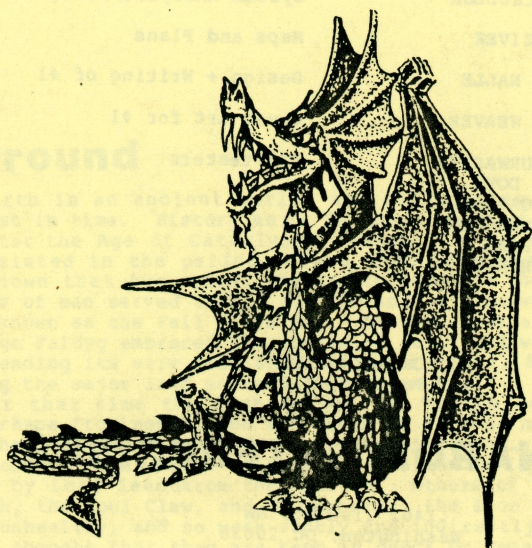


# YSGARTH ADVENTURE SERIES

#1: BLOOD TRIBUTE



David F. Nalle

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## RAGNAROK ENTERPRISES

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## The Series

The YSGARTH ADVENTURE SERIES is a set of serial adventures in the fantasy world of Ysgarth, and designed to be run consecutively as a group for the same set of player characters. This novel concept puts an entire, ready-made world at your fingertips for a reasonable price. Single adventures are \$1.50 each, a subscription is \$5 for 4, or \$10 for 8. They will be published at a rate of 8 per year. The adventures are in progressive levels, and feature a unique experience system. Singly they are easily fitted into any AD+D or NYR campaign.

YAS #1, "Blood Offering", is designed as an introduction to the series, for newly created low-level characters. Guidelines are given for rolling up the characters, for their social background, and for the general situation of the world in which they live. Also introduced is a special standardized experience allocation system for use with the series. This system assures reasonable and regular advancement in phase with the level advancement with each new adventure.

## Background

Ysgarth is an ancient world, and the origins of its cultures and races are lost in time. History as it is known and kept by the Bards begins some time after the Age of Cataclysm, almost 700 years before the present day. What existed in the period before that is a mystery, though it is generally known that two races, the Wraithlords and the Archaeurges ruled, and the races of man served them. The Cataclysm from which the current era is dated is known as the Fall of Faldyg. At that time a mighty being called the Archaeurge Faldyg embraced the powers of evil, and was cast down beneath the earth, rending its very fabric, creating a great, 800 mile long chasm and splitting the major land mass of Ysgarth in two.

After that time the Archaeurges and Wraithlords have faded from view, and perhaps from power, and the chasm of Faldyg, now called "The Great Abyss", is the realm of a race of extra-planal demons. These demons seldom venture out of the Abyss, save on the direst errands. They are outcasts of Hell, ruled by Lord Zaedukrom the Eyeless. Others of their mighty leaders are Arekitash, the Soul Claw, and Salastevar, the Iron Bard. They find the upper world unhealthy, and so work subtly and indirectly to subvert man to evil. It is thought that they are kept in check by remnants of the power of the Archaeurges.

Other new arrivals in the world are the gods of men, representatives of a number of pantheons worshipped by the different human races in Ysgarth. They are generally divided into several groups. These are Vanir, Aesir, Kymric, Gaelic, and Miscellaneous. The Miscellaneous group is large, and includes a number of single gods, and some unpopular groups.

All of these gods are represented in the great city of Ptolemeias, where 127 temples adorn the Street of the Gods. Ptolemeias is a great trading center where the nations of Ysgarth trade with their lost brothers across the Abyss by marine routes in the great Southern Sea. Much of this trade is between the Kymric kingdoms and the Empire of Ilchania. Little is known of this Empire or the other nations beyond the Abyss, as they are far off and alien cultures.

Ptolemeias has a population in excess of 300,000 souls, and is a political, mercantile, religious, and social center for the warring nations and tribes around it. It is a free city, ruled jointly by the 7 Thearchs, and the GuildLord. These represent the major religious and mercantile forces in the city. Another covert force in the city is the Mage-Pact, an alliance of the most powerful mages whose aim is to restrict the hostile use of magic in the city.

There are five major racial groups, or tribes, in Ysgarth. These are the Vaen, the Saexe, the Gael, the Kymri, and the Magar. Each has its own peculiar institutions and culture. The Vaen are nomad warrior tribes of the North-Eastern steppes. They are notable warriors and horsemen. They are generally fair haired and blue eyed. The Saexe form a large empire to the south west of the continent. They are related to the Vaen, but shorter, and more ruddy of complexion. The Gael rule in the island kingdoms of the North-West. They are tallish, and fairly dark, though red or blond hair will show up from time to time. They are great seamen, and all of their nations swear allegiance to the Ard-Ri, their high-king, who rules in the Kingdom of Gaeldoch. The Kymri are loosely related to the Gael, and inhabit half a dozen kingdoms in central, coastal Ysgarth. They are known for their art and wisdom, and they are ruled by a High-King or War-King, who is the hereditary ruler of the Kingdom of Morganwc. The Magar are a short, dark people who live in the mountain lands of the South-East. They are good horsemen, and herd-keepers. The terrain of their land keeps them mostly separate from the other peoples. There is a fair amount of mixed blood, and racial lines are often hazily drawn. Each people has its own heritage, language, and customs.

In addition to the human races in Ysgarth, there are several notable non-human races. These include the Khuzdar, or Dwarves, who live in the mountains of many regions, or in the Dwarvish Kingdom of Khuzdara, and three races of Elves, the Gwyllion, the Gwragedd, and the Ellyllon, each of which has a preferred habitat. The Gwyllion are primarily mountain dwellers and have several kingdoms in the far North-East. The Gwragedd are sea farers, mostly in the island kingdom of Seregond, and the Ellyllon inhabit the woods of many parts of the world. Dwarves tend to be moderately friendly to man, but the Elves are often hostile, and at best unfriendly. It is rumored that many stranger races dwell beyond the Abyss.

Magic and magical creatures abound in Ysgarth. Dragons, Gryffons, and other mythic beasts are deadly hazards of the land, and much youthful blood is spent in controlling them. There are many types of magic in the land, and the study of the Arts Arcane is the practice of over 30 major guilds. Magic is a key part of industry, trade, and many parts of everyday life in Ysgarth. Some forms of magic are more popular than others, for their marketability, and relative security. These include Pyromancy, Hydromancy, Geomancy, Windmastery, Thaumaturgy, and Divining. Less popular and more dangerous areas are Necromancy, Sorcery, and Wizardry, among others. The study of magic is a life-long task, and can often mean the early death or destruction of the mage, though the rewards can be great, in power and wealth.

On the whole the world is peaceful, though the need for strong fighters is ever present, in mercenary actions, militia, private guards, and small wars between contesting rulers. Employment is good and profitable for skilled Warriors in any of many campaigns and conflicts. Adventure both martial and magical can be had easily, but at what dear price?

## The Characters

For this adventure the characters will all be newly created, and suitably modified to fit the special context of the adventure. This scenario is designed as an introduction to the world and to the types of characters which are suited to it.



The characters will all be young (roll 14+1D8) for age. They will also all be residents of the same region, and of somewhat similar backgrounds. They are all from the island of Uchelglan, a large island off the shore of Morganwc, the chief of the kingdoms of Kymria. They are all subjects of the king of Morganwc, and the island is rather near his capital of Arberth. They should be able to speak only their own language, Kymri, fluently, but they should each have a 10% chance of knowing one other language.

The island is mountainous, but quite fertile in the coastal areas. Most of the income of the island is from fishing in the cold waters around it. As detailed on the map, there are about half-a-dozen towns of varying size on the island, the largest of these being Llinyth on the North Eastern side, with a population of almost 3,000. The other towns are roughly equal in size, at 500 to 1000 population. The towns on the smaller islands are usually populated by fewer than 500 souls. The total population of the island group is some 80,000. The capital is in Llinyth. The characters should each be from a different town. The large inlet which splits the island is a natural fjord. It and the mountains are all the result of glacial activity in the past. The fjord is called The Llydofn.

The characters should be somewhat restricted in what class they should take. They should only be allowed to be Warrior or Druid types without restriction. There should be no more than 1 Cleric type and one Mage type in the group. If a mage is present he would be best as an elemental or lesser type mage.

There are several religious options open to the characters. All of them are variants of Druidical religions, specialized for a particular god and his attributes. There are six main deities who dominate the faith of the residents of Uchelglan. By far the three most popular are Arawn, Gwyn Ap Nudd, and Aranrhyd. Three less popular gods are Dylan, Havgan the White, and Gwyrthur. It is very strongly recommended that the characters worship one of these gods, and a brief description of each follows.

Arawn is a god of water, mist, and deception. He is winter king of the land of Annwfn. He is a tallish, grey-haired man with grey-eyes. He is a protector of fishermen, and travels in the fog. He is clever and witty. He is the foe of Havgan. He is also a noted bard and patron of bards.

Havgan is the summer king of Annwfn. He is a pale, fair youth. He represents the destructful aspects of summer, especially famine, plague, and drought. He is rude and abrupt in manner, and not very considerate.

Gwyn Ap Nudd is one of the more popular gods of the island. He is the lord of the mountains in winter, and the master of the hunt. He is worshipped by huntsmen and herdsman, and of warriors. He is also a god of death, feasting with the dead in his Tylstle on Mt. Tylwyth. He is very popular as he is a local god, with Mt. Tylwyth on the island. He is the foe of Gwyrthur.

Gwyrthur is a wind god, personifying the summer wind. He is a fair man with red hair. He is generally a beneficent god, with control over wind and light. He can blast foes with a withering flame. He has an uncontrollable and erratic temper, verging on a split personality. He fights with Gwyn for possession of the goddess Creudylad and the kingdom of Gwibir Vynyð, where Gwyn rules by winter, and Gwyrthur by summer.

Dylan is a lord of the sea and storm. He looks like a tall, scaled man, and lives beneath the waves. He can be considered a Kymric Poseidan. He has powers over the water and storms, and is popular with seafarers. He is not particularly hostile.

Aranrhyd is the goddess of the moon and of fertility. She is popular throughout Kymria, and on the island as well. She is generally worshipped by those who make their living off the fruit of the land. She is very fair, but can drive men to madness. She is quite powerful, and has maternal and child-like aspects.

Explain a bit of the background of their world and region to the players, and have them roll up and develop their characters as they see fit. From there you can proceed with the meat of the adventure itself. They should not in any way be warned in advance of the nature of the adventure.

## Experience

For this adventure it is highly recommended that you use the Schuller Progressive Experience System, so that level advancement will remain parallel to the level advancement between the adventures in this series

After the description of each room or encounter there will be given an Experience Value in parenthesis. This indicates the relative difficulty of that encounter, and is used in determining experience. At the end of the adventure all of these EVs should be totalled up and the table below should be consulted to find the final experience. This should then be divided evenly among the members of the party.

If the party gets all it can from a room with minimal losses it should be given the full EV, however, if it takes large losses, or fails the goal of the room, it should get half EV. If it ignores the room it should get no EV. In addition there is an Individual Character Modifier determined. This is found by ranking the characters on value and role-playing on a scale from one to ten. Then consult the chart for this given below to find the multiplier to be used to modify their personal experience after the total party experience has been divided. A rank of 10 is considered the best, and 1 the worst.

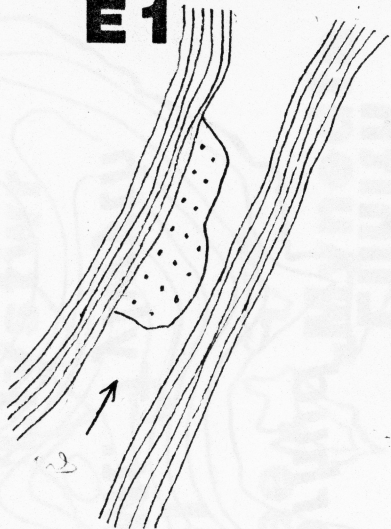
<u>TOTAL EV</u>	<u>PARTY XP</u>	<u>CHARACTER RANK</u>	<u>XP MODIFIER</u>
1	10	10	1.5
2	40	9	1.4
3	90	8	1.3
4	160	7	1.2
5	250	6	1.1
10	1000	5	1.0
15	2250	4	.9
20	4000	3	.8
25	6250	2	.7
30	9000	1	.6
35	12250		
40	16000		
45	20250		
50	25000		
60	36000		
70	49000		
80	64000		
90	81000		
100	100000		

Thus, from this you get the experience for each character. For example, if a party of three racked up 25EV on a short adventure, they would each get 2083XP, and as one was ranked 9, one 7, and one 3, this would come out to be 2916, 2500, and 1666. This seems a rather fair and equitable division of the experience, taking into account all major factors.

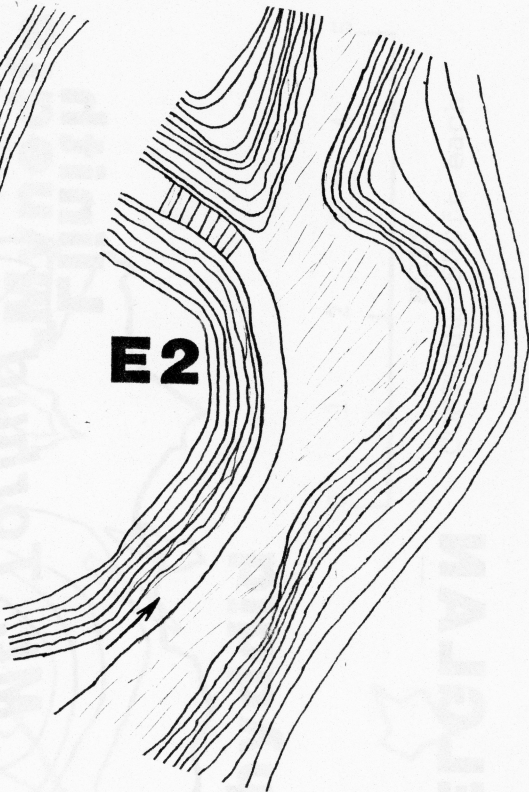


# ENCOUNTERS

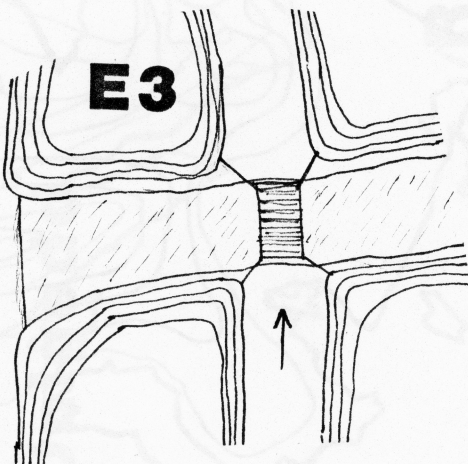
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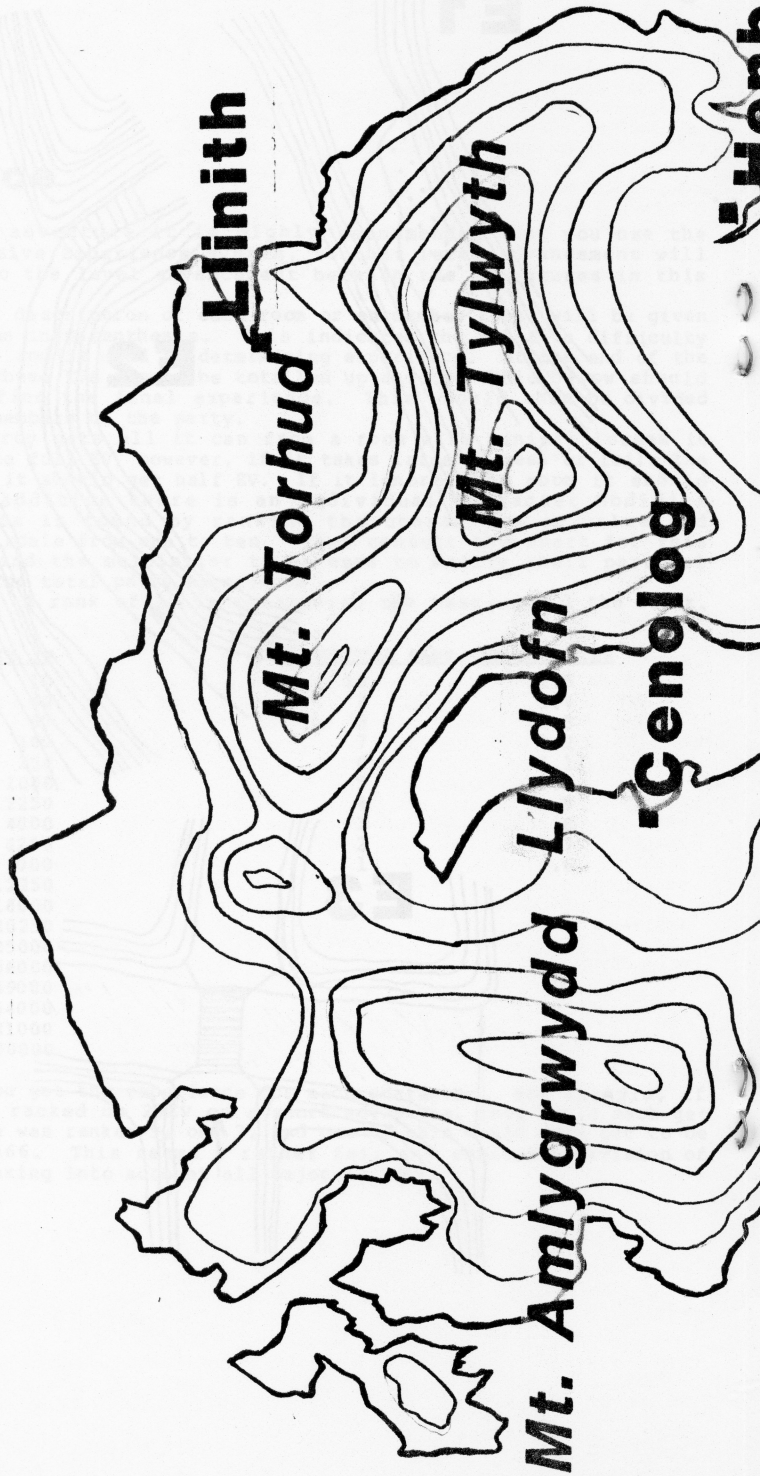
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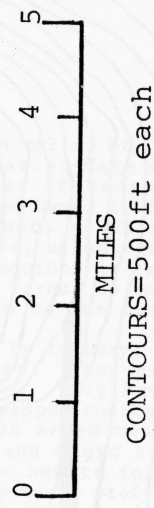
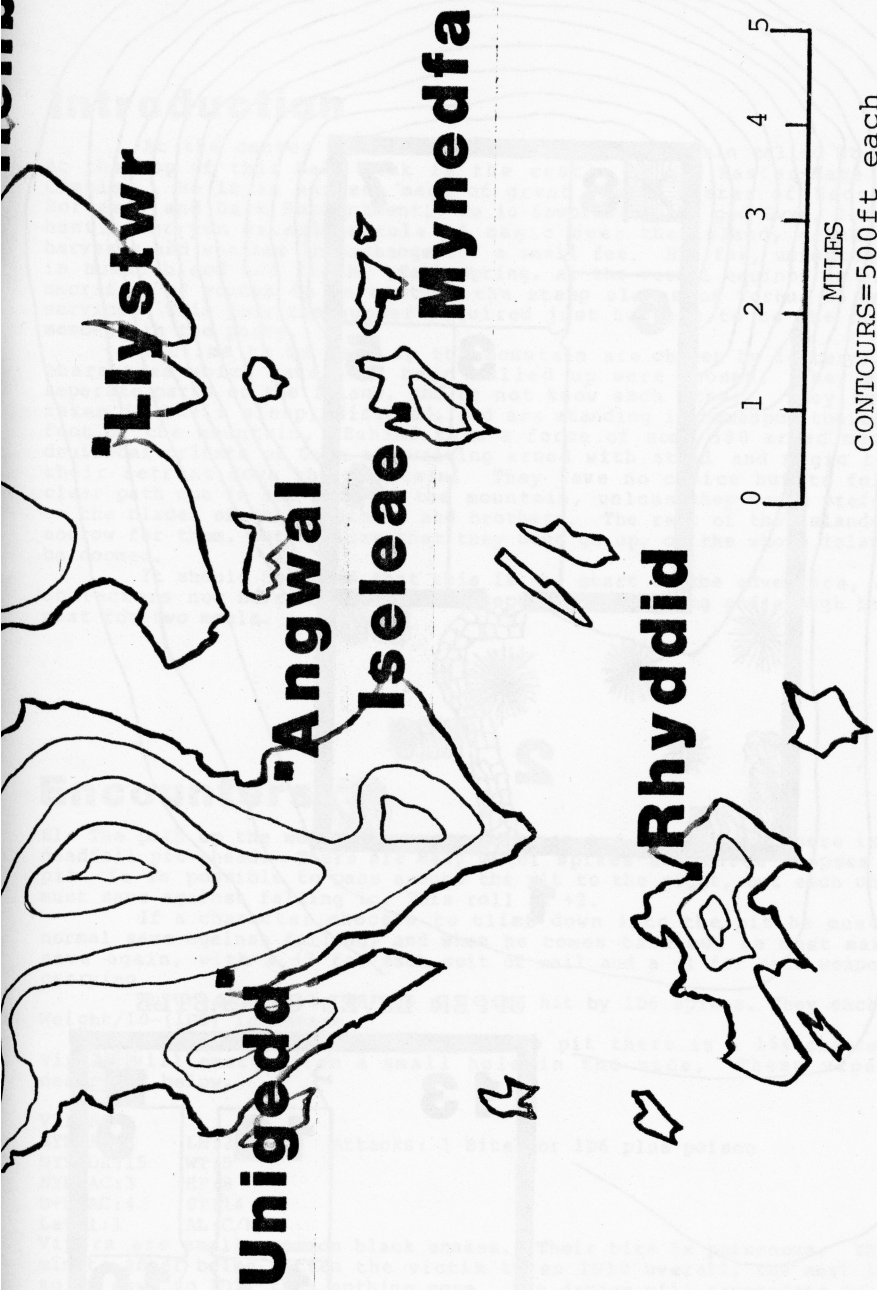
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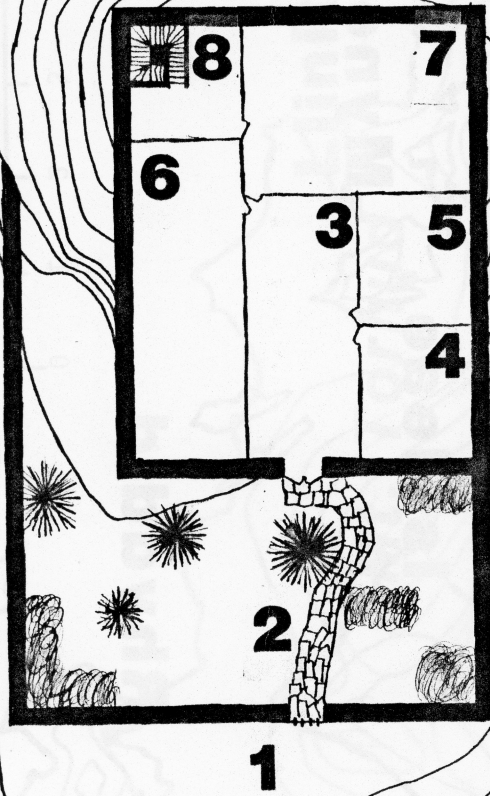
# UCHELGLAN



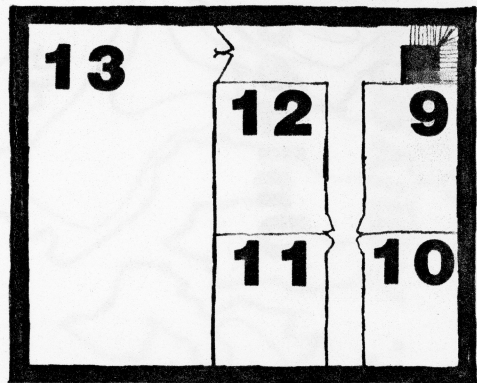




# MT. TORHUD



UPPER LEVEL OF CASTLE





## Introduction

At the center of Uchelglan is the tall mountain called Mt. Torhud. At the top of this bald peak is the castle of the Master-Mage Corryon Cimelen. He is an ancient mage of great age, a master of Necromancy, Sorcery, and Dark Enchantment. He is favored by the god Gwyn, lord of the hunt. Corryon extends a rule of magic over the island, granting good harvests and weather in exchange for a small fee. His fee, unfortunately is in human blood and flesh. Each spring, at the vernal equinox he expects a sacrifice of youths to be sent up the steep slopes of Torhud to enter his service. This year the number required just happens to be the number of members in the party.

Victims to be sent up the mountain are chosen by lottery, and the characters which have just been rolled up were chosen. They are from separate parts of the island, and do not know each other. They have been taken in their sleep, disarmed, and are standing in homespun tunics at the foot of the mountain. Behind them a force of some 300 armed men and 25 druidical priests of Gwyn are waiting armed with steel and magic to block their retreat down the mountain. They have no choice but to follow the clear path cut in the side of the mountain, unless they would prefer death on the blades of their fathers and brothers. The rest of the islanders feel sorrow for them, but realize that they must go up, or the whole island would be doomed.

It should be noted that this is the start of the adventure, and the characters now have no equipment except their clothing and enough bread and meat for two meals.

## Encounters

E1: The path up the mountain passes between two cliffs, and there is an old deadfall pit ahead. There are many metal spikes and three corpses in the pit. It is possible to pass around the pit to the right, but each character must save against falling in. This roll is +2.

If a character chooses to climb down into the pit he must make a normal save against falling, and when he comes back out he must make this save again, with a -2 for each suit of mail and a -1 for each weapon he is carrying.

Anyone who falls in the pit gets hit by 1D6 spikes. They each do his Weight/10-(1D8) in damage.

For each turn a person is in the pit there is a 15% chance that 3 vipers will emerge from a small hole in the side. These vipers are described below.

### VIPERS

NYR AR:5      LN:20      Attacks: 1 Bite for 1D6 plus poison

NYR DR:15      WT:5

NYR AC:3      HP:8

D+D AC:4      ST:14

Level:1      AL:C/N/A

Vipers are small, common black snakes. Their bite is poisonous. The first minute after being bitten the victim takes 1D10 overall, the next 1D8, and so on down to 1D2, then nothing more. The damage will regenerate as normal damage does, but needs a cure or neutralize poison.

On the corpses are 2 -2/-2 Broadswords, a -2/-1 Mace, and 2 suits of -2 Chainmail. These are all rusty and in cruddy condition.  
(EV:2)

E2: A mountain stream cascades down to their right. A cliff is to the left. As they round the corner to see a set of stairs there is a pool in the

stream to the right. From this bursts a Stream Troll, who falls upon them with a 50% minus half the total of the character's wisdoms chance of surprise. The troll is described below.

#### STREAM TROLL

NYR AR:7 HT:6' Attacks: 2 Claws 1D8+1  
 NYR DR:8 WT:120 1 Bite 1D6  
 NYR AC:4 HP:40  
 D+D AC:4 ST:12  
 Level:5 AL:C/E/A

Trolls are ugly, vicious, green-skinned humanoids, who are not any too bright, especially this runtish variety. They like to eat humans for food, and this type has no unusual regenerative abilities.

There is a cave hidden under the pool in the cliff. It has air, and can be reached by any reasonable swimmer. In the slimey lair there is one troll egg, which will hatch a stream troll in 2D100 days, and quite a few human bones. Among the bones are 200 Silver Marks, a +2/+1 Dagger/Throwing Knife, and 3 +1 Arrows. There is also a ring with 5 charges of water breathing. (EV:4)

E3: The party comes to a deep ravine across the path, through which runs the stream we mentioned before. Beyond the ravine they can see Corryon's Tower. There is a shaky looking rope and board bridge across the ravine. Two can cross the bridge at one time. There is a chance of it collapsing equal to the total weight on it/5%. Any who fall in the stream must make a dodge save. If they fail they take 3D20 overall in the 30ft fall. If they make it, the party has 3CR to save them before they go over the water-fall to the left and take 5D20 overall in that fall. (EV:1)

## The Castle

1: At this point the party has reached the castle of Corryon, which they find to be more like a small two-storey house set into a rock spur. There is a wall around the front, and the rest is buried in the rock. Through a gate they can see a garden. The gate is unlocked, and can be opened freely. It is fairly easy to climb over the wall as well in several places on the slope of the spur.

2: This is the garden of Corryon. The path leads through the garden. There are two types of plants shown on the map. These are Tentacle Bushes, shown by the squarish swirls, and Vampire Trees, shown by the spoked circles. The path passes close to two of these. All areas except where there is grass are covered with what is called Grasping Grass. These three deadly plants are described below.

In this section, one inch on the map of the castle is equal to 50ft for the characters.

#### TENTACLE BUSH

NYR AR:7 HT:40" Attacks: 1D8 tentacles 1D6 each  
 NYR DR:2 WT:20 1 Beak for 2D6+2  
 NYR AC:3 HP:20  
 D+D AC:7 ST:12  
 Level:2 AL:N/N/A

This appears as a rather scrawny, but normal-enough bush, however, the almost leafless branches are elastic, strong tentacles, and concealed in the heart of the bush is a beak-like mouth. Each bush will attack with 1D8 tentacles, each of which has a (40-target STR)% chance of grasping a chosen target. The same roll can be made each round to escape. The tentacles may also strike for damage. After 3 CR the subject will be drawn to the mouth of the bush. The tentacles have a range of 15ft.

## VAMPIRE TREE

NYR AR:8 HT:15' Attacks: 1D10 leaves for 1D3 each/CR  
 NYR DR:1 WT:1000  
 NYR AC:4 HP:70  
 D+D AC:6 ST:9  
 Level:4 AL:N/N/A

This is a large, leathery-barked oak-like tree. It has the ability to fling its leaves, which suck blood, at a rate of 10/CR, with a range of 30ft. Each leaf has a 5HP capacity, after which it will fly back to the tree with the 5 HP worth of blood. Each 5 HP of blood drained adds 1 HP to the tree. It takes 3 times damage from fire.

## GRASPING GRASS

NYR AR:11 DI:10ft Attacks: 1D20 for 1 pt each, plus grasp  
 NYR DR:1 WT:75  
 NYR AC:0 HP:30  
 D+D AC:10 ST:6  
 Level:3 AL:N/N/A

This is a creature which resembles a patch of grass. They gather in colonies to make up a whole lawn. They are sensitive to fire. Their blades are quite, sharp, and can pierce even platemail to drink blood and eat flesh. Any which are successful in piercing flesh in this way will try to drag the victim down, with the aid of another 1D20 on the next round. If the number of piercing shoots is within 5 of the victim's STR he is immobilized. If they are greater in number than his STR he will be dragged down that round.

It should be noted that it is clear that there were other less hearty plants here at one time, but they all look dead of neglect. Once past the perils of the path, the door of the castle will be found unlocked and unguarded, and the party may enter.  
 (EV:6)

3: This is the entry hall of the castle. At the back there is an ancient suit of full chivalric plate armor, bearing a rusted sword. If the party advances beyond the middle of the hall, it will become animated and advance to attack them. It is an Automaton, but an old one, and there is a 15% chance that it will fumble on each attack, in addition to the usual chance.

## AUTOMATON

NYR AR:8 HT:5'6" Attacks: Broadsword for 1D10  
 NYR DR:5 WT:80  
 NYR AC:8 HP:50  
 D+D AC:2 ST:7  
 Level:7 AL:N/N/N

This is an animated suit of normal plate armor. When the animating magic is destroyed by eliminating its HP, it will collapse to the ground like a useless old suit of armor.  
 (EV:2)

4: In the middle of this room there is a 2ft deep pool with a 3ft diameter. It is filled with a viscous, clear liquid. At the bottom are the bones of at least 3 human skeletons. There is a pedestal arising from the center of the pool. On this there is a 2ft long wand. It is a wand of sealing. If anyone whose body radiates heat, or any other source of heat, comes within 3ft of the pool, it will burst into flame, and the bones will be animated to emerge from the flaming liquid as Firebones.

## FIREBONES

NYR AR:5 HT:5' Attacks: 2 Hands for 1D6+1D6 flame  
 NYR DR:7 WT:30  
 NYR AC:0 HP:18  
 D+D AC:8 ST:12  
 Level:4 AL:N/E/A

These are flaming skeletons. They are a form of undead which can only be



animated briefly. They will stay animated for only 2D8 CR at a time, either collapsing when no longer engaged or at the end of their duration. 2 CR before they are going to drop, their flame will begin to fade.

WAND OF SEALING-This wand has 50 charges with which it will seal cracks or openings. It seals cracks at 10 inches of crack (no more than 1/4in wide) per charge, and openings at 1 square inch/charge.  
(EV:4)

5: In this room there is a large, strong chest. Seated on it and guarding it is a Stone Mini-Golem. Descriptions of these follow.

**MINI-GOLEM: STONE**

NYR AR:7 HT:3' Attacks: 2 Fists for 1D6+2  
 NYR DR:8 WT:150 or 2 thrown rocks for 1D8 each  
 NYR AC:0 HP:35  
 D+D AC:3 ST:10  
 Level:5 AL:N/N/N

This is a miniaturized, economy golem, equipped with the ability to generate missiles of its substance from its hands. It moves fast, and will try to stay out of hand-to-hand combat if possible.

If the chest is open, the opener will see in it a swirl of bright color, and then feel a strong wind blowing out of the chest. This is the Wind of Change, and it will definitely strike the opener of the chest and anyone in the doorway or the room. There is a 25% chance that it will go after anyone outside the room. Once opened the chest must be shut within 2CR or the wind will have escaped permanently.

WINDS OF CHANGE-This is a magical effect, not actually a creature, but often acting as if conscious and possessed of a purpose. Each round in the wind, the subject must make a save. If he fails it, a randomly located part of his body becomes that of some animal or creature as is shown on the table given below. The features changed remain normal size, but take on all of the attributes of the creature in question. The wind will usually take 1D4+1 round to pass a person. It also transmutes normal matter and items that it passes.

CREATURE	ROLL
Rat	08
Wolf	20
Cat	35
Mosquito	48
Lizard	64
Hawk	74
Penguin	90
Ant	00

Any disabilities of the creature and any abilities of the creature, as long as they pertain to that part of the body are imparted to the person changed into that creature by the wind.  
(EV:4)

6: This is clearly Corryon's library. It is lined with books, scrolls, and paraphernalia. Seated in what appears to be a large stone tub in the middle of the room is a strange, glistening-black skinned creature. It becomes aware of the party if they enter, and greets them, saying "Name the seven great minions of Yubb", as the party does not know the answer to this, the creature will use its power to destroy the library when it does not get an answer. It is a Petron, and is described below.

**PETRON**

NYR AR:5 HT:4' Attacks: 2 Flame Sprays for 2D8 each  
 NYR DR:2 WT:300 or Explode for 3D10 to all within 15ft  
 NYR AC:2 HP:40  
 D+D AC:7 ST:8  
 Level:6 AL:N/N/P

This is a glistening, bulbous, black creature which lives in subterranean oil-deposits. They are very loyal, and very rare. They can self-ignite,

and jet flame through nozzles on their hide. They will also willingly explode, and destroy whatever they have been set to guard. They have to live in tubs of oil when on the surface.

After the fire in the library has been put out there will be only three things surviving. These are two scrolls and a thin book. One scroll contains a level 5 spell for 30% protection from fire. The book lists the names of the demons Grondalak, Demyane, and Saburak, with an appropriate summoning for each. The last scroll contains the words "Aliak, Ur Donnens, Sammek---Torkites!" Both in a strange script, and phonetically. The use of this will become clear later in the adventure.  
(EV:3)

7: This is a large combination dining room and lobby, with appropriate furniture and fixtures. There are 8 seats at the dining-room table. If any are sat in, a hand will appear with a menu. Those items pointed at will be brought magically from the air by other flying, magical hands. The food will be warm and quite good.

8: There is a spiral staircase going up here. Seated on the stair is an old serving man, who has shrunk so that his suit no longer fits him. If disturbed, he will look up feebly. His entire mind is a blank, and the retinas of his eyes are reflective, like mirrors. He is a lost cause.

9: In this room there is a Mirror Golem guarding a small casque, which has in it Aeliscarp, the Sword of Justice.

#### MIRROR GOLEM

NYR AR:10 HT:6' Attacks: 2 Fists for 1D10+3 each  
 NYR DR:4 WT:120  
 NYR AC:0 HP:70  
 D+D AC:6 ST:10  
 Level:7 AL:N/N/N

This is a golem made of mirrors, polished to be highly reflective. Anyone attacking it must make a -1 Save, or be confused, failing his attack for one round, because of the dazzling reflective surface. It is, however, very fragile, and any single blow of 15 or more points of damage will shatter it.

AELISCARP-This is a two-edged, pointless, executioner's sword. It has only one unusual power. When used against anyone of confirmed criminal or evil nature, it is +5/+5, with 50% sword of sharpness on the first blow. Otherwise it is just a +2/+2 sword and hits for 1D10.  
(EV:4)

10: In this room there is a Stone Mini-Golem similar to those described before. However, this one has a small door in his chest. Behind that door is a scroll which reads "Tharek Dal Attrad-Istel, Corat Me Durag---Setharik!" The use of this scroll is not immediately apparent.  
(EV:2)

11: In this room there is a Mirror of Duplication. It is unguarded.

MIRROR OF DUPLICATION-This man-sized mirror, if looked in more than glancingly will draw the looker into it, where he must face a double, identical to himself in all ways in combat. The winner of this combat will be able to emerge from the mirror. While they are fighting, it is impossible to enter or disturb the mirror. If the double wins, the player should keep playing him, but as the opposite alignment and personality.  
(EV:3)

12: In this room there is a Zombie wearing the Helm of Mirrors. He will attack the party if they attempt to enter.

#### ZOMBIE

NYR AR:6 HT:6' Attacks: 2 Claws for 1D8 each  
 NYR DR:6 WT:150  
 NYR AC:1 HP:40  
 D+D AC:8 ST:12  
 Level:3 AL:N/E/A

This is an animate corpse, and as such cannot be slain. It will fight on until destroyed, and is not intelligent, though it can follow simple orders, such as to guard something.

HELM OF MIRRORS-This is a full helm, covering the face, and polished to mirror reflectiveness. It causes opponents in battle to save against confusion, or miss with their attack for that round. They must save each round.  
(EV:3)

13: This is Corryon's private summoning chamber. He is seated motionless on a throne at the back, and there is a pentacle on the floor, made of shattered mirrors. Leaning over Corryon is Mirraval, Demon of Mirrors, who will turn and attack the party.

Corryon is in fact dead, and on close examination, he has mirror retinas. Mirraval has slain him. The scrolls found in rooms 6 and 11 will do good here. The one from #6 will repair the mirror pentacle, and any other mirrors as a level 6 spell, and the one from #11 will force the demon back into the pentacle permanently as a level 8 spell. Both take 2 rounds to read, and will not work if interrupted.

MIRRAVAL, DEMON OF MIRRORS

NYR AR:10 HT:8' Attacks: 2 Claws 2D8+3 and special

NYR DR:12 WT:350

NYR AC:4 HP:110

D+D AC:3 ST:4

Level:12 AL:C/E/A

Mirraval is a grey-skinned humanoid demon with mirror eyes. His gaze is his main distance attack, and it drains FP(25), STR(1), and CON(1), from one target each round. When any of these reach zero the target becomes the demon's mindless slave. He is sneaky and quite intelligent.

Corryon can be raised from the dead, and if he is he will do anything in his power to aid the party, within reason and the powers of a 14th level mage/druid. The party can escape safely if they take the head of the dead mage, or some other sign of his death and use it to convince the villagers that Corryon has been neutralized. Under the throne there is a box with a cache of 50,000 Silver Marks.  
(EV:9)

## THE END

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