar-like skin secretion. There is a 5% chance that anything it hits or anything that hits it sticks to for 1-6 segments. If the Farastu has stuck itself to an opponent, the Demodand gains another attack sequence immediately. If an opponent is stuck to the creature by its own attack after the Farastu's attack, the fiend automatically gains the initiative and makes all of its attacks that round at +4 to hit. If a weapon or similar object held by an opponent sticks to the Farastu, there is a 25% chance that the object is pulled from the opponent's grasp and the Farastu automatically wins initiative the next round.

SW: A Farastu is harmed only by +1 or better magic weapons.

- 1): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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- 2): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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Potential Yield:

Slay Demodands (11,500 EP)
 Coinage: 3,000 sp
 Coinage: 1,350 hsp
 Azurite gem (10 GPV)
 Chrysoprase gem (50 GPV)
 Citrine gem (50 GPV)
 Spinel gem (100 GPV)
 Chrysoberyl gem (100 GPV)

4.16: LEMON AND BUTTER, ANYONE?

Back when he ran the place, Nadraphel conducted his tests on live subjects in a large, sturdy pit in this room. Since then, Kasanael decided that this room was better suited as a place for him to keep his pair of pet PiscoDaemons. There is a portcullis blocking the entrance to this room that is operated by a lever in Area 4.20, but two characters working together who make simultaneous successful Bend Bars/Lift Gates attempts can force the portcullis open and continue on to the door to the room itself.

When the door to Area 4.16 is opened, read or paraphrase the following text:

The stone floor of this octagonal room is covered in muck and slippery looking filth. Directly opposite the entrance to this room is what appears to be a large pit in the floor, which is filled with brown, dirty water.

Two shellfish-like creatures, perhaps five feet tall, stand on multiple articulated legs, glowering at you from inside their spike-covered shells and snapping their pincers eagerly. One stands on the floor to the left of the pit and the other stands to the right.

The next thing you notice is the gawdawful stench of swamp gas and decay, much stronger in here than it was out in the hallway.

The filth does make things rather slippery, causing movement rates of PCs to drop to one half while within this room. In addition, because of the horrible smell, all who enter this room must make an immediate saving throw vs Poison or retch violently for 1d4 rounds.

The pit in this area is 15' deep, but is now filled with briny water that is clouded with slime and other disgusting matter. The two PiscoDaemons attack any who enter this room, preferably while the party is retching from the horrible stench.

Their favorite tactic is to successfully attack with both claws and then drag the poor individual into the pit to drown him.

Nefarians: PiscoDaemons, (2)

(HF 21, EP 2,000 each, INT Average to Very (8-12), AL NE, AC -1, MV 6", 18" Swim, HD 6, hp 50 each, SZ M (5' tall), #AT 2, D 2-16/2-16 (+3 to hit, +6 damage due to 18/66 Strength), SA See description, SD See description, MR 60%, Hon Avg, ML 15, TOP 15, Crit BSL: Def AC+4, FF 15, Reference HoB V p71)

CW: J+3, AC -1, save as F6

SA: All Daemons have the following powers, usable at will: Detect Invisibility, Read Magic, Comprehend Languages, Invisibility and Word of Recall. PCs hit by both pincers in one round is pulled in close and, on the next combat round, injected with a venom that is fatal in 6 rounds (save vs. Poison or slowed for 6 rounds). Seized PCs fight at -1 to-hit.

SD: All Daemons are unaffected by all forms of poison or paralysis and take only half damage from acid and fire. PiscoDaemons cannot be surprised. They take -1 die of damage from water-based attacks.

SW: Only magic weapons as well as those constructed of iron or silver can inflict damage on Daemons.

MR: A Daemon's magic resistance is stronger against lower level spells. In addition to the standard adjustment for level differences between the caster and target, subtract 5% from the daemon's base resistance for each level of spell above first.

- 1): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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- 2): **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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Potential Yield:

Slay PiscoDaemons (2,000 EP)
 Coinage: 1,100 pp, 2,000 gp
 Marble statue of a mermaid (85 lbs; 1,200 GPV)

4.17: THE GOOD NEWS, AND THE BAD NEWS

In front of a closed door stands a huge, muscular, winged humanoid with a horrible bat-like head and bat-like wings. He is easily 12' tall, and is standing quite still, red-skinned arms folded across his massive red-skinned chest, staring at you with a slight smirk on his evil face.

To this fiend's left stands what is quite possibly his exact opposite. There you see a 9' tall, robed, bald humanoid with fair skin and pupilless eyes. Sprouting from his back are huge, feathered wings of flawless white. He appears to be bored, and is leaning on a large, silvery white bastard sword.

Here stand a Planetar and a Pit Fiend. Both stand silently and patiently and watch the party until they are approached.

If they are approached, the Planetar speaks first.

The angelic figure speaks to you in a calm, but deep, booming voice that seems to reverberate in your very bones.

“Greetings. Stay your mighty hands, friends. You have nothing to fear from us. We are but messengers sent here to offer you a choice at this critical juncture.”

At that point, the fiend next to him nods. “That's right” he says. “We're here to present to you two options, for good or ill. Like it or not, here you must choose, and whichever path you take, that is final, and all must decide unanimously, or no choice can be made.”

The angelic figure looks back at you and says: “Behind me lies a path that leads you to the source of evil on this island, and the origin of that which corrupts this once fair and holy place.”

The devil says: “And behind me lies a door that will lead you to your home, in instantaneous transport to complete safety.”

The angel says: “On this you have both our words, on our honor, and by the Gawds we both serve. At this time, you must choose.”

There is a door behind the Devil that takes the party to a place of safety and out of the module. It appears to be a normal, wooden door, like any other the party has encountered in this dungeon.

The Planetar blocks the passageway to the north, which leads to Areas 4.18 and eventually Area 4.20, where the party faces a nasty fight and a portal to the plane of Hades. That passageway stinks of decay, rot, and swamp, and has waves of uncomfortable heat in a humid haze wafting down it.

It's all or nothing. The whole party must take the portal to safety behind the Pit Fiend, or take the passageway to Areas 4.18 and 4.19 behind the Planetar.

If they choose to go north and fight evil, the Planetar and Pit Fiend vanish, and the door becomes just a false door, opening to a blank wall of stone.

If they choose to take the door, the Pit Fiend opens it for them, revealing a portal that takes them to their home... and yes, it really does. This decision is not without price, however.

Should the party choose the easy road, every surviving member suffers the following effects immediately: a 50% loss of honor, 9 AIPs toward Chaotic Evil followed by an immediate alignment audit, and the word “WUSS” is magically tattooed on their foreheads. This tattoo is readable in any language by anyone viewing the person; even those who cannot read can comprehend its meaning.

This curse can only be undone by means of a Wish or a dangerous Quest appointed by a cleric or zealot of Luvia. This quest will never be less dangerous than what would have faced them further along in this module.

Once a choice is announced, it is final. If the party chooses to take the door, and changes their mind, their way north is blocked by both the Pit Fiend and the Planetar. They engage in combat with the party if forced to, but their main purpose is to keep the party from changing their minds, after they have already chosen the door.

If the party engages in combat with either being before they can explain their purpose here, the Pit Fiend and Planetar defend themselves and interject verbally to try to get the party to wait and listen to what they have to say, only truly fighting back if the party refuses to wait.

If the party chooses to engage in combat with either or both beings AFTER the above options are presented or if the party refuses to even listen to their proposal and keep fighting them instead, both the Planetar and the Pit Fiend work cooperatively to fight the party with every bit of considerable force they both possess, and do not allow a single party member to live if it comes to that.

Planetar

(HF 201, EP 61,000, INT Supra-Genius (21, and 21 Wisdom), AL NG, AC -7, MV 15", 48" Swim, 24" Fly (B), HD 17 (attacks as 17th level fighter), hp 144, SZ L (8-9' tall), #AT 3, D By weapon (+7 damage), SA See description, SD See description, MR



75%, Hon Avg, ML 19, TOP 19, Crit BSL: Def AC+13, FF 19, Reference HoB VI p84)

SA: Planetars carry **Bastard Swords +4** that have the qualities of a **Defender** and a **Sword of Wounding** against evil creatures. They get three attacks per round, fight as 17th level fighters, and have a 21 Dexterity. All Planetars cast spells as 7th level clerics and 7th level druids with a 21 Wisdom. In addition, they have the following powers, usable as frequently as shown:

1/day: Animate Object, Control Weather, Earthquake, Feeblemind, Limited Wish, Fire Storm, Holy Word, Insect Plague, Limited Wish, Restoration, Shape Change, Symbol (all), and Weather Summoning.

3/day: Blade Barrier, Dispel Evil, Dispel Magic, Flame Strike, Cure-All, Raise Dead and True Seeing.

7/day: Dispel Illusion and Wind Walk.

At will: Continual Light 100' radius, Become Ethereal, Polymorph Any Object, Improved Invisibility 10' radius, Polymorph Self, Read Magic, Remove Curse, Remove Fear, Resist Cold/Fire (double effect), Speak With Dead and Teleport Without Error.

Planetars can radiate a Protection From Evil aura to 40 feet at will and can Commune as needed. They can Cure Blindness, Deafness, Disease, or Light Wounds by touch. They automatically Detect Lies, Evil, illusions, Invisibility, Magic and traps. They Know Alignment instantly and communicate with ESP and Tongues, as well as read any language. They have 120-foot infravision and ultravision and this particular one can summon 1-2 Zabaku since he's Neutral Good.

SD: Only harmed by +4 or better weapons, never surprised. Immune to Energy Drain from undead or magic. Cannot be beguiled, Charmed, Confused, Dominated or Feebleminded. Planetars' souls cannot be Imprisoned or Trapped. They are immune to Death spells and regenerate four hit points per round. A Planetar cannot truly be killed unless it is on its home plane. If killed anywhere else, it reforms in 40 years.

SW: Only +4 or better weapons can inflict damage on Planetars.

MR: Immune to Energy Drain, beguiling, Charming, Confusion, Domination, Feeblemind, Imprisonment, soul Trapping, and Death spells.

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Nefarian: Pit Fiend

(HF 112, EP 16,000, INT Exceptional (15-16), AL LE, AC -3, MV 6", 15" Fly (B), HD 13, hp 124, SZ L (12' tall), #AT 2, D 8-14/7-12 (+6 to hit, +12 damage due to 24 Strength), SA See description, SD See description, MR 65%, Hon Avg, ML 20, TOP 20, Crit BSL: Def AC+11, FF 20, Reference HoB V p116)

SA: Pit Fiends have the following powers, usable at will: Charm Person, Suggestion, Improved Phantasmal Force, Teleport Without Error, Know Alignment, cause Fear (as 15th level caster), and Animate Dead.

Pit Fiends wield two weapons: a jagged club that inflicts 8-14 (2d4+6) points of damage and a wicked scourge that inflicts 7-12 points of damage. They have a 24 Strength. Besides their weapons, the Pit Fiends have the following powers usable, as 15th level casters, at will: Pyrotechnics, Produce Flame, Wall of Fire, Detect Magic, Detect Invisibility, Polymorph Self, Hold Person, and Gate 1-3 Horned Devils (70% chance of success). Once per day they can use a Symbol of Pain and they shed Fear in a 20-foot radius.

They regenerate two hit points per round and, if flying, can also strike with both of their clawed feet for 2-8 points of damage each.

SD: Pit Fiends are hit only by +2 or better weapons. They take no damage from fire, and half damage from cold or poison gases.

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Potential Yield:

Slay Planetar (61,000 EP), Slay Pit Fiend (16,000 EP)

4.18: TRAPPED HALLWAY

This hallway is nefariously trapped with one obvious stone slab trap next to an obvious lever just north of the last encounter (Area 4.17), and three other traps further down that may or may not be armed, depending on the party's actions at this point.

The intended way to make this hallway safe for travel involves the three levers described in Area 4.14.

Note that while a pixie fairy or a character with a Fly spell cast upon him might be able to make it down this length of hallway without setting off a single one of these traps, it won't do the rest of the party any good unless they too can travel in this fashion. Also note that any character doing so that rounds the corner to the north has to contend with the encounter in Area 4.19, most likely all on his own.

Davrik (the dwarven fighter/thief imprisoned in Area 4.13) knows how to bypass all the traps in this area, and if he is accompanying the party he will do so if asked. If not asked, he will volunteer to do so, but only once he has reached this area and it appears that the party intends to pull the lever located here. If this happens, he will use the methods described here to disable this entire set of traps.

Disabling the Stone Slab Trap

The three levers in Area 4.14 must be all pulled in a very specific sequence before this area is safe to enter:

1. Down from left to right
2. Up from left to right
3. Down from right to left

Pulling those levers in exactly this combination disables the massive stone slab trap that is suspended directly over the southern end of this hallway.

Just before the stone slab trap on the southern end of the hallway is a single lever jutting from the wall, in the upright position. If a thief successfully performs a detect traps around the area of this lever, the slab trap is quite apparent (-15% on any thief's Detect Traps die roll to find this obvious but deadly trap).

If the three levers in Area 4.14 are not pulled in the aforementioned sequence to disable the stone slab trap, any weight 20 pounds or greater placed on a 20' long, 10' wide pressure plate directly beneath it causes the 20'x10' five ton slab to fall. Any PC under this slab when the trap is triggered must save vs. Paralyzation or be crushed to death by the weight of the falling slab.

Pulling the single lever in this hallway also disables the stone slab trap, but it arms every other trap on the other end of this hallway. Pushing this lever back to its "up" position re-enables the stone slab trap, but it also disarms the three traps north of it (a, b, and c) again.

The three following traps are not normally armed... the only way to arm them is to pull the obvious lever here in Area 4.18 that disables the stone slab trap. If this lever is not pulled, the three other traps in this area are completely harmless.

A thief must perform three successful Detect Traps checks in a row, specifically on this lever in order to discern that, and three successful remove traps on the lever in order to disable the stone slab trap without arming the other traps further down this hallway.

If the stone slab trap is triggered, it may be safely walked across after it falls.

The Other Traps

A. 50' from the northern corner of this hallway is another pressure plate that if stepped on opens a 10'x10' spiked pit trap 10' south of the pressure plate. Anyone standing in that area must save vs. Paralyzation or fall 70' and onto the spikes at the bottom. Unfortunate victims of this take 7d6 damage from the fall itself, and 4d4 damage from the long, closely-placed spikes at the bottom. Don't forget to roll penetration damage if any of those d4s you roll come up as 4s!

Assuming any survive this little side trip downward, climbing out of this pit is quite difficult, as the walls are very smooth (+30% to climb walls die rolls) and are covered in slime so they are slippery (an additional +50% to climb walls die rolls).

B. 30' from the northern corner of this hallway is a 10'x10' section of floor that is made of solid steel, but painstakingly worked and painted to look exactly like the surrounding stone flooring materials. A successful find traps, trap sweep, or Detect Magic on this section of floor reveals its existence, but otherwise it looks like any other section of floor.

If this section of floor is touched in any way by a character (other than by a wooden object such as a 10' pole or a wooden club or stick), that character must make a saving throw versus death or receive 20d6 electrical damage that discharges from the steel plate. It can discharge in this way once per round.

Casting Dispel Magic on this steel plate causes it to become non-functional for 1 turn, after which it again can deal out its electrical payload.

Note that characters attempting to jump over this trap land directly on the next one.

C. Directly north of the previous trap area is another 10'x10' pressure plate. Putting 5 pounds of pressure or more on this plate causes it to depress three inches, and make an audible "click".

From that point, one round passes with nothing happening at all. On the second round after the click, however, three scything blades slash out with tremendous force and speed from the western wall, covering the entire width of the hallway.

The lowest of these three blades is 2' above the floor. The middle blade is 5' above the floor. The highest of the three blades is 7' above the floor.

Anyone standing on this plate must save at -2 versus Paralyzation or be sliced by any of the blindingly fast blades their height allows, receiving 5d6 damage from each blade, penetrating on a 5 or a 6 on each die because of the large amount of force with which these blades come slashing out and across.

After triggering, the pressure plate springs back up into its original position (level with the surrounding floor) and the trap resets.

4.19: IN CASE OF EMERGENCY...

Here, on his way out of Area 4.20 just as the PCs approach the corner, is a DerghoDaemon sent by Kasenael to see if the Farastu Demodands did their job (Demodands are somewhat unreliable and Kasenael knows this well).

This particular DerghoDaemon is unarmed, so attack with his claws and mouth pincers, but is of course still quite dangerous.

If they defeat the DerghoDaemon, they find a metal box with a glass front attached to the wall right next to the door to Area 4.20.

Painted on the glass in large, block letters in the common tongue: "IN CASE OF EMERGENCY BREAK GLASS"

There is a metal rod hanging from a chain attached to one side of the box. Through the glass can be seen a wand in a metal loop in the back of the box. A scrap of paper is tied to the wand with a bit of string. On the paper is written the command word for the wand, "Blast".

The wand is a **Wand of Dispel Magic** (with 4 charges) specially prepared by Nadraphel, so it can easily dispel the runes that provide power to the portal in area 20 if so aimed. Unfortunately for Nadraphel, he didn't get to it in time to save his own life, so it is still in the case, still intact, after all these years.

The glass breaks easily with the metal rod. There is no way to get into the box without either breaking the glass or otherwise destroying the box itself.

Nefarian: DerghoDaemon

(HF 46, EP 6,000, INT Low (5-7, AL NE, AC 0, MV 12", HD 11+22, hp 101, SZ L (8' tall), #AT 5 or 6, D 1d4+8, SA See description, SD See description, MR 80%, Hon Avg, ML 18, TOP 18, Crit BSL: Def AC+9, FF 18, Reference HoB V p67)

CW: P, AC 0, save as F11

SA: DerghoDaemon claws do 1-4+8 points of damage and if the first two claws hit, the next three attack at +2 to-hit and the vic-

tim is caught by the large mouth pincers. If the victim is not rescued within 6 rounds, the daemon devours him. If the PC has the Strength to open locked, barred, or magically-held doors, he can use that number as his percentage on a d100 roll (as opposed to a d20) to determine if he can break free of the Nefarian's grasp. The daemon does not let go unless destroyed. DerghoDaemons can, as 14th level casters, create Darkness 10' Radius, generate Fear (as wand) within 20 feet, Teleport Without Error or cast a Sleep spell twice per day.

SD: All Daemons are unaffected by all forms of poison or paralysis and take only half damage from acid and fire. DerghoDaemons are never surprised.

SW: Only magic weapons as well as those constructed of iron or silver can inflict damage on Daemons.

MR: A Daemon's magic resistance is stronger against lower level spells. In addition to the standard adjustment for level differences between the caster and target, subtract 5% from the daemon's base resistance for each level of spell above first.

HPs:

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Potential Yield:

Defeat DeghoDaemon (6,000 EP)

Wand of Dispel Magic (4 charges, command word "blast")

Pearl (100 GPV, only found if they gut the DerghoDaemon)

4.20: PORTAL TO HADES

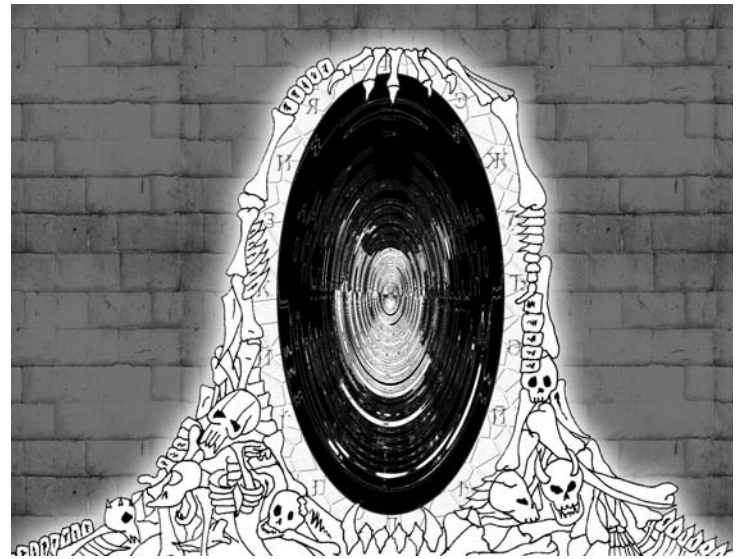
When you open the door, the first thing you notice is the high pitched whine of gnats. They seem to be flying about in little clouds throughout this large room. The room is mostly empty, but for a strange, doorway-like structure to your left that appears to be made of bones. It is approximately seven feet in height, four feet wide, and is covered in what seem to be glowing arcane runes.

It is free-standing, several feet away from the wall behind it, yet all you see when you look into it is a shimmering, glowing surface that appears to be almost fluid.

Standing next to it is something that catches your attention, however.

A 6' tall robed humanoid with a very large goat head, complete with horns, stands calmly before you. Sitting obediently in a semicircle around him is what appears to be a group of vicious looking, toothy dawgs.

Before you can say a word, the goat-headed being smiles and raises a furry, three-fingered hand.



At that instant, two Hell Sentinels come through the portal and start moving toward the party, and Kasanael's Pitbulls rush toward the party all at once in a snarling, bloodthirsty attack.

While the party is busied with the Pitbulls and the Hell Sentinels, Kasanael begins spell casting from his position next to the portal.

Kasanael acquired the Pitbulls as pups and raised them himself. Kenna offered them to him as a blunt, tactless gift to gain favor, and at first he was baffled by them and was initially going to slay them all and Kenna as well for her presumption. However, Kenna explained to him what they were and he was intrigued and stayed his hand. Now, a year later, they are fully grown and are loyal to him and only him, and fight to the death to protect him.

In the center of the southern wall of this room is a normal lever which operates the portcullis blocking the entrance to Area 4.16. It is normally kept closed, but if the PCs lift that portcullis, Kasanael knows immediately, because forcing the portcullis up moves the lever to the "up" position in here. Bending the bars does not forewarn the daemon.

Pitbulls (20)

(HF 2, EP 125 each, INT Animal to Semi- (1-4), AL Neutral (Chaotic Evil), AC 6, MV 12", HD 2+5, hp 38 each, SZ M (3' long), #AT 1, D 1-8, SA Bloodlust, Rend Flesh, SD Fear, MR N/A, Hon Avg, ML 17, TOP 17, Crit BSL: Def AC+0, FF 17, Reference HoB VI p78)

SA: The smell of blood causes Pitbulls to go into a blood lust for 2-12 rounds, attacking at +1 to hit, +3 damage, but with a -3 to their own ACs. A shrill sound is 85% likely to draw their attack. On a to-hit roll of 20 (modified or natural) the creature can "rend flesh", doing double damage (in addition to other effects from a critical hit).

SD: A Pitbull pack exudes fear and any creature with fewer than 4 HD must save vs. Spell (Fear) or run in a blind panic for 1-6 rounds.

1): **HPs:**

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2): **HPs:**

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- 3): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 15): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 16): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 18): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 19): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 20): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Nefarians: Hell Sentinels (3)

(HF 22, EP 2,000 each, INT Very (11-12), AL LE, AC 0, MV 12", HD 8, hp 70, SZ M (7' tall), #AT 3, D 2-8/2-8/3-12, SA See description, SD See description, MR 35%, Hon Avg, ML 14, TOP 14, Crit BSL: Def AC+6, FF 14, Reference HoB V p113)

CW: L, AC 0, save as F8

SA: Devils have the following powers usable at will: Charm Person, Suggestion, Improved Phantasmal Force, Teleport Without Error, Know Alignment, cause Fear and Animate Dead. Hell Sentinels use these powers as 8th level casters. With a successful to-hit roll, the spikes on the Sentinel's forearms rake for an additional 1-4 points of damage. Hell Sentinals can use the following powers once per round: Fear (by touch), Pyrotechnics, Produce Flame, Hold Person, and summon another Sentinel Devil (30% chance of success).

SD: Devils take no damage from fire and half damage from cold or poison gases.

- 1): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 2): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 3): HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Nefarian: ArcanaDaemon ("Kasnael", 13th level magic-user)

(HF 116, EP 8,000, INT Supra-Genius (19), AL NE, AC -2, MV 12"/18" Fly(B), HD 13+39, hp 110, SZ M (6' tall), #AT 4, D 1-4/1-4/2-16/1-6, SA See description, SD See description, MR 100%, Hon Avg, ML 20, TOP 20, Crit BSL: Def AC+11, FF 20, Reference HoB V p65)

CW: R, AC -2, save as F13

SA: Can use Burning Hands at will for 13 points of damage to anyone within three feet of his claw attack. Can fly for an unlimited duration, and use the following powers: Shape Change (to any humanoid form), Telekinesis (325 pounds), Darkness 20' Radius, Dimension Door and Teleport (once per day). May cast spells and use wands, rods, staves, and scrolls without checking magic resistance.

SD: All Daemons are unaffected by all forms of poison or paralysis and take only half damage from acid and fire.

SW: Only magic weapons as well as those constructed of iron or silver can inflict damage on Daemons.

MR: A Daemon's magic resistance is stronger against lower level spells. In addition to the standard adjustment for level differences between the caster and target, subtract 5% from the daemon's base resistance for each level of spell above 1st level.

Treasure: Money, 21 gems (see below)

- HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Magic User Spells Memorized (7/5/5/4/4/2):

First level: Chromatic Orb □□, Grease, Magic Missile □□□, Taunt;

Second level: Darkness 15' Radius, Fireball (Skipping Betty), Misdirection, Ray of Enfeeblement, Shatter;

Third level: Bash Face, Hold Person, Lightning Bolt, Slow, Wind Wall;

Fourth level: Enervation, Mist of Corraling, Polymorph Other, Wall of Fire;

Fifth level: Animate Dead, Domination, Fireball (Torrential), Wall of Force;

Sixth level: Fireball (Show No Mercy), Flesh to Stone.

Kasnael relies on his spells and his natural powers as an ArcanaDaemon and does not engage in melee combat unless it is absolutely necessary to protect his person.

He defends the portal as long as he possibly can, but he won't sacrifice himself to save it. If it comes to a point where it becomes clear that he is going to be in great personal danger, he abandons his post and escape to Hades through the portal – taking the dressing down from Merceron he's got coming for failing, but that's better than having his physical form destroyed on the Prime Material Plane, so it's a fate he's willing to deal with.

If he goes this way, he speaks the command word and deactivates the portal as soon as he passes through to the other side so that the party cannot follow.

However, if the party does know the command word for activating/deactivating the portal (“Aubergine”), they can follow him to his stronghold in Hades, where they find themselves at the bottom of a 100’ deep, 20’ diameter pit and completely surrounded by five Hell Sentinels identical to the ones already listed. Kasanael can fly at will (like any ArcanaDaemon) and have already taken to the air and escaped the pit.

This is not the wisest course of action for the party to take.

Four rounds later, Kasanael sends five more Hell Sentinels down the pit after the party to finish them off in case the previous five charged with guarding the portal on the Hades side have somehow failed in that. These are identical to the three listed above in this encounter.

If the party triggers the heavy stone slab trap described in area 18, the deafening noise it makes as it slams into the floor can easily be heard from this area. Kasanael certainly knows what that sound is, but he stays put and waits for the party to come to him.

The main reason for this is because the other three traps in area 18 can be armed easily by any characters remaining on the other end of the hallway by pulling the lever there, and he wants the party to come to him or be dealt with by the remaining traps... whichever comes first.

The party must destroy the portal to complete the module. There are two ways of going about this. The simplest is to use the **Wand of Dispel Magic** that was described in Area 4.19. Pointing this wand at the portal and speaking its given command word dispels the runes that power the portal, causing it to be forever useless.

This Wand in particular is immediately effective because it was created at the same casting level as the portal by Nadraphel himself, so it automatically dispels the runes powering the portal without having any chance of failure.

Any PCs attempting to cast Dispel Magic to deactivate the runes keeping this portal intact does so against magic cast by a 20th level necromancer.

The other (arguably more difficult, but just as effective method) is to simply beat on the thing with physical attacks. If attacked in this way, the portal takes 200 points of damage before it is so structurally damaged that it is ruined and no longer functional.

Note: The portal must be deactivated with the proper command word (“Aubergine”) prior to dispelling it or destroying it or an explosion doing 10d20 damage and 1d4+1 rolls on the Wild Surge table result.

This explosion affects anyone who is in this room (save vs. Spell to take half damage, but cannot avoid the effects of a Wild Surge) including monsters.

Treasure: Nadraphel's skull is in the southwest corner of this area on the floor. Stuck in the eye socket is a wand with a daub of yellow paint on it. It is a **Wand of Wonder** with zero charges remaining. Its command word is “Yesterday”.

Defeat Kasanael (8,000 EP)

Wand of Wonder (5 charges, command word “Yesterday”)

Coinage: 13,000 gp

Gems: Rhodochrosite (10 GPV), 3 Agates (10 GPV each) □□□, Garnet (100 GPV), Jasper (50 GPV), Jet stone (100 GPV), Peridot (500 GPV), 2 Blue Quartz (10 GPV each) □□, 5 Sardonyx gems (50 GPV each) □□□□□, Fire Opal (1,000 GPV), Emerald (1,000 GPV), Pearl, Black (500 GPV), 2 Topazes (500 GPV each) □□, Carnelian gem (50 GPV)

4.21: MERCERON'S LAIR

An odd sensation overcomes you as you feel wrenched from where you were standing. Suddenly, you are in a very strange place: the stench of filth and disease fills the air and your lungs. As you turn to get your bearings, a velvety, almost musical voice sounds from behind you:

“Ah, pride! The hubris of so many of my victims. Your deaths shall provide me with a few moments of entertainment. Bloodletter, Shadow Daemon, with Eyes of Fire that rend your souls, I am Merceron whose name no mortal may know or speak, and by that name you meet your doom.”

Merceron has transported the entire party to his lair in Tarterus, and plans to have his way with them. Merceron is a powerful UltraDaemon and is vying for influence in the prime material plane, and has been for some time.

His lair here is surprisingly stark, given his level of power and feared status among Nefarians, though this is not unusual for UltraDaemons, who tend to care little about material wealth and far more about pain, the sadistic pleasures from exploiting those who are weak, and power, power, power.

You find yourselves in the exact center of a large chamber, standing in a thaumaturgic triangle inscribed in an arcane circle 40’ in diameter. It appears to be made of platinum, embedded by some unknown means in the very rock of the floor itself. Even as you look upon it, the glow that was coming from it with your arrival fades and the only light remaining in this place is a pale orange glow that seems to come from everywhere at once.

The chamber you are now in is a tall, spartan one dug by some means with near-perfect geometric precision. Your nearest guess makes it at least 400’x400’ with a 350’ ceiling.

Immediately before you are 6 monstrosities the likes of which you have never before imagined. They are 12’ in height, with pointy ears, a wide row of long, razor-sharp teeth, and scaly, black bodies. Each stands on two tree-like legs, and curiously enough have one

Potential Yield:

Defeat Pit Bulls (125 EP)

Defeat Hell Sentinels (2,000 EP)

massive, muscled arm, and one that seems shrunken and atrophied by comparison to the other.

All of them are grinning bloodthirstily at the party and clenching their clawed fists in anticipation of rending mortal flesh from comparatively frail bones in an orgy of bloodlust and slaughter. Each holds a 15-foot long metal polearm, topped by an inverted cone ringed with blades and centered around a harpoon-like point.

Upon a 50' high column that is 20'x20' stands Merceron himself, starkly contrasting against the hideous visages of the other daemonkind before you. He, like others of his ilk, is only 6' 6" tall, is slim, almost gaunt, clad in smooth, featureless grey skin. A black, flowing cape wavers as if by some unseen breeze and hangs from his shoulders held there by a modest golden clasp. Merceron's eyes behold you as you gaze upon him in terror, for they are huge fire opals staring unfeelingly down at you, too large for his slim, featureless head.

This encounter is not designed to be won. Rather, it is written to provide a means to play out their swift-but-painful deaths in the unlikely event that they are foolish enough to choose this extremely fatal path. It is always better to slay a party in combat like this than it is to simply close the book and say "you're all dead", so give them their last battle and a chance to go out in style.

Merceron uses his gaze attack first, on the most powerful party member as the YagnoDaemons wait for their orders to attack.

After that, whether it succeeds or fails, Merceron orders his minions to "slay the mortals most gruesomely, my children!" and he remains atop his column, laughing casually from time to time as he occasionally participates in the ensuing melee by using one of his spell-like abilities (Magic Jar, Telekinesis, Wall of Fire, Blade Barrier, et cetera) to harry the party from afar and further torment them.

Merceron will not suffer the touch or physical attack of any mortal if one should come near enough to him to land direct blows. He uses his Teleport Without Error ability (at will, as often as he likes) to avoid such brazen mortals, preferring instead to reappear on the opposite side of the room.

If he feels the urge, he might also fly (maneuverability class C), laughing all the while and hurling the occasional clever insult at the party members as they are engaged in combat with the YagnoDaemons below.

If the party somehow manages to deal decisively with the YagnoDaemons, Merceron speaks a command word which opens up a large door behind his column ("Kelubar" is the word, and that is the only means by which this door can be opened). This releases a group of 10 Kelubar Demodands he has enslaved, which immediately set upon any members of the party still present.

Nefarian: UltroDaemon (Merceron)

(HF 106, EP 10,000, INT Supra-Genius (20), AL NE, AC -5, MV 15", 15" Swim, 15" Fly (C), HD 14+28, hp 148, SZ M (6 ½

tall), #AT 2, D 2-8/2-8, SA See description, SD See description, MR 110%, Hon Avg, ML 14, TOP 14, Crit BSL: Def AC+12, FF 14, Reference HoB V p71)

CW: S, AC -5, save as F14

SA: Any being meeting the gaze of an UltroDaemon's eyes must save vs. Spell or be Held (as the magic-user spell) for 3 turns. Those who make the save see the UltroDaemon as someone they loved, respected and/or admired. For some unknown reason, half-elves who make their saving throw always see a scantily clad overweight man. UltroDaemons have the following powers usable, as a 15th level caster, at will: Fear (by touch), Charm Person, Charm Monster, Teleport Without Error, ESP, Clairvoyance, Clairaudience, Create Illusion (as wand), Suggestion, Mislead, Magic Jar and Telekinesis (600 pounds). Once per day they can use Wall of Fire, inscribe Symbols of persuasion, insanity, or hopelessness or create Blade Barrier. Merceron can also summon creatures from other planes including the Prime Material.

SD: All Daemons are unaffected by all forms of poison or paralysis and take only half damage from acid and fire.

SW: Merceron can only be struck by +2 or better magical weapons or normal weapons constructed of iron or silver.

MR: A Daemon's magic resistance is stronger against lower level spells. In addition to the standard adjustment for level differences between the caster and target, subtract 5% from the daemon's base resistance for each level of spell above first.

Nefarians: YagnoDaemons (6)

(HF 53, EP 9,000, INT Low (5-7), AL NE, AC 1, MV 18", HD 13+13, hp 137 each, SZ L (12' tall), #AT 1, D 1-10+12, SA See description, SD See description, MR 75%, Hon Avg, ML 17, TOP 17, Crit BSL: Def AC+11, FF 17, Reference HoB V p72)

CW: R, AC 1, save as F13

SA: YagnoDaemons attack with a weapon known as a "tol-kendar". Using the tol-kendar requires a minimum 24 Strength. It is a 15-foot long polearm made of steel, topped by an inverted cone ringed with blades and centered around a harpoonlike point. If struck with the tip (80% chance) the tip does an additional 1-8+12 points of damage as it is pulled out of the victim's body. The other 20% of the time, it hits with the blades, with do an additional 2-16 points of damage on the next round as they are pulled out.

On a natural 20, victims must save vs. Paralyzation or be knocked unconscious for 2-12 rounds by the other end of the polearm (this effect supercedes the critical hit table in the GMG).

The YagnoDaemon immediately attempts to feed upon the soul of any victim it has knocked unconscious – despite any personal risks it may incur from allies of the unconscious victim. This drains 10-100% of the victim's experience points, HD, and stats (round up). The process takes 5 melee rounds and is interrupted if the victim wakes up. A Restoration spell cast upon the victim or the slaying of the YagnoDaemon within 24 hours returns the lost points and abilities.

YagnoDaemons can Teleport at will and use Shocking Grasp three times per day for 1-8+13 points of damage. This ability can also be used through the tol-kendar for additional damage.

SD: All Daemons are unaffected by all forms of poison or paralysis and take only half damage from acid and fire. YagnoDaemons take only half damage from all earth-based attacks.

SW: Only magic weapons as well as those constructed of iron or silver can inflict damage on Daemons.

MR: A Daemon's magic resistance is stronger against lower level spells. In addition to the standard adjustment for level differences between the caster and target, subtract 5% from the daemon's base resistance for each level of spell above first.

Nefarians: Kelubar Demodands (10)

(HF 62, EP 14,000, INT Exc. to Gen. (15-18), AL CE, AC -2, MV 12", 24" Fly, HD 13, hp 124 each, SZ L (6 ½' tall), #AT 3, D 2-8/2-8/4-16 (+3 to hit, +8 damage from 20 Strength), SA See description, SD See description, MR 26-37%, Hon Avg, ML 14, TOP 14, Crit BSL: Def AC+14, FF 14, Reference HoB V p73)

CW: Q+3, AC -2, save as F13

SA: Kelubar Demodands secrete a slime that causes the victim to suffer an additional 1-6 points of damage on any hit due to the

acidic nature of the slime, unless a saving throw vs. poison is successful (or the victim is otherwise unaffected by acid). If all three of its attacks in one round are successful, the Kelubar has grappled the victim and enslaved it. The unfortunate victim then suffers an additional 4-24 points of acid damage. A successful saving throw versus poison reduces this extra acid damage by 50%. Kelubar Demodands can employ the following spell-like powers, 1 at a time, 1 per round, at will (as a 13th level caster): Detect Good, Detect Invisibility, Detect Magic, ESP, Fascinate, Gaseous Form, Invisibility, and Tongues. They can also employ Dispel Magic three times per day, Fog Cloud three times per day, and Weakness (reversed Strength spell) three times per day. They can also use Ray of Enfeeblement once per day.

SD: Immune to acid and poison. Cold and fire cause only half normal damage. Immune to all fear-inducing magic as well as all Illusion/Phantasm magic. Only +2 or better magic weapons can harm a Kelubar.

Treasure: If the party somehow manages to get out of this alive, that's the greatest treasure they could possibly hope for!

Appendicies

LUVIA (GREATER GAWD)

AKA: The Blind Gawd, The Wuss Gawd (derogatory), Patron Gawd of Endangered Species

TURF: Seven Heavens

ARMOR CLASS: -15

MOVE: 12"

HIT POINTS: 5,312 (2,656 as intermediate gawd)

NO. OF ATTACKS: 5/2

DAMAGE/ATTACK: 1-8 (+8)

SPECIAL ATTACKS: Polymorph to inanimate object

SPECIAL DEFENSES: Per character class

MAGIC RESISTANCE: 50%

SIZE: M

ALIGNMENT: Lawful good

SPHERES OF CONTROL: Justice

SYMBOL: A scale

CLERIC: 20th level cleric

FIGHTER: 20th level fighter

MAGIC-USER: 20th level magic-user

THIEF: Nil

S: 20/50 (+3, +8) D: 21/60 C: 29/76 I: 28/17 W: 29/69 CH: 27/19 COM: 17/04

Luvia appears as a simply dressed, blindfolded human man. He has been cursed to reside in a blind body for his role in the War of the Tablet of the Ages (for which he suffers -4 to hit in combat, though this is somewhat balanced by his other bonuses). Furthermore, he has sworn an oath of his own to not directly intervene in the affairs of mortals. There are, of course, many loopholes in this oath. One of these is in the case when an endangered species is about to be destroyed (though he can only do so once per creature).

Luvia commands a pair of ravens (Mishap and Circumstance) that he uses to both spy on the world of mortals and to convey messages to other gawds such as his ally Benyar. Sages debate over whether or not both gawds command the same pair of magical birds or there are really two sets of nearly identical divine avian servants.

Luvia teaches his followers that an act of kindness, even in its simplest form, can pay rich dividends. Luvia and all his followers strive to judge others fairly, not by appearances but by merits. However, when one is judged negatively by the Blind Gawd, his wrath is swift and powerful. He is particularly fond of Polymorphing judged victims into an inanimate object such as lumps of coal. He prefers to use spells in combat but his Long Sword +7 Holy Reaver is useful should he need to get physical with someone.



DEATH BARD



Death Bard

Hackfactor: varies

EP Value: varies

Climate/Terrain: Any

Frequency: Very Rare

Organization: Band

Activity Cycle: Nocturnal

Diet: unknown

Intelligence: High or better

Alignment: Chaotic Evil

No. Appearing: 1

Size: M

Movement: 12"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Foolhardy (16)

Armor Class: 4

No. of Attacks: 1

Damage/Attacks: by weapon or d10 cold damage

Special Attacks: Spells, Malevolent Songs

Special Defenses: magic or silver weapon to hit, many immunities

Magic Resistance: Standard

Hit Die: 5-9 (d6)

FF: n/a

TP: No

DESCRIPTION: A Death Bard is a bard who has become undead but retained some knowledge of his or her former life. Certain items or curses are known to create Death Bards, and some gawds and powerful extraplanar creatures will turn bards into Death Bards to suit their own purposes.

Death Bards retain much of their former knowledge and personality. In addition, they retain most of their physical characteristics (normal stats, except their comeliness is reduced to -1 as a result of their transformation.) They also retain known spells. Death bards are notorious for louder and more intense music. Unlike their living counterparts, the songs of Death Bards can instill fear, sow panic and discord and shatter morale. Some

have even figured out how to compel listeners to thrash their heads violently up and down in time to their music. They no longer need to memorize their spells from a spellbook, instead being able to cast each spell they knew once per day from memory. In addition, Death Bards have the following abilities, each usable once per day (cumulative - a Death Bard with more hit dice has the abilities of a Death Bard with fewer hit dice as well):

5 Hit Dice: Darkness, 15' Radius

6 HD: Dancing Lights

7 HD: Tongues (twice per day)

8 HD: Audible Glamer

9 HD: Physical attack no longer does cold damage, but instead drains 1 level of experience.

Death Bards are considered AC 4, but can only be harmed by magical or silver weapons. Like many of their undead peers, they are immune to charms, Sleep, enfeeblement, cold, electricity, insanity, poison, hold and death spells or effects. They can use the weapons they used in life, but their touch does 1-10

chill damage, as well. Death Bards are turned as undead 2 hit dice higher (that is, a 6 HD Death Bard is turned as 8 HD undead.)

Like lichs, some Death Bards cannot be destroyed until their phylactery is destroyed, regenerating 1 HP per turn until fully restored. Unlike lichs, though, those who curse these Death Bards often make their instruments into their phylacteries (which angers them even further because they can't smash their instruments on stage.)

Death Bards know the following songs (save vs. spell negates, as does bardic countersong):

Song of Fear (effects as Cause Fear spell)

Song of Discord (victims must attack nearest person, regardless of friend or foe)

Song of Despair (NPC morale drops by 50%, PCs are at -2 for all actions and saves)

Song of Forgetting (effects as Forget spell)

Death Bards with a specially constructed "Flying V" lute also have the *Song of Headbanging* (victims must headbang for the duration of the song; headbanging counts against Fatigue Factor and when the song ends, victims require 1 round to regain their bearings and footing and can perform no other actions.)

Death Bards are 50% + 10%/hit die over 5 to be encountered with 1d3 banshees (whose effects they are immune to.) Banshees will sing along with any Death Bardic song, with the appropriate affects on the party.

EP Values for Death Bards

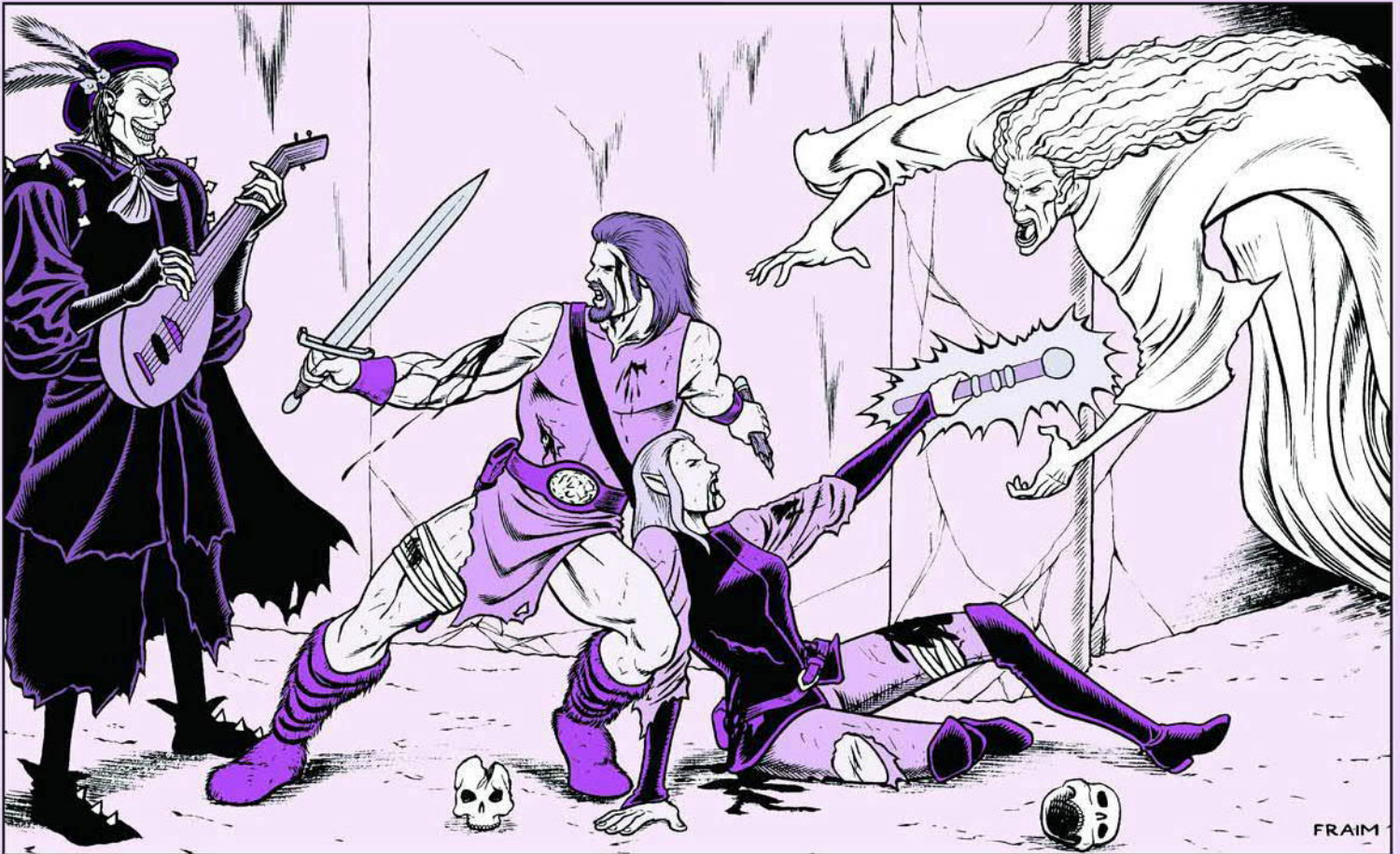
5 HD: 700

6 HD: 1100

7 HD: 1600

8 HD: 2500

9 HD: 4200



This item is only one of the many popular playing aids for HackMaster® produced by Kenzer and Company. Other HackMaster® items currently available include:

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 Combatant's Guide to Slaughtering Foes (K&C 2105, 144 pg. guidebook)
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 Griffmaster's Guide to Life's Wildest Dreams (K&C 2113, 144 pg. guidebook)
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 Player Character Record Book Revised (K&C 2117, 16 pg. Comprehensive record book)
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