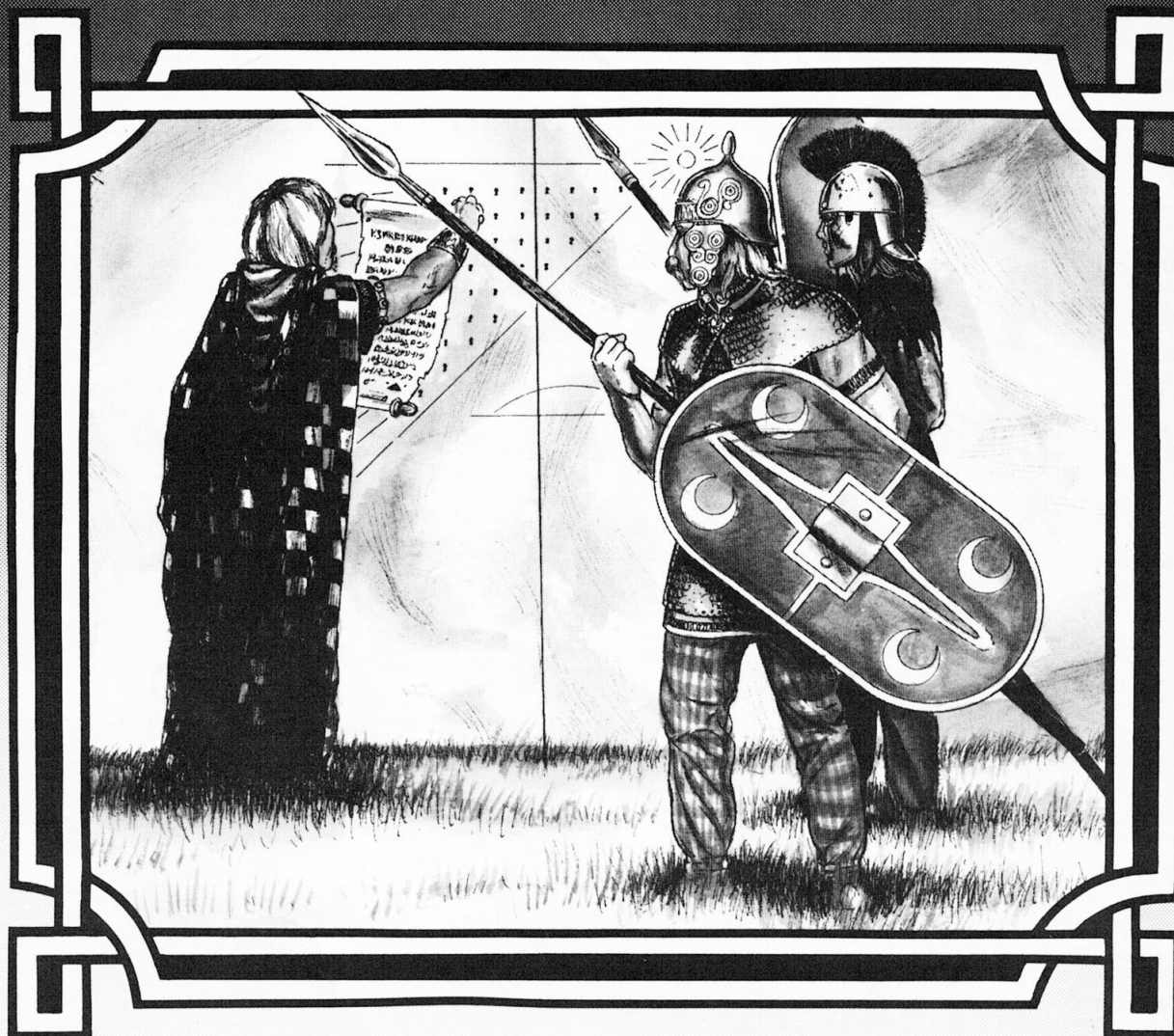


For **ADVANCED DUNGEONS & DRAGONS®** Game
RPGA™ NETWORK MODULE 7

LLYWELYN'S TOMB

by **Bob Blake**

An AD&D™ Adventure for 6-10 Characters, Levels 4-7



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LLYWELYN'S TOMB

This mini-module was a tournament adventure originally run at the GEN CON® XVI Convention. It is the seventh part of the eight part epic adventure, *Prophecy of Bric*. This scenario can be run in either a tournament or a campaign setting. The Dungeon Master (DM) should read the adventure thoroughly before running it for the players. Background information concerning the *Prophecy of Bric* and the runnings of these modules was contained in *The Riddle of Dolmen Moor* in POLYHEDRON™ Newszine #16.

STOP! The rest of the information in the module is for the DM's use in running the adventure. If you plan to play in the adventure as a character, stop reading here.

Players' Background

Gwydion confirmed your notion that this quest is finally drawing to a close, and none too soon, considering the dangers and travails of the previous six adventures. Thanks to you, it is now common knowledge that the fulfillment of the Prophecy is imminent. The fruits of your other endeavors (a set of nine keys, Llywelyn's baldric, helm and scepter, a potion of restoration, a copy of the Lineage of Kings and the Incants of Ishcabelle) are now nestled securely in an oaken chest. The entire populace of Widdershin turned out to wish you well as you prepared to retrace your route up the Damrosil and through the Fens of Taravol to Dolmen Moor, the burial ground of Pellham's kings.

Before you looms the burial mound of Llywelyn the Just, and your first task is to lift the wards placed on the door by the wizard Ishcabelle. What dangers lie beyond, if any, are unknown to you, though the Brothers of Bric did tell you that this tomb was likely to be of two levels, and the king would be interred companionless on the lower. Finding the sarcophagus that holds Llywelyn's remains is your objective.

DM Information

The party is to find Llywelyn's body by entering the tomb and descending to the second level. The scenario is over when this is accomplished; happenings on the second level are covered in the next scenario. The first obstacle is the warding placed by the wizard Ishcabelle that guards the tomb itself. This is easily done by reading the Incants of Ishcabelle (previously recovered by the party).

Once the wards are removed, a locking mechanism is revealed. The set of nine keys (obtained in an earlier adventure) must be used to gain actual entry. Thieflly skills will not work.

Once the party is inside, they must deal with stone golems (and a hidden iron golem) and open either of the gates before descending to the level below.

Undead in the Tomb

A key factor in this scenario is undead, and the difficulty the clerics will experience in trying to turn them. The tomb is an evil area, with a penalty of -1 to all attempts to turn undead creatures; this penalty cannot be changed by any act of cleansing or purification. In addition there are **Bloody Bones**, new monsters that can further reduce a cleric's turning ability. Although specific tournament tables detailing the exact numbers of undead turned by the tournament clerics are given later, these are based on the **Extrapolated Matrix**.

To use this table, roll the normal turning attempt and subtract all modifiers (for area and **Bloody Bones**, a new monster). Compare the adjusted roll to the matrix; note that adjustments may bring a roll below zero. A result greater than or equal to the number on the

matrix means the undead are turned, D means they are destroyed, and D* means 6+d6 undead are destroyed.

Extrapolated Matrix for Clerics Affecting Undead

Type of Undead	Level of Cleric Attempting to Turn									
	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	-2	-5	-8D-11D	-14D*	-17D*	-23D*	
Zombie	13	10	7	1	-2	-5D	-8D	-11D	-14D*	-20D*
Ghoul	16	13	10	4	1	-2	-5D	-8D	-11D	-17D*
Shadow	19	16	13	7	4	1	-2	-5D	-8D	-14D*
Wight	20	19	16	10	7	4	1	-2	-5D	-11D
Ghast	—	20	19	13	10	7	4	1	-2	-8D
Wraith	—	—	20	16	13	10	7	4	1	-5D
Mummy	—	—	—	20	16	13	10	7	4	-2
Spectre	—	—	—	—	20	16	13	10	7	1
Vampire	—	—	—	—	—	20	16	13	10	4
Ghost	—	—	—	—	—	—	20	16	13	7
Lich	—	—	—	—	—	—	—	19	16	10
Special	—	—	—	—	—	—	—	20	19	13

Optional: If two or more clerics simultaneously turn the same types of undead in the same group there will be some overlap. Subtract 1-4 from total turned/destroyed if two clerics' attempts overlap. If three clerics, subtract 1-6; if four, 1-8; if five, 1-10; if six or more 1-12. For tournament purposes, the clerics will not overlap.

Casting Fireballs into the mausoleums: The mausoleums each have a volume of 24,000 cubic feet (60*40*10), so there will be some degree of "blow back," depending on the target point of the **Fireball** within the mausoleum.

Anyone standing within the area takes damage from the **Fireball**. If the entire mausoleum is not filled by the **Fireball**, a number of undead proportionate to the percentage of the area not affected will escape its effects. For example, if there are 24 skeletons and 12 ghouls inside and only half the mausoleum is affected by a **Fireball**, then 12 skeletons and 6 ghouls will be unaffected.

The doors cannot be held closed after the **Fireball** (spell or missile) has been cast inside; anyone attempting to do so will be hurled backwards six squares by the force of the blast, parallel to the walls of the tomb area, taking 1-6 points of damage and possibly (greater than dexterity on 1d20) falling into a ghoulish pit.

The Bloody Bones

The scenario features a new monster: the **Bloody Bones**. This evil team consists of a "master" that cannot leave its lair and telepathically linked "minions" that are highly mobile. For the most part, the minions will stay in the secondary mausoleums and only marshal their forces against those who directly disturb them. They will flee the round after they are wounded in melee, provided their undead forces have been largely neutralized. The master will redistribute them such that each mausoleum has at least two. The excess will return to room 10 for two turns, then be dispatched back to their mausoleums to rally any remaining undead. The master will not risk any of them unnecessarily, and will try to defeat the party with lesser undead if possible. In no case should the DM set up a mass assault on the party from all quarters in a tournament situation.

Tournament Undead Turns

Hordes of undead must be dealt with in this adventure, but the success or failure of a team could easily hinge on one "turn undead"

die roll. As this will do little to measure skill, the following tables will be used for the tournament. They take into account the evilness of the area as well as the strength of the **Master Bloody Bones** and its minions:

	Level of Cleric					
	1	2	3	4	5	6
Skeleton	—	—	2	4	4	4D
Zombie	—	—	—	2	2	4D
Ghoul	—	—	—	1	2	2
Wight	—	—	—	—	—	1
Ghast	—	—	—	—	—	—

	Level of Cleric					
	1	2	3	4	5	6
Skeleton	—	—	2	4	4	6D
Zombie	—	—	—	2	4	4D
Ghoul	—	—	—	2	3	3
Wight	—	—	—	—	—	2
Ghast	—	—	—	—	—	—

	Level of Cleric					
	1	2	3	4	5	6
Skeleton	—	—	2	4	4	6D
Zombie	—	—	—	2	4	4D
Ghoul	—	—	—	2	2	4
Wight	—	—	—	—	—	2
Ghast	—	—	—	—	—	—

	Level of Cleric					
	1	2	3	4	5	6
Skeleton	—	2	4	4	6	6D
Zombie	—	—	2	4	4	6D
Ghoul	—	—	—	2	4	4
Wight	—	—	—	—	2	2
Ghast	—	—	—	—	—	2

The tables indicate the effectiveness of clerics up to 6th level, against types as well as numbers turned or disintegrated (D), relative to the strength of the negative influence of the area itself and the number of minions. In play, all the cleric(s) need do is state he is attempting to turn. The DM consults the table appropriate to the prevailing situation and turns (or disintegrates) the indicated numbers. If more than one cleric is operating, add the results of the turning attempts: e.g., a 4th and a 6th level cleric turning undead on the last table would turn 6 skeletons, 6 zombies, 3 ghouls, 1 wight and no ghasts.

If undead of the affected types are still present at the start of the next round, the cleric(s) may make successive attempts each round. In an enclosed area that the undead cannot actually leave (like the mausoleums), they will move as far away from the cleric(s) as possible. If subsequently meleed by the characters, they will defend themselves.

The Outer Door

The wards are easily removed by reading the Incants of Ishcabelle. As their power fades, a design appears in fine, silvery lines on the stone that seals the tomb; give the players **Players' Handout 1**.

The players must use the nine keys in the proper order to unlock the door. Starting at the bottom hole and working along the hypotenuse of the inverted triangle (fin), a gold key is inserted in the first hole and turned clockwise once. The hole and the key disappear. The second gold key is put in the fourth hole and turned clockwise four times, and the third gold key is inserted into the seventh hole and turned seven times. Then an iron key is placed in the second hole and turned twice, another in the fifth hole and turned five times, etc. If multiple turns are required, each turn will produce a loud click, with the key and hole disappearing on the last turn.

Each time the procedure is correctly followed (correct key in the order, correct hole, correct number of turns), the holes and the key used disappear. On keys requiring more than one turn (all but the first), none of the holes disappear until the final turn. If the correct key in the order is inserted but not turned, any other key inserted, even if the next one in the order, will result in an electrical shock.

If the players perform any of the actions incorrectly, the person handling the key receives 4 points of electrical damage. The keys may only be turned by hand.

The doors open into a 20 foot wide corridor. Daylight flooding into the corridor reveals the west wall, defaced by a crude mural depicting Llywelyn and another kingly figure joined by a white smear. On the east wall, near large double doors at the corridor's end 50 feet away, lies the rubble of a broken statue, apparently toppled from a carved granite throne. In its place sprawls a crude caricature of a man, stuffed with straw, robed in chintz, and crowned with a paper coronet.

These are clues for the party that perhaps Llywelyn was not liked by everyone. The other figure in the mural and the straw king represent Grellyn, the totally unknown co-ruler during Llywelyn's reign. Grellyn will be fully explained in the final scenario. The doors open easily into the tomb proper.

There is no illumination in this area, so pay close attention when describing what the party can see, considering how large an area can be illuminated with torches or various light spells. A character should fall into the first pit when the party approaches reasonably near it. Thereafter the DM should allow characters to fall into the pits whenever they approach them if they do not take precautions against these traps. Note that something as simple as a **Detect Magic** spell will locate the pits. Also see area 5 when the characters come within the circle of activation for the golems.

Ghoul Pits: The circles on the map denote ghoulish pits, each 8 feet across and 10 feet deep, and containing two ghouls (AC 6; MV 9"; HD 2; hp 9, 9; #AT 3; THACO 16; D 1-3/1-3/1-6; SA paralyzation; SD immune to **Sleep** and **Charm**). These pits are covered by an illusory floor indistinguishable from the rest of the stone paving, though a **Detect Magic** or **Detect Illusion** will reveal the pits, and once broken by physical touch the coverings are gone. For tournament purposes, when the characters near their first pit, one character from the front rank will fall in, unless suitable precautions are being taken. Only drop the characters into additional pits if they fail to take adequate precautions. Such a fall causes 1-6 points of damage and puts the character right next to 2 ghouls.

The Tunnels: The dotted lines connecting the pits are an underground tunnel network, the tunnels being five feet wide and six feet high. If the characters make a major effort through the tunnels, the ghouls under each pit will move towards them at their full movement rate. The **Master Bloody Bones** will summon four ghasts (one



om each mausoleum) into the pits as well. Movement and combat must be in single file. (Note: Weapons requiring a space of more than five feet cannot be used in the tunnels, but no tournament characters have such weapons).

THE MAUSOLEUMS

The mausoleums are similarly constructed. There are ten foot high double doors opening outward, each panel being five feet wide. Thus the opening is ten feet wide when both are opened. Inside are two rows of six carved stone platforms, each supporting the moldered remains of the dead. These platforms are hollow, and may be opened by shifting the stone slab upon which the dead lie. Each mausoleum is that of a different family, all important to King Llywelyn during his reign.

Each is occupied by a large group of mixed undead, as well as minions of the **Master Bloody Bones**. The undead are milling randomly about the area, but the minions are placed specifically on indicated platforms in each area. Certain platforms contain treasure and magical items, but one of the **Bloody Bones** in two of the mausoleums is standing atop an item that will prove very helpful to the party. While the undead will move to melee, the minions will stay stationary, even if needed.

4 skeletons: (AC 7; MV 12"; HD 1; hp 5 each; #AT 1; THACO 15; D 1-6; SD half damage from edged weapons, immune to **Sleep**, **Harm**, and cold-based spells).

4 zombies: (AC 8; MV 6"; HD 2; hp 9 each; #AT 1; THACO 16; D 1-8).

3 ghouls: (AC 6; MV 9"; HD 2; hp 9 each; #AT 3; THACO 16; D 1-3/1-3/1-6; SA paralyzation; SD immune to **Sleep** and **Charm**).

3 wights: (AC 5; MV 12"; HD 4+3; hp 16, 21, 24; #AT 1; THACO

15; D 1-4; SA energy drain; SD immune to **Sleep**, **Charm**, and cold-based spells, need magic or silver weapons to hit).

3 ghosts: (AC 4; MV 15"; HD 4; hp 15, 18, 25; #AT 3; THACO 15; D 1-4/1-4/1-8; SA save vs. Poison or attack at -2, paralyzation; SD immune to **Sleep** and **Charm**).

The undead will move to attack when the doors are opened. There is no surprise for them or the party under any circumstances. Two ghosts and two wights will be up front. The second rank is composed of the remaining ghost and wight and ghouls. The skeletons and zombies are milling behind them, and occasionally a few will work themselves to the front, just for variety. When a ghost or wight is slain, the one in the second rank will step in to take its place.

Turned undead will move to the back of the mausoleum, but the minions must be meleeed to remove them as they are unaffected by turning attempts.

Key to the Tomb

1. Mausoleum of Clan Morinal

Morinal was Baron of Morganth, a forested area of Pellham now totally felled and cleared for farm land. In this area are the standard undead and two **Bloody Bones Minions** (AC 4; MV 12"; HD 3; hp 24 each; #AT 1; THACO 16; D 1-6; edged weapons do half damage, immune to **Sleep** and **Charm**; MR 5%), one atop platform #4 and the other on platform #7.

Platforms #1, #3, #4, #5, #9, #10, #11 and #12 are empty. Platform #2 contains 6,000 sp and a **Battle Axe** +2, #6 a jeweled chalice worth 1,000 gp, #7 an alabaster wand that will deactivate the southernmost stone golem (see 5), and #8 a quiver of 6 **Arrows** +3.

2. Mausoleum of Clan Taravol

Lord Taravol was Baron of Camelard, a southern province of Pellham lost to neighboring Forlard in the Battle of Camden's Ditch during the reign of King Damocles. The undead occupants are the same as in mausoleum 1, and a **Bloody Bones Minion** stands on platform #8.

Platforms #1, #2, #3, #6, #7, #9, #10, and #11 are empty. Platform #4 contains two necklaces worth 500 gp each, #5 a bejeweled sword scabbard worth 600 gp, #8 a **Long Sword** +2, and #12 a coffer containing 50 pieces of electrum.

3. Mausoleum of Clan Rupp

Sir Rupp the Merciful was Llywelyn's Earl of the Eastern Marches. The family had a distant relationship to the royal line and was subsequently exterminated during the reign of Rotkoddam the Strong to prevent any claim to the throne by the Ruppss. The undead mix is the same as in mausoleum 1, and there is one minion standing on platform #6.

All platforms but #10 are empty, and it contains 1,000 gold pieces and a **Footman's Mace** +2.

4. Mausoleum of Clan Gisteng

Lord Gisteng was Earl of the Lakes, the northern province of Pellham. The undead mix is the same as mausoleum 1, and there are two minions here, one on platform #6 and the other on #9.

Platforms #3, #4, #5, #7, #8, #10, #11 and #12 are empty. Platform #1 contains a **Broad Sword** +3, #2 a set of armbands worth 200 gp, #6 an alabaster wand that will deactivate the northernmost stone golem (see 5), #9 a cask of 1,500 gold pieces and a **Footman's Flail** +2.

The Central Mausoleum (Area 5).

5. Central Mausoleum

Read the following when someone faces the east end of the central mausoleum.

This end of the enclosed building is 40 feet wide. On either end is a heavy metal gate. Standing in front of each gate is a stone statue. Behind each gate, a stairway leading down can be faintly seen. On the wall between the two is a carving of a skeleton, clad in a cowed robe and holding a wand in its left hand, standing at the base of a cylinder.

This stone building reaches to the ceiling (20 feet high). It houses the staircases that descend to the second level. The carving is of the **Master Bloody Bones** standing at the bottom of the pit. The carving is to scale, so if the players have seen a minion and know how deep the pits are, they can determine that this skeleton is larger. The party must get by the golems in order to descend to the second level.

Two stone golems (AC 5; MV 6"; HD 14; hp 60 each; #AT 1; THACO 8; D 3d8; SA cast **Slow** spell every other round; SD +2 or better weapons to hit, immune to all spells except **Transmute Rock to Mud** [and its reverse] and **Stone to Flesh**) guard the locked gates, one standing immediately before each. The dashed circles demarcate the area within which the golems move. Any character stepping over the boundary will cause the nearest golem to move toward him. The golems will not cross the boundary, and if someone attempts to slip behind him and open the gate, the golem will turn and move to attack him. When all characters have left the marked area, the activated golem will return to its original station.

The gates are heavy steel that cannot be bent, and the locks are pickproof and buried deep within the stone such that damaging spells will do them no harm. The key to opening the lock is the right hand from the stone golem guarding that particular gate. The gates are triple locked — if a **knock** spell is cast upon one, its golem will move to it and relock it. An examination of the gate will reveal a hole that is flat on the lower edge with five rounded ridges on the upper edge. It fits the proper golem's right hand.

An iron golem (AC 3, MV 6"; HD 18; hp 80; #AT 1; THACO 7; D 4d10; SA breath poison gas every seven rounds; SD need +3 or better weapons to hit, magical fire repairs damage) is hidden behind a secret door between the two stone golems. **For tournament purposes this door is undetectable by the characters.** It appears when the stone golem guarding either gate is destroyed or deactivated with a wand. It will not leave the bounded area. The carving on the wall is the party's clue to look in the pits for the deactivation wand for the iron golem.

Deactivating the golems: The golems may be deactivated with the wands in areas 1, 4, and 10. The wand must be pointed at the golem and the command word spoken. The command word is inscribed on the wand itself. The golem may be reactivated the same way, by pointing the wand and speaking the command word. The actions and orders of the golems may not be changed, they may only be turned on or off. Note that using the wrong wand on a golem has no effect.

The Sarcophagi (Areas 6-9)

6. Sarcophagus of Lord Morinal

Lying supine atop this stone box is a metal statue of a fighter clad in chain mail and armed with a two-handed sword. The end of the box facing the center of the room is engraved in common tongue "Lord Morinal, Baron of Morganth."

The stone lid may be shifted aside to reveal the coffin inside. Noth-



ing of value lies within the sarcophagus. The statue is magical, in that it can be animated by a phylactery found in area 10.

7. Sarcophagus of Lord Rupp

Lying on this stone box is the metal statue of a fighter armed with a military pick. The inscription reads "Lord Rupp, Earl of the Eastern Marches and Loyal Vassal of Llywelyn the Just." This statue may also be activated with a phylactery from room 10.

8. Sarcophagus of Lady Arian

The statue on this stone sarcophagus is of a comely female, unarmed. The inscription on the end of the sarcophagus reads "Lady Arian, Great-Granddaughter of Suradel and Beloved Wife of Lord Rupp." Her statue may be activated by a phylactery from room 10 as well.

The coffin rests upon a false bottom of the sarcophagus, which can be easily located if checked for. Removing this bottom reveals a tunnel by which the ghouls pits or room 10 can be entered.

9. Sarcophagus of Lord Gisteng

The statue is armed with a battle axe, and the inscription says "Lord Gisteng, Earl of the Lakes and Son-in-law of Llywelyn." Interred with the coffin is a hardened leather case that contains eight crystal cups, valued at 10,000gp. As with the previous three statues, this one may be activated as well.

The Lair of the Master (Area 10)

10. Lair of the Master Bloody Bones

This area can only be reached through the tunnel network. The ceiling is 15 feet high, and the **Master Bloody Bones** (AC 2; MV 12"; HD special; hp special; #AT 1; D 2d6; SD immune to **Sleep** and **Charm**, edged weapons do half damage; MR 10%) sits upon an ancient wooden throne. Its hit dice and hit points must be determined according to the prevailing condition of his minions:

Number of Minions	Master's Hit Dice	Master's Hit Points	Minions
0	5	30	two in mausoleum 1
1	6	38	one in mausoleum 2
2	7	46	
3	8	54	one in mausoleum 3
4	9	62	
5	10	70	two in mausoleum 4
6	11	78	

The master cannot leave this room, but will certainly fight. It will summon all the remaining ghosts (and possibly some minions as well). Beneath the seat of the throne is a compartment that contains a leather pouch, protected by a **Glyph of Warding**. If detected, either cleric may identify the glyph as one causing electrical damage. The glyph may be bypassed by uttering the name of the glyph (assume this knowledge for tournament play), or removed with a **Dispel**. If not bypassed, anyone touching the pouch will take 24 points of electrical damage (save vs. Spell for half damage). Inside the pouch is an iron wand that will deactivate the iron golem (see 5), and four parchment strips. The writing on the strips is magical, except for one word in the common tongue on each; Morinal, Rupp, Arian, and Gisteng.

The parchment strips are phylacteries that will animate the statues lying on the sarcophagi in the main tomb area. This is done by simply tying the appropriate parchment to the right wrist of the statue. The names must match, of course; or nothing will happen. A

Read Magic spell will reveal the proper procedures.

All the animated statues are immune to paralyzation and energy draining (ideal for fighting undead), poison, and all types of fire attacks. Once activated, each statue (except Arian) will follow the party's directions; Arian will follow directions only if it suits her purpose. If ordered into the ghouls pits they will fall and be ruined. If sent into combat with golems, a "to hit" score of 14 for a stone golem or 12 for the iron golem will irrevocably batter the statue into uselessness.

Morinal: (AC 1; MV 6"; HD 6; hp 25; #AT 3/2; THACO 12; D 1-10*2 (vs. man-size) or 3d6 (vs. large). Fights as a 9th level fighter.

Rupp: (AC 1; MV 6"; HD 6; hp 25; #AT 3/2; THACO 14; D 1-6*3 (vs. man-size) or 2d4*2 (vs. large). Fights as an 8th level fighter.

Arian: (AC 1; MV 6"; HD 6; hp25; #AT 1; THACO 19; D 1-4 (dagger). Fights as a 9th level magic-user.

First level: **Affect Normal Fires, Light, Push, Shocking Grasp.**

Second level: **Darkness 15' Radius, Stinking Cloud, Web.**

Third level: **Fireball, Hold Person, Slow.**

Fourth level: **Dimension Door, Minor Globe of Invulnerability.**

Fifth level: **Transmute Mud to Rock.**

This statue will become a sorceress. She will use her spells to the detriment of the party, if activated (remember, she's the great-granddaughter of Suradel the Witchking). Her powers will be best used if the party combats the golems, such as **Light** cast into a fighter's eyes to blind him and reduce his chance to hit, **Push** to cause someone to stumble and fall, thus reducing his armor class, **Web** to incapacitate someone, thus giving the golems an easy target, **Hold** or **Slow** on a character, **Fireball** into melee to heal the iron golem while simultaneously damaging the party, **Transmute Mud to Rock** to heal a stone golem of all damage sustained, etc. She will attempt to make her spell casting not obvious, preferring to remain motionless in the background, hoping that the party will think her useless and forget about her. If the opportunity presents itself to seriously hamper the party through a series of spells, she will cast **Minor Globe of Invulnerability** first to protect herself.

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BLOODY BONES

Master Bloody Bones

Frequency: *Rare*
 No. Appearing: *1*
 Armor Class: *2*
 Move: *12"*
 Hit Dice: *5-11*
 % in Lair: *100%*
 Treasure Type: *Nil*
 No. of Attacks: *1*
 Damage/Attack: *2-12*
 Special Attacks: *Nil*
 Special Defenses: *See below*
 Magic Resistance: *10%*
 Intelligence: *Very*
 Alignment: *Lawful evil*
 Size: *L (8')*
 Level/X.P. Value: *VI/350 +6/hit point to VIII/2,850 +16/hit point*

Bloody Bones Minion

Frequency: *Rare*
 No. Appearing: *1-6*
 Armor Class: *4*
 Move: *12"*
 Hit Dice: *3*
 % in Lair: *100%*
 Treasure Type: *Nil*
 No. of Attacks: *1*
 Damage/Attack: *1-6*
 Special Attacks: *Nil*
 Special Defenses: *See below*
 Magic Resistance: *5%*
 Intelligence: *Normal*
 Alignment: *Lawful evil*
 Size: *M (5'-6')*
 Level/X.P. Value: *IV/125 +4/hit point*

Bloody bones are summoned by evil clerics from the Nine Hells to aid in the protection of evil shrines from the depredations of good clerics. The summoning results in the appearance of a master and 1-6 minions. The master has the ability to draw all undead of lesser hit dice within a 20 mile radius to its service. Once installed in an evil area, the Bloody Bones exert influence on any undead therein, resulting in a negative modifier applied to any good cleric's attempt to turn undead. This modifier is additive with any other penalty for the evil shrine or temple. The strength of this effect and the master's hit dice are dependent on the number of minions:

Number of Minions	Turn Undead Modifier	Bonus to Master's HD
0	-2	0
1	-3	+1
2	-3	+2
3	-4	+3
4	-4	+4
5	-5	+5
6	-5	+6

In addition to the modifier, the number of undead turned or disintegrated, if any, is reduced by 1-4 (though a successful attempt *always* affects at least one monster).

Control of undead can be maintained by the master itself or any of its minions. Only one need be in the presence of the undead being controlled for the modifier to be applied. If none are in the same (line-of-sight) area as the undead, "turn" attempts may be made normally. A telepathic link with its minions allows the master to send a minion where it is needed. The minions may effectively **Dimension Door** at will up to 24" range to move within the area, but the master must remain in the place to which it was originally summoned.

The master loses hit dice and hit points when its minions are slain, equal to one hit die and one third the hit points of the minion. Thus, an 11 hit die master who loses a minion of 24 hit points will immediately become a 10 die monster and lose eight hit points. If the master is slain, any surviving minions are **Gated** back to the Nine Hells. Note that reductions due to loss of minions are taken against the master's *original* hit points. For example, an 11 HD master reduced from 70 to 40 points while its minions are elsewhere will lose *no* hit points until hit point losses from destroyed minions exceed 30. It will lose hit dice as the minions are destroyed, however, but *not* hit points.

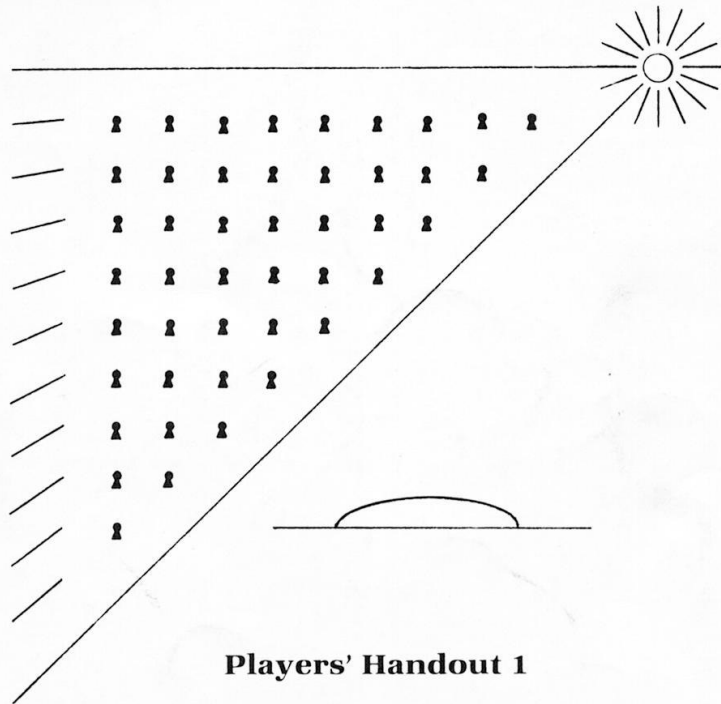
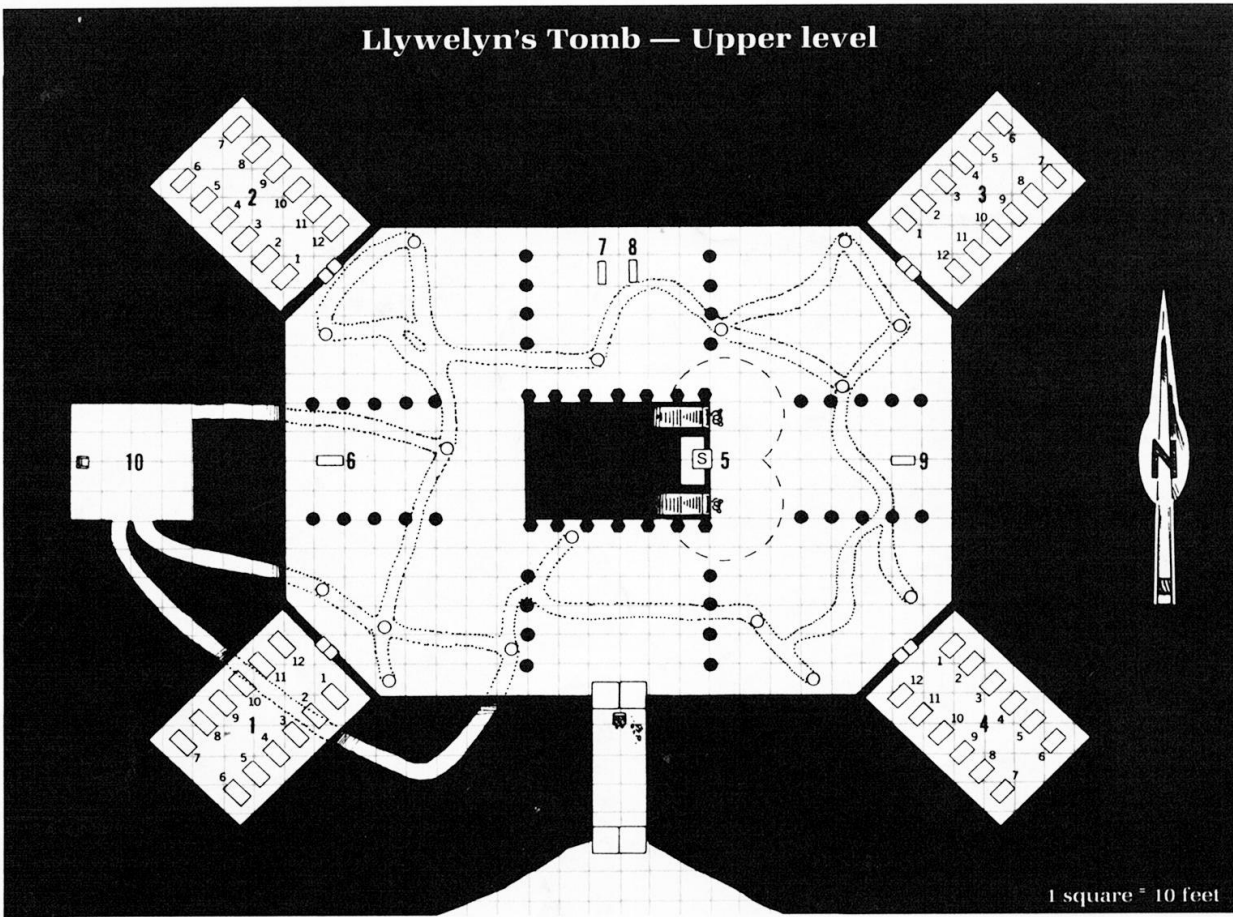
These monsters are skeletal, and thus edged weapons inflict half damage upon them.

Description: Bloody Bones appear as human skeletons clad in fine textured, heavy robes of a black, charcoal grey or dark brown color. The bones are a deep red from the blood that flows through them. The eye sockets are jet black, but Bloody Bones are capable of sight.

The Lineage of Kings

I sing for you now of the lineage of kings,
 Of Pellham's mighty and doddering
 Fools that japed and when all were done
 Proved worthless at best, all save one.
 Alendus Crebus, first of the kings,
 First of nine by his conquerings.
 Ciron the Hearty, lover of ale,
 Son of Crebus, he drinks in death still.
 Fenton the Foolish, moron well-named,
 Glutton of mutton, third fool of the famed.
 Heimwell the Haughty, brother of Ciron,
 The fourth he became by the slaying of Fenton.
 Pelcolb the Pious, bastard of Fenton,
 Builder of the Temple, fifth one in.
 Voltar the Victorious, paver of Kingsway,
 Grandson of Crebus, so they all say.
 Royberno the Bloody, bastard of Voltar,
 Grim destroyer of clansmen, seventh so far.
 Tornum the Terrible, tormentor of souls,
 Grim as his father, eight bake in the coals.
 Lascron the Last, ninth of nine,
 Father to no man, last of the line.
 Karnac the Cairnlord, usurper maligned,
 Lascron's cousin, mover of the nine.
 Agneus Expander, true lover of horses,
 Sibling of Karnac, the nine were of course his.
 Loring the Lost, foul slayer of eight,
 Third of the kings, but victim of fate.
 Loring the Lost, known for his songs,
 Plays minstrel to demons, as cursed by his wrongs.
 Marcus the Marshall, of this line is fourth,
 Four stones mark his cairn, pink ones, of course.
 Suradel the Scholar, first of the Witchkings,
 Son of the bard and prophet of many things.
 Argunth Elf-friend, of this line is sixth,
 Feared slayer of orc hosts who none trifled with.
 Rikar the Roarer, seventh of seven,
 Slain young in battle, first one to heaven.
 Lighmal the Dark, first of his line,
 Cousin of Rikar, awake for all time.
 Dalenial the Light, Black Lighmal's spawn,
 Cursed by his father, he's withered and gone.
 Llywelyn the Just, slain at his dinner,
 Gem of all kings, he was no sinner.
 Logar the Loved, a shepherd in youth,
 Llywelyn's son grew ancient in truth.
 Damosles the Wizard, grandson of Llywelyn,
 Second of the Witchkings, Time was the villain.
 Rotkoddam the Strong, sixth of the line,
 Led his troops into battle, led from behind.
 Claudius the Cautious, Rot's son and heir,
 Died in his sleep, though none seemed to care.
 Dacquiri the Witchking, eighth of nine,
 Slew Ishcabelle, died the same time.
 Kolm the Quick, first of the four,
 Fought without weapons, died at the door.
 Cemor the Valiant, kept up the bard's quest,
 Tried as he might, but finished second best.
 Dwarven Blaine Shortshanks for Cemor went on,
 Third quester and king was merely Time's pawn.
 Alendus the Second, rogue liar and cheat,
 The kingdom he destroyed lies at our feet.
 Two hundred years have passed us hence,
 And foolish rhymes sometimes make sense.
 That is the lineage of Pellham's kings,
 Fools, knaves and charlatans, blackguards and thieves.
 But the price of the telling's an awful demand,
 Hark to the wage the fiddler commands!
 For now it is finished, my song is complete,
 Your binding has ended, but you must be fleet,
 For the third time you hear the name of me,
 The third time is when they will come for thee.

Llywelyn's Tomb — Upper level



Players' Handout 1