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TORTURED SOULS!

No.9

SCENARIOS FOR ROLE-PLAYING GAMES

TROUBLE BROODING
RQ/AD&D/Expert

BURRAN MOOR
AD&D/Zhalindor

THE DARKLING STONE
AD&D/Zhalindor

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Inside



TORTURED SOULS! 9

What is TORTURED SOULS! ?

This issue marks the beginning of a wider distribution for **TORTURED SOULS!** and some of you may not be familiar with our aim.

TORTURED SOULS! is unique among fantasy publications, combining high quality module material with an inexpensive magazine format. Every issue contains solid gaming material, consisting solely of ready-to-play scenarios for the leading role-playing games systems, put together by some of the most experienced writers in the country.

With four or more complete scenarios in every issue, we believe that **TORTURED SOULS!** gives you a much better deal than ordinary packaged modules.

Check out the adventures in this issue, and see if you agree with us!

What is the ZHALINDOR CAMPAIGN ?

The central modules in **TORTURED SOULS!** are colour-coded and designed to be pulled out and built into a separate collection. Although these modules can just be used as standard AD&D scenarios (either individually, or incorporated into an existing campaign), they may also be combined to replicate the **Zhalindor Campaign**, a challenging series for experienced players.

The **Zhalindor Campaign** is compatible with other AD&D games, but contains some special features that give it a flavour of its own.

TS!3 gives details of how to set up the Campaign, and explains the varying spell effects that occur according to geographical location. **TS!4** details the deities of the Campaign, and the differing abilities they give to their individual worshippers.

ISSUE 9 OF TORTURED SOULS! CONTAINS THE FOLLOWING SCENARIOS:

TROUBLE BROOING

RQ/AD&D/Expert Floorplan-based scenario 3

BURRAN MOOR

AD&D/Zhalindor Campaign module 13

THE DARKLING STONE

AD&D/Zhalindor Campaign module 17

ARENA OF DEATH

AD&D/Expert module for single Fighter 29



**BEAST
ENTERPRISES**

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BEAST NEWS

"The scribe sat dutifully at the keys of the arcane machinery that would convert his thoughts to printed images, bringing news to the world outside the cell in which he laboured. Between stinging lashes from the whip or tongue of the Beast behind him, urging his minions to ever greater efforts, the scribe had time to ponder fleetingly on the awesome events of the past few days. As he did so, his eye happened to chance upon two sheets of parchment, left carelessly on the worksurface by the Beast Itself. The first parchment was obviously an incantation of some kind, and was titled:

"Distribution Agreement Between Beast Enterprises Limited and T M Games Limited"

"The scribe read far enough to ascertain that this was one of those binding spells he had heard tell of, whereby mortal men would sell their very Souls for a few pieces of gold. As the next lash fell upon his weary shoulders, the scribe pondered as to how to tell the world of his strange discovery..."

T M Games, Beast Enterprises and Integrated Games are very pleased to announce a major new distribution deal that will be great news to all Fantasy Gamers everywhere!

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Tortured Souls! will still be available direct to the public from **Beast Enterprises** (we currently have stocks of all issues except issue 1), as will **The Lost Shrine of Kasar-Khan** (set 2 in the **Complete Dungeon Master** Series), but **T M Games** will be handling all distribution to trade. We are very pleased with this development as it gives us far more time to concentrate on the actual production side of things. **Tortured Souls!** will be able to return to a regular schedule (watch out for issue 10 very soon), and the **Complete Dungeon Master** Series will be back with a vengeance with **The Watchers of the Sacred Flame** (set 3) and a new edition of **The Halls of the Dwarven Kings** (Set 1 - out of stock at the moment) being out in time for Games Day.

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Have we gone insane with our generosity this issue? Are we giving away free vouchers worth £5 to anybody who buys a copy of issue 9 of **Tortured Souls!**? Are we completely off our rockers?

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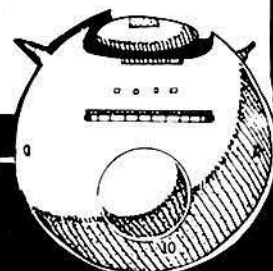
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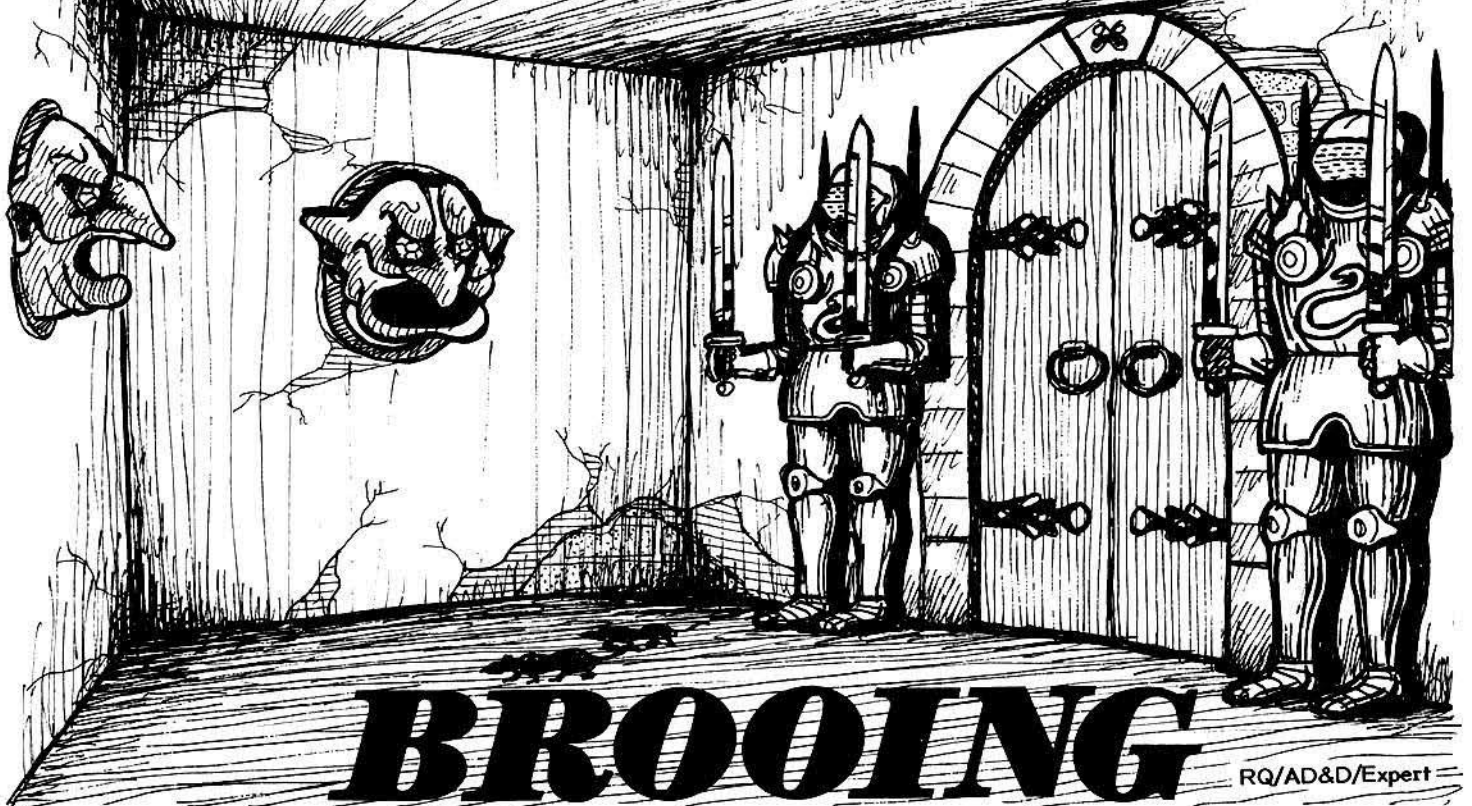
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TROUBLE



RQ/AD&D/Expert

Windsday, Disorder Week, Storm Season; Windsday, Disorder Week, Storm Season. Over and over the date turns in your mind. What could be more appropriate; the wind and rain buffet your small group of adventurers as you head northwards, your best-laid plans lying in ruins back in Pavis. The gods certainly knew how to name the days of the year!

Since your contract terminated with Duke Raus, your life had seemed to have lost all direction, until you heard of new terrors and trials in the mountains to the north of Pavis. When you arrived at Pavis the Lunar Guards were as obnoxious as ever and even refused to let you enter their fair City. Most of the towns and villages that you have passed since Pavis have taken the same attitude; what has happened to respect and hospitality in the last year?

All you want now is a warm room with a comfortable bed and a hot bath, but most of all you want to be out of the wind, rain and your damned uncomfortable saddle! As yet another town looms out of the grey rain, your spirit sags, as you expect to be turned away again. However you ride through the main gate without meeting a single guard. You enquire your way to the nearest inn, but before you have even turned the corner you are intercepted by a patrol and arrested.

You contemplate the delights of jail; it might even be warm, but instead of locking you up for tax evasion they escort you to the Council Hall. You are shown into the Main Chamber. As you stand dripping mud onto their nice clean red carpet, you assess the five men in front of you. Seated behind a long important-looking table in their civic finery, none of them look as if they could hold a sword, let alone use one! Eventually they cease their mundane conversations and the central one, presumably the Mayor, looks up at you.

"Adventuring scum," he starts, "as you have been caught trying to evade our town's taxes...."

He gets no further as you defiantly throw your over-cape to the ground revealing your shining sword and the Runes of Death and Truth; the trademark of Humarkt.

"I am no adventuring scum," you bellow at him, "I am a Sword-Priest of Humarkt and as such you will treat me with the respect that I deserve. Stand up when you address me!"

He rises quickly to his feet, upsetting an ink well. "Oh great Lord!" he trembles, "please forgive me." The mayor has totally lost his composure and as he struggles with his oratory your rage turns to scorn. "I offer my humblest apologies and ..."

"I am a Rune-Priest not a Lord, you great buffoon," you sarcastically inform him.

"Sorry, I'm so sorry." He looks as if would try to grovel but his belly wouldn't let him.

"Oh get on with it!"

"Yes my Priest. A few weeks ago a patrol disappeared from their tour of duty, on further investigation a second patrol was ambushed by a band of vile Broos, about a mile to the north of the town. Only one trooper survived. He managed to tell us that moments before the patrol was ambushed they had seen a Broo coming out of a cave entrance on the far side of the valley carrying something. Unfortunately he died of Brain Fever before he could say any more. Since then we have gone in fear of our lives, we dare not leave the town and only the most heavily guarded caravans dare travel north. We will pay you whatever you desire if you will free us from this terrible and disgusting menace, my Lord, sorry Priest."

You pause, at least it will be something to do and this town will show you some hospitality during Dark Season; why not? "All that I request is that you stable and feed my men's mounts and that you accommodate us in a manner to which we are accustomed." Which at the moment would be in with the mounts, you muse silently to yourself. "We will rest tonight and tomorrow, for I have vowed not to ride on Friday; we will deal with your Broos on Wildday. Now show us to the best tavern in town, I will not be bargained with!"

GM'S INTRODUCTION

Trouble Brooing, by Bill Howard, is written for use with Runequest, but various alterations enabling it to be used with either the AD&D or Expert rules are given on page 5. GMs intending to use the scenario with either of these rules systems should study that page carefully first, and may wish to make notes next to the Runequest text below to remind them where alterations will be required during play.

This scenario is intended for use with 6 - 8 Runequest characters of 60% to 90% fighting ability and 30% to 50% in the non-combat skills. The party should ideally be led by a Humakt Rune Priest with 4 to 7 points of Rune Magic but if the party is led by a Priest or Lord of another cult then the party should include a Humakti Initiate of almost Rune Priest or Lord status. For AD&D or Expert, 6-8 characters of about 6-8th Level should be used. The party will need some magic weaponry, and must have at least one magical clerical weapon. Ideally the party should be led by a Cleric of slightly higher Level than the rest of the party, but this is not essential.

The scenario is also intended to be suitable for use with floorplans. The maps on pages 6 and 10 are based on the original editions of **Dungeon Floorplans 1 and 2**, produced by **Games Workshop Limited**, who have kindly given us permission to reproduce them here. Ideally the maps should be glued together in advance in room-sized pieces; you may wish to leave statues and furnishings loose to be moved during play.

It should be pointed out that this is a Temple to a long-forgotten God and as such many events are not totally as they seem, and that methods of dealing with problems may exist that will work nowhere else (such as Disrupting the stone heads in the Inner Hallway). The players should be encouraged to experiment and the GM is free to allow anything that may plausibly work. AD&D and Expert players will find that many of the monsters have abilities a little different from usual, and this should add to the air of mystery surrounding the Temple.

Any member of the party who dies within the Temple who is not an Initiate or higher of Humakt will become a Ghost which will defend the area of their death to destruction i.e. a Ghost which will keep up spirit combat until either it is destroyed or the entire party is destroyed. Due to this a dead character cannot be resurrected if he dies within the Temple. An Initiate or higher of Humakt cannot be turned into a Ghost as it is a form of Undead but neither can they leave the Temple unaided. If a Humakti dies within this Temple he will become a spirit retaining all spell knowledge. He is free to move around the Temple and initiate spirit combat but he cannot leave. If he is bound into a spirit binding crystal then he acts as an allied spirit to the binder in that he can initiate spirit combat and cast spells through the eyes of the binder. If the crystal is then taken back to a Humakt Temple the spirit can be released to proceed on its way to Hell.

NOTE. As this Temple is currently inactive and has been like this for over 500 years the players may attempt Divine Intervention whilst they are inside.

The details of minor treasures belonging to the occupants of the Temple have been left for the DM to determine. If any magical items are included, remember that they will be used by the occupants to their full ability against the party.

PLAYER'S INTRODUCTION

There is no player's introduction as such as the geographical location of the Temple is vague enough to allow it to fit into most campaigns. If the above introduction is not applicable then the party can stumble across the cave entrance during the trek between two jobs of employment.

As the players penetrate deeper into the complex it should be made more and more apparent that this is a Temple to a long-forgotten God (Morsett) and it shouldn't take them long to realise that it was associated with the cult of Vivamort.

NEW MAGIC

The following new Battle Magic Spell is known by the High Priest's Allied Spirit (see room 15).

FORCE

Range - 40 metres. POW used - 1 point/point of spell

Type - focused, active, instant.

This spell creates a magical force with a strength equal to the current POW of the caster per point of spell i.e. Force 3 is three times as strong as Force 1. This magical force can only push things e.g. a door shut or an object along the table, it cannot pull. The caster must roll on the resistance table matching the STR of the force against the size of the object to be moved. If he fails he cannot move the object, if he succeeds then he can move the object up to one metre per meleeround for as long as he concentrates on the object. When he stops concentrating momentum may keep the object moving e.g. a door.

The new Rune Magic Spell below is given on a scroll in the Inner Sanctum (see room 19 and "concluding the adventure").

POWER DRAIN.

Cost - 3 POW points.

Range - 15m centred on caster. Duration - Instantaneous.

Stackable - No limit.

Non-reusable.

This special Humakti Rune Spell acts as if the caster has attacked ALL power sources, ie beings, spirits, POW storage crystals and undead within range in a similar fashion to spirit combat. The caster, and anything in Mind Link with him are not affected. The caster makes one roll on the resistance table and one roll on the POW loss table. Every source affected loses that amount of temporary POW. Anything reduced to a POW of 0 or less is totally destroyed except for POW storage crystals which are merely rendered inoperative for as many weeks as they went points negative e.g. two weeks for a crystal on -2 POW points.

For each point stacked 15 metres are added to the range, 20% is subtracted from the resistance roll and 5% is subtracted from the POW loss roll, a negative score on this second roll indicates that 4 POW points are lost.

This spell is mainly used against hordes of undead; any usage on a group of mainly living monsters will be severely judged by Humakt unless they are of the Vivamort or Thanatar cults.



ALTERATIONS FOR AD&D/EXPERT

This page lists the alterations that are required to use the scenario with the AD&D or Expert rules - RQ players should turn straight to page 7. The alterations for AD&D are listed first, and those for Expert (where they are not the same) follow in brackets. All spells given are for AD&D, DMs using the Expert rules may ignore any that do not occur in that system (although DMs familiar with both systems may wish to use them anyway).

GENERAL ALTERATIONS

The introduction should be amended to fit in with the party being used and the details of the normal game or campaign. All references to Broos should be changed to Bugbears.

All monetary references can be converted at the following rate: 1 Lunar = 1gp, 1 Wheel = 1ep.

Wherever a percentage roll is called for to avoid some misfortune, the character must roll under the specified ability times the modifier on percentage dice. E.g. to roll under DEX x 5%, the character must roll a number on the percentage dice less than 5 times his current Dexterity.

Whenever a poison is referred to as having a specific Potency, the DM should use this to give a modifier to the saving throw versus poison. Assume that Potency 20 is normal, and give a +1 bonus to the saving throw for every 5 points of potency less than this (e.g. a character would get a +2 bonus on his saving throw against a Potency of 10).

SPECIFIC ALTERATIONS**Room 1**

The four lay member Broos are Bugbears (Hp 20, 18, 23, 22), and the Broo Initiate is a Bugbear Witchdoctor (Expert: this bugbear has learnt some spells, and may be able to give the players some nasty surprises!), he is a Level 5 Cleric, and a Level 2 Magic-User and has 25 Hit Points.

Level 1 Spells: Cure Light Wounds, Darkness, Push, Shield.

Level 2 Spells: Augury, Chant, Speak With Animals.

Level 3 Spells: Cause Disease.

Room 2

To make a Swimming Roll a character wearing no armour needs to roll under DEX x 6%, a character in leather under DEX x 4% (characters in heavier armour will not be able to swim, but may try walking up the tunnel). The Luck roll should be rolled under STR x 5%.

Room 3

If a character tries to move a grating he should roll 3d6 and add this to his STR. If the result is equal to or higher than the STR of that piece of grating he will have moved it aside. A grating will support a character unless he rolls more than its STR on 6d6.

Room 4

Find Traps is as normal. Remove Traps and Open Locks are both at -10% (it will not be necessary to 'Glue' the trap in order to try picking the lock, but the trap will go off if either roll is failed). See room 7 if the roof collapses.

Room 5

The Undine is a Water Wierd (HP 21) with the ability to attack by dropping the characters as well as by drowning them (Expert: treat the Water Wierd as a form of small but highly intelligent water Elemental - AC 4, MV 120, HD 4, Attacks by drowning or dropping, any character hit will either be dragged into the water or picked up unless he saves versus paralyzation, sharp weapons do only 1hp of damage, blunt weapons as normal, when the creature has taken damage equal to its hit points it disrupts but will form again in 2 melee rounds).

Room 6

The two Ghosts are Wights (Hp 28,31), with no level drain ability and doing 2-8 points of damage per hit.

Room 7

A character will be buried unless he jumps aside by rolling under DEX x 5%. Dead characters will **not** become Ghosts.

Room 8

Treat the Zombie Spider as a special kind of undead giant spider with the following stats: AC 4, MV 12" (Expert 120'), HD 4+4, damage 2-8, can be turned as a Wight. Follow the RQ instructions to determine the effects of its web attacks.

Room 10

The Rune Lord Vampire is a Vampire (Hp 58) who can only drain one Level by touch. Clerics who are specifically associated with death will destroy the Vampire if they successfully turn it.

Room 13

Ignore the Ghost of the Duck in this alcove.

Room 15

Treat the High Priest's Allied Spirit as the non-material form of a 5th Level Cleric. In his current form he has the following stats: AC 2 (Base of 6 less 4 as invisible), HD 5+5, Hp 40, Attacks 1, Damage 2-5, Special +1 or better weapon to hit, 90% undetectable, turned as a Vampire.

Level 1 Spells: Command, Cause Light Wounds (x2).

Level 2 Spells: Augury, Hold Person (x2).

Level 3 Spells: Cause Disease

Ignore the Shade as it can no longer be summoned.

Room 16

The High Priest is the non-material form of a 9th Level Cleric. In his current form he has the following stats: AC 0 (Base of 4 less 4 as invisible), HD 9+9, Hp 75, Attacks 1, Damage +3 or better weapon to hit, 90% undetectable, turned as a Lich, Touch drains 2 Life Levels.

Level 1 Spells: Command (x2), Cause Light Wounds (x2).

Level 2 Spells: Augury (x2), Hold Person (x2).

Level 3 Spells: Continual Darness, Cause Disease, Curse.

Level 4 Spells: Cause Serious Wounds (x2).

Level 5 Spells: Quest.

Room 17

The alcove contains a fine silver chain set with amethysts (value 2500gp), and a scroll which will add 1 point to WIS if studied for 4 weeks.

Room 18

The Ghosts do not exist. The two statues guarding the door are Skeletons (Hp 8,8) in Plate Mail and using a parrying sword as a shield - hence AC 2.

Room 19

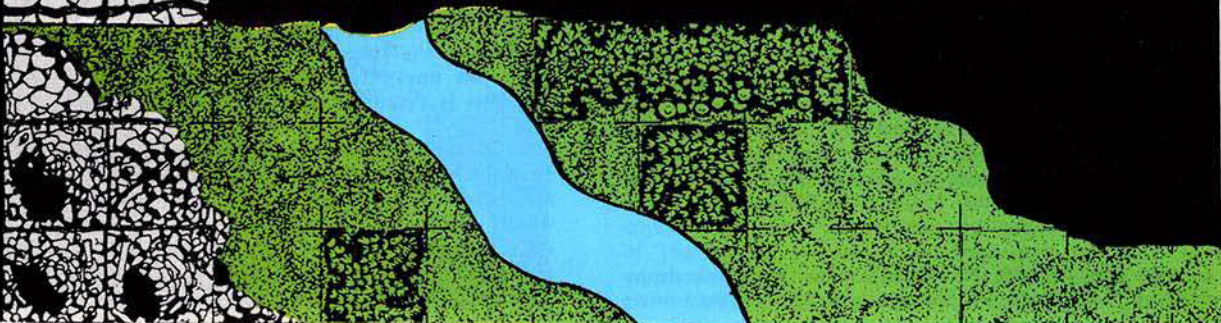
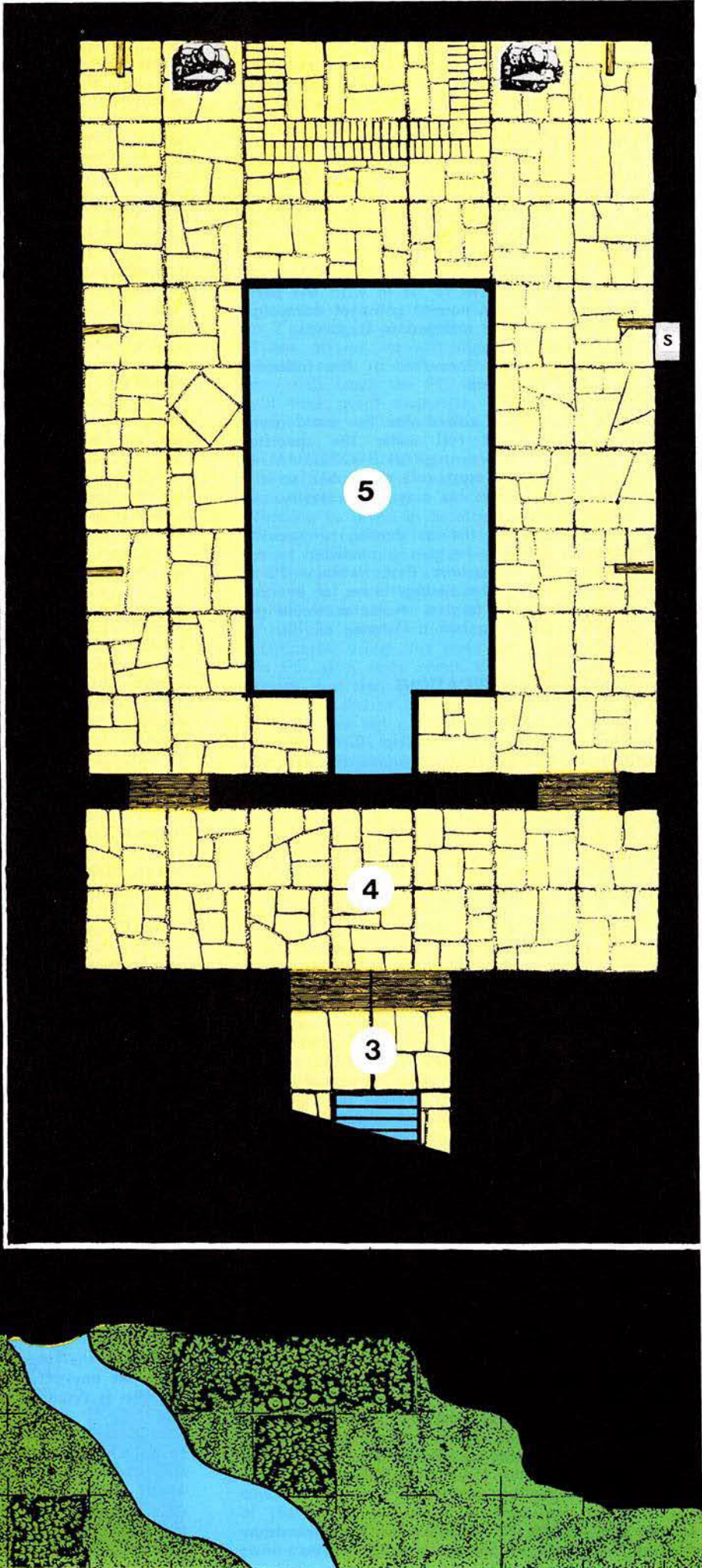
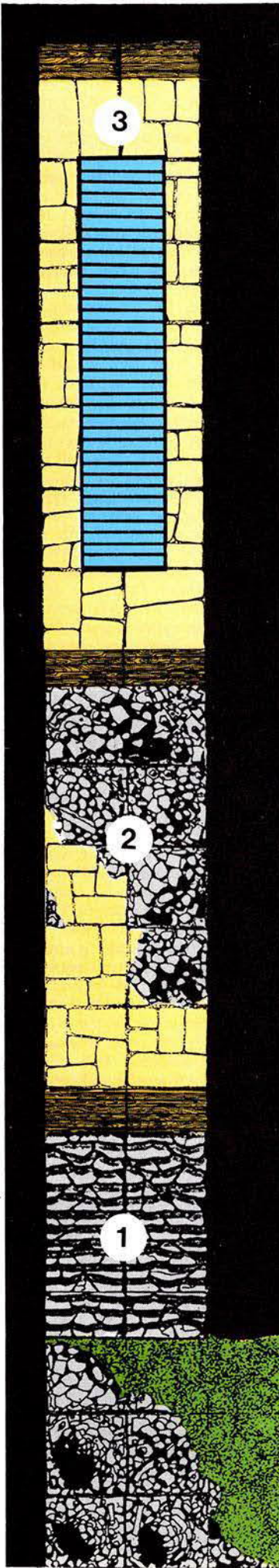
The four suits of plate armour are stone statues of armour clad warriors each wielding two swords. The two nearest the doors are a special type of Caryatid Column, and will animate to attack anyone entering the room. Their stats are as follows: AC 0, HD 7, Hp 30, Attacks 2, Damage 2-8, Special +1 or better weapon to hit.

The Wraith is a special Wraith (Hp 43), turned as a Mummy and can only be hit by +1 or better **clerical** weapons, all other weapons or spells having no effect.

The Gold Beetles are Goldbugs (Expert: a form of poisonous beetle the size and shape of a gold piece, AC 9, HD 1, Attacks 1, Damage 1-4 plus save versus poison or die).

Touching the idol drains 6d6 points of STR - if this is reduced to 1 or 2 points the character will go into coma, if 0 or less the character dies. Surviving characters regain 1 point per day after leaving the temple. A total STR of 30 or more is required to move the idol.

The contents of the scroll beneath the idol are left for you to determine. If possible you should use the scroll as a means of introducing further adventures, possibly set in a whole series of abandoned temples dedicated to Morset. Alternatively you may wish to use it to introduce some new spells into your game, perhaps from *Unearthed Arcana* or of your own devising.



THE LOWER LEVEL**1. Entrance Cavern**

As the party ride towards the location of the ambush their look-outs will spot a cave entrance on the other side of the valley. It is about 1000 metres away. A Farsee spell will reveal that there is a spoil heap on either side of the cave entrance and that a Broo emerges from the cave at about 5 minute intervals carrying a sack full of earth that he empties onto a pile and then returns back into the cave.

There are five Broos in the cave, four lay members of Mallia and an Initiate of Mallia. They are currently engaged in digging out the Entrance Hallway.

Broo leader

(Initiate of Mallia, prospective Priest of Morsett).

Str	16	Pow	21		12/7
Con	18	Dex	13	15/6	18/8 15/6
Siz	10	Cha	9		17/7
Int	14	HP	20	18/7	18/7

Defense 35%

Chaotic Feature: 12 point skin

Disease Carried: Soul Waste

Bastard Sword 90% SR6 Parry75% Damage1d10+1+1d4
Large Shield Parry90% Absorbs16points

Spells: Bladesharp 3, Disruption, Strength, Healing 6, Protection 2

Rune Spells (one use only): Spirit Block, Shield 1, Extension 1

(He will only use these in an emergency as he wants to keep them until he becomes a Priest when they become reusable.)

Lay Member Broos

(All of these four have the following stats in common.)

Str	14	Cha	6		3/6
Con	16	HP	16	4/5	5/7 4/5
Siz	13	Def.	10%		4/6
Dex	13			5/6	5/6

Club Attack 60% SR8 Parry50% Damage1d8+1d4
Butt Attack 75% SR12 Damage1d6+1d4
Sling Shot 65% SR2/9 Damage1d8

Spells: Speedart, Healing 2, protection 2, Bludgeon 2, Disruption

Broo 1 Int 15 Pow 13

Chaotic Feature: Explodes on dying, doing 3d6 damage to all within 3 metres.

Disease Carried: Creeping Chills

Broo 2 Int 10 Pow 17

Chaotic Feature: Appearance is very confusing, treat as a defense of 40%.

Disease Carried: Soul Waste.

Broo 3 Int 13 Pow 15

Chaotic Feature: Can befuddle one opponent per round in addition to its normal attack.

Disease Carried: Brain Fever.

Broo 4 Int 17 Pow 18 HP. 17 Def. 25%

Chaotic Feature: Spirit attacks the person who deals its death blow, and 4 point skin

Disease Carried: None

2. Entrance Hallway

The ceiling has collapsed into the room totally filling it and the double doors leading into The Long Walk cannot be opened. The right hand door leading into the entrance cavern has been removed from its hinges by force and the first metre or so of the room has been excavated. It will take another five weeks to clear and make safe this room so the party must find another way in.

If the party investigates the stream in the Entrance Cavern they will notice that there is just enough room to either swim down the tunnel or walk down using the walls to steady themselves. There is a slight air gap between the water and the top of the tunnel and a dim light can be seen about five metres down the tunnel. If the party swim then they will need to make two Swimming rolls.

If the party decides against this they must try to walk down the tunnel. To do this they must try to roll under current POW x 5% (i.e. a Luck Roll) if they succeed they must try to roll under DEX x 3% else they must roll under DEX x 2%. If they fail this roll they must try another Luck Roll and a swimming roll. They will then be back in the Entrance Cavern and taking 1d3 damage straight to their chest for each Luck or swimming roll that they failed. Unfortunately for the person attempting this they must do it twice in order to reach The Long Walk.

3. The Long Walk

This room is lit by daylight penetrating through cracks in the ceiling and although there is just enough light to see by it is impossible to work in these conditions without the use of a light source. The only way that a character could have arrived here is through the stream tunnel and so he will be hanging onto the grating from the underside. This grating is in five parts with strengths of 30, 24, 35, 21 and 23. If the character is on a rope then he may tie himself onto the grating and then attempt to move another one be rolling on the resistance table.

When then grating gives, check to see if the grating he is tied to supports him by matching SIZ vs STR on the resistance table. If he is not on a rope and cannot therefore tie himself on he must roll under DEX x 1% or slip back down the tunnel if he tries to move the grating. Neither set of double doors are locked or trapped but the ones leading to the Entrance Hallway cannot be opened. A successful Map Making roll will allow the character to deduce the size of the Entrance Hallway.

4. Outer Temple Ante-Chamber

This room is not lit. Wall paintings in this room depict a horrific God chasing mortals and devouring them while a High Priest raises people from their graves while yet another causes plagues and famine. The floor is covered in dust and obviously hasn't seen a living being in over 500 years. Both doors leading into the Outer Temple are locked and trapped identically. A successful Find Traps and Know Lock will show that the lock is in two parts: one part is the lock while the other is the trap mechanism.

This mechanism is linked to a rod running up through the door which activates another mechanism which causes the roof to collapse. The trap is very complex and is -15% to Disarm it. However, if the party cast 15 STR points of Glue at the trap it will hold it long enough for one person to attempt to pick to lock, which is also at -15% (as both locks and traps are identical a character can only have one attempt to Pick Locks etc. at either door). If the party attempt to pick the lock without doing this, or fail in their attempt to pick the lock, the ceiling will collapse (see room 7 for the results of such a rockfall).

If the party can't gain access to the Outer Temple this way, they can continue up the stream tunnel. After one Luck and DEX roll the character will come across a grating blocking further passage. To move this he must make a Luck roll, a DEX roll, and then a STR vs 20 roll on the resistance table. When he succeeds in moving the grating he will emerge in the pool in the Outer Temple.

THE OUTER TEMPLE

5. The Outer Sanctum

This room is the Outer Sanctum of the Temple where lay members and initiates prayed and sacrificed POW to their God. It has a number of features of interest to the party.

Within the room is a large pool. This pool is fed by a natural spring which bubbles up just in front of the altar. The water level is some 18 inches below floor level and so any person trying to overcome his SIZ vs STR on the resistance table. Living in the pool is an Undine. This Undine cannot be dismissed, even though it was summoned by the Rune Spell; it is a "living" inhabitant of the pool.



Small Undine.

Int 6, Pow 24, Str 10, HP 48, siz 3x3x3 metres.

The room is 6 metres high and therefore the Undine can cause 2d6 damage to a dropped character. However, if the character can make a jumping roll, then he will land back in the pool and only take 1d6 damage, all armour absorbs. A character trying to evade the Undine must make a Swimming roll in order to succeed. At the bottom of the pool are various skeletons and coins. The coins are worth a total of 50L and are 4 Enc points. There are also two gems worth 100L and 20L.

Set into the sides of the pool in front of the altar are two steps. These are 1 x 1/2 x 1/4 metres in size, and if a successful Spot Hidden is made in them, small pieces of rotten wood can be seen. A plank was once placed across the pool at this point but it has long since rotted away.

Set into the walls at various points are torch holders and torches. These torches can only be lit by an Ignite spell and burn without heat or smoke. They will only burn inside this temple and they cannot be used to set light to anything, including the other torches. Pulling the appropriate torch opens a secret door to area 6. At the back of the room is a raised dais on which is an altar. On top of the altar is a small box containing three small tablets. Each tablet is a dose of poison of potency 20 which will take effect five minutes after swallowing the tablet; death is painless.

At the sides of the altar are two complete suits of plate armour. In each hand, crossed over the breast plate, is a Broadsword. All of the metal is severely corroded and not worth trying to remove from the temple.

Running around the room is a balcony. As it overhangs the room it is impossible to climb up to it. A grappling hook could be thrown and hooked over the low wall though. The balcony can also be reached by standing on the altar.

THE UPPER LEVEL

6. Secret Passage

At this point the roof has collapsed and blocked the passage. Although it will only take thirty minutes to clear the blockage after ten minutes the people digging will be attacked by two Ghosts.

Ghost 1 Pow 10, Int 8

Ghost 2 Pow 12, Int 14

After the debris has been cleared two Dwarf bodies will be found. If the party makes a Spot Hidden on the bodies they will find that the front one had hit a trip wire which obviously caused the ceiling to collapse. If a special Spot Hidden is also made the party will find a gem stone (worth 200L) in a hollowed out heel of one of the dwarf's boots.

If it is felt that the rest of the scenario will be too powerful for the party then these two Dwarves were Initiates of Humakt. Their level will depend on the strength of the party, having these two spirits around should not make the rest of the scenario too easy.

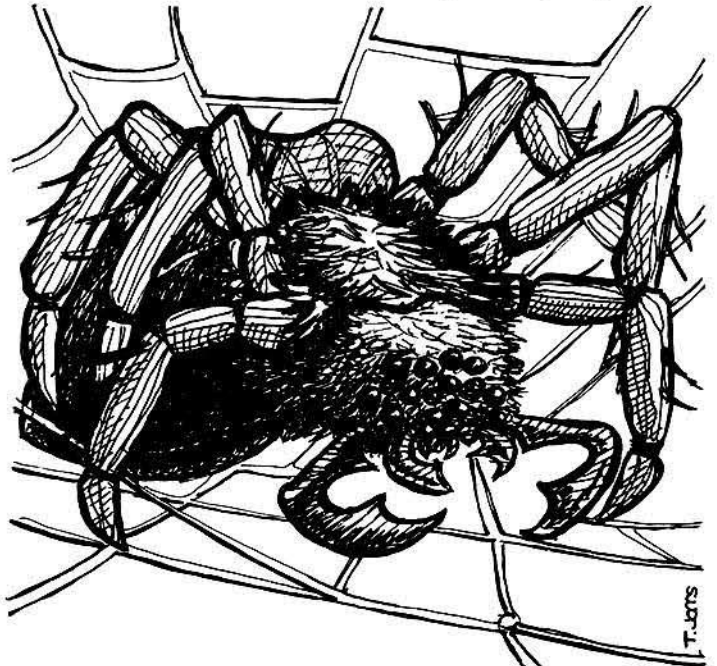
7. At this point there is another trip-wire which will collapse the ceiling above the first two members of the party. If the characters can make a DEX x 1% then they have avoided the rock fall. Anybody caught in the rock fall will take 10d8 damage spread evenly over all hit locations, only leather armour counts. Anybody who survives that but is buried will die of asphyxiation before the party can dig them out. The character will be buried if he was a Size 15 or less or fails a Luck roll if he was bigger. If a character dies here his Ghost will attack anyone who tries to clear the rubble. If the roof is collapsed it will take 3 turns to clear it away.

8. Above this landing lurks a Spider Zombie which will fall onto the first person arriving here.

Zombie Spider

Str 20	Cha 1	Leg (01-02) 3/5	Leg (03-04) 3/5
Con 19	Pow 1	Leg (05-06) 3/5	Leg (07-08) 3/5
Siz 20		Leg (09-10) 3/5	Leg (11-12) 3/5
Int 4	HP 20	Leg (13-14) 3/5	Leg (15-16) 3/5
Dex 17		Body (17-19) 8/8	Head (20) 8/8

Fall Attack	150%	SR 12	Damage 1d8+2
Bite Attack	60%	SR 5	Damage 1d6+1d6+poison
WebAttack	50%	SR 12	Damage Special
Crush Attack	200%	SR 12	Damage 1d3per leg+1d6



The poison is the same potency as the spider's current hit points and is matched against the character's current hit points. If the poison fails to overcome the character then there is no effect; if it succeeds the character is totally paralysed, incapable of any action except spell casting (AD&D/Expert: Spellcasting will **not** be permitted).

Each round the spider secretes a sticky web onto its victim. In the first round the victim must roll under CON x 10% or die of asphyxiation, the second round CON x 9% etc. The spider's crush damage is equally divided between each arm, the head and the chest. Metal armour protects until it is destroyed, leather fully protects each round. As soon as its victim is incapacitated, it will retreat up the wall, with the body, and onto the ceiling to eat its victim.

The spider's victim may only use short thrusting weapons such as shortswords and daggers if already in hand. Only one other member of the party may attack due to the confined space but up to two others may cast spells at the spider or its victim.

If the victim is killed then his spirit will immediately attack the first member of the party to approach the secret door, this door is clearly visible from this side and it is not trapped.

9. Rune Lord's Ante-Chamber

This room was lavishly decorated with wall tapestries, rugs, easy chairs, a small table and what was obviously once a drinks cabinet. However the whole room is now covered in dust and in a general state of decay and disrepair.

Due to the decay nothing in this room is of any value to the party even if they could find some way of removing the items. None of the three doors are trapped but the one leading to the balcony is locked, the key is in the Bedroom around the Vampire's neck.

10. Rune Lord's Bedroom

As the party enter this room, a tall, dark, handsome man will rise from a chair directly opposite the door, smile (flashing his vampiric teeth), and say in Praxian "Good, lunch at last!", he will then attack by trying to catch the eye of the first person to enter the room. This character must roll under current POW x 3% to avoid the glance (AD&D/Expert: use the normal procedures for determining the effectiveness of the vampire's gaze attack), if the character makes this he will have just enough time to prepare himself before finding himself in combat with the vampire. If he fails then he will turn to face the rest of the party, backing slightly into the room so that only one person can attack him at once, and attack anyone trying to enter the room.

If this person is defeated then the vampire will attempt to catch the eye of the person fighting. However, this person will only need to roll under current POW x 5% as he will be expecting the attack. The vampire will cast his spells on his bodyguard in order to try and keep him alive. This vampire will try to incapacitate the entire party and will therefore engage in combat himself, in the place of a fallen bodyguard, if he is not too outnumbered. If he is outnumbered or losing he will become gaseous and flee.

Rune Lord Vampire.

Str	28	Pow	21		0/7
Con	16	Dex	13	4/6	5/8 4/6
Siz	16	Cha	15		4/7
Int	15	HP	19	5/7	5/7

Bite Attack	80%	SR	9	Damage	1d4+2d6+bloodrain
TouchAttack	70%	SR	9	Damage	1d4+2d6+POWdrain

Spells: - Protection 4, Strength, Ironhand 2, Befuddle, Disruption, Visor, Glue 1.

Rune Spells (one use only): - Reflection 2 (for Cult related reasons he cannot cast this on himself).



This vampire is immune to all non-magical weapons (weapons made of Rune metal included, they just pass straight through him) although weapons may be used to set Bladesharp etc, through the armour e.g. a sword with Bladesharp 4 doing 6 points of weapon damage to the arm will only do 4 points of damage as the extra 2 points of weapon damage does not affect the vampire. However, Disruption spells do double damage i.e. 2, 4 or 6 points and those focused through a Humakt Rune Master's Sword have a 95% chance of doing 12 points of damage. If the Humakt Rune Master opts to overcome the Vampire's power he may aim this disruption attack, (the Humakti should try to roll under INT x 3% to see if he can remember this type of Vampire's special weakness).

The room contains a bed, an easy chair, washing items and a chest. The chest is not locked or trapped and contains various ceremonial gowns (worth 250L to a Lhankor Mhy Temple if the party can get them out undamaged) and another smaller chest. This chest is locked and trapped, the trap is a simple needle trap but the poison evaporated many years ago. The needle does 1d4 damage to the hand trying to pick the lock, only leather armour counts. The chest contains various coins worth 50L to a collector (not a Lhankor Mhy Temple, they have plenty) or 15L as scrap metal.

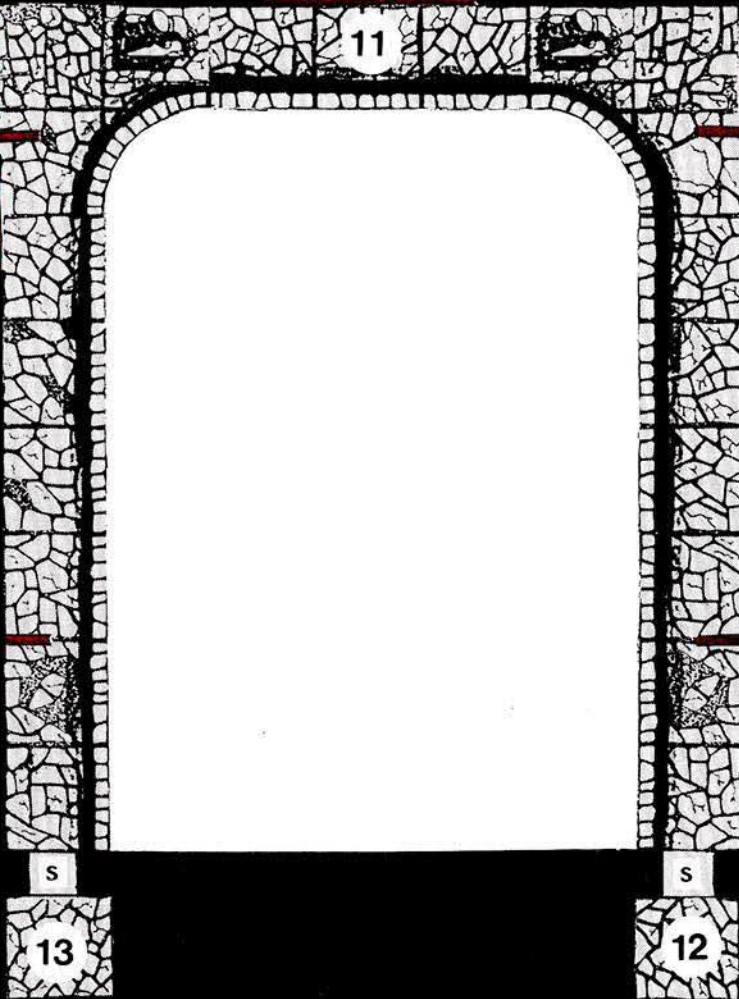
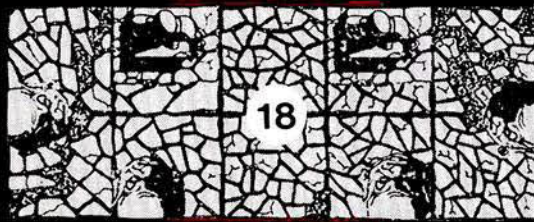
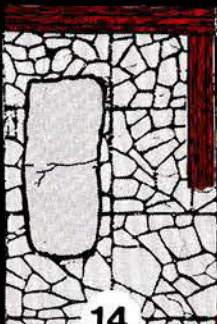
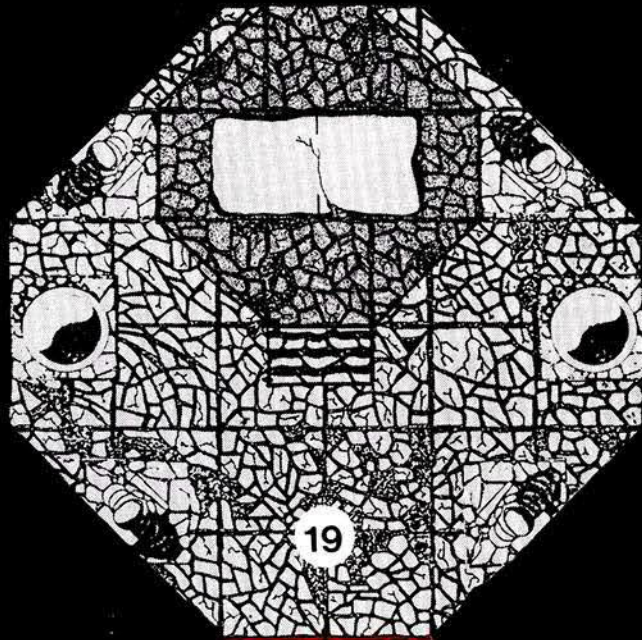
11. The Balcony

All of the doors leading from the Balcony are locked but not trapped. There are four more torches here like the ones in room 5. There are also two more complete suits of plate armour but they are not special. A low wall runs around the edge of The Balcony to stop people falling into the pool in room 5.

12. The Toilet

If the party listen at this door they will hear a sound like dripping water. In the floor of this room is a recessed hole and two raised plinths about the size of human feet. The hole eventually joins up with the stream somewhere between the pool in the Outer Sanctum and the Long Wall, however as it is only six inches across it is impossible to get down it. In the centre of the back wall three feet above the floor is a loose stone from which water is dripping.

If this stone is removed, a torrent of water will rush out and fall to the floor totally filling the recess and then draining away. The water collects in a natural pocket behind the stone which will fill up again in twelve hours, if the stone is replaced, by water percolating through the rock. Any character who spends more than 5 melee rounds (one minute) in here has a cumulative 5% chance per melee round of catching a random disease.



13. Secret alcove

The door to this alcove is trapped but as the mechanism is completely within the alcove it cannot be detected except by a spell and even then it cannot be disarmed. The trap was set by a Duck of size 3 who had a Trap Set skill of 85%. When the alcove door is opened it causes a crystal vial to fall and smash. This vial contains a highly volatile liquid which turns into a gas when it comes into contact with the air. This gas billows out and engulfs the Balcony up to the first torch bracket in but one strike rank.

Anybody caught in the cloud will be affected by a poison of potency 10. This poison acts against the nervous system and has the effect of halving or quartering ALL skills depending on whether or not the PC made his resistance roll. These effects last for a week. The gas cloud will disperse in one minute. These effects can be counteracted by a potency 10 spider poison antidote. Also in the alcove is a Ghost of the Duck. It has a POW of 17 and an INT of 15 and it will attack the first person who approaches the alcove once the door has been opened. In this alcove are two rough uncut gem stones worth 20L and 30L.

14. The Laboratory

In the centre of this room is a large stone slab on which is the decayed corpse of a human. Lining the walls are racks of the bones of various creatures and crystal jars of pickled parts of various animals and humanoid races. In one corner is a large chest full of broken saws, knives, scalpels, hammers, chisels etc. This was once a laboratory where the High Priest constructed various skeletal and zombified monstrosities before unleashing them on the surrounding countryside. An Alchemist Guild will pay for the pickling liquids but as each jar carries a random disease great care will be needed while handling them.

15. High Priest's Ante-Chamber

This room contains two easy chairs, a writing desk, a rug on the floor, wall tapestries and a small table. The High Priest's allied spirit watches this room but will not attack anything unless ordered to by the High Priest. If it is attacked by another spirit it will cast Spirit Block and try to ignore the attacking spirit unless informed otherwise by its master (the High Priest does have a plan of attack, see room 16).

High Priest's Allied Spirit, Int 13, Pow 18

Spells : - Force 2, Glue 2, Demoralise, Disruption, Silence, (other non-offensive spells).

Rune spells: - Spirit Block, Summon Medium Shade, Shield 2, Multispell 1

MediumShade.

Int 5, Pow 19, Str 22, Siz 3x6x3 metres., HP 20

Dagger Attack 40% SR 5 Damage 1d4+2d6.

16. High Priests Bedroom

This room is sparsely decorated and contains a bed, washing items, a rug and a large chest. The Ghost of the High Priest watches this room. As soon as one person has entered the ante-chamber the High Priest and his allied spirit put their battle plan into effect.

Round 1. Somebody enters the Ante-Chamber, Spirit Blocks are cast.

Round 2. Multispells are cast.

Round 3. Somebody enters the Bedroom. Allied spirit casts Silence and Force 2 on the door to the bedroom. High Priest casts Glue 2 on the door and Befuddle on the intruder delaying by 5 SR to allow the door to close.

Round 4. Allied spirit summons the Shade, High Priest casts two Disruptions at the intruder.

Round 5. Allied spirit gives the Shade orders to attack the party. High Priest casts two more Disruptions.

Round 6. Allied spirit casts Shield 2 on the Shade. High Priest casts two more Disruptions or Dispel Magic 4 depending on whether or not the intruder is hurting him.

Round 7. Allied spirit engages in spirit combat or Disrupts the party as necessary. High Priest continues with the intruder or attacks the party as necessary.

This is their best plan of attack and will probably kill at least one member of the party. If this occurs don't forget their Ghost when the rest of the party enter the Bedroom. However, they will be very lucky if they can follow it all through, as in order to cast a spell whilst in spirit combat it is necessary to roll under INT x 5%.

High Priest's Ghost.

Int 16, Pow 18 + 10 points in a Crystal.

Spells: - Dispel Magic 4, Disruption, (other non-offensive spells).

Rune Spells: - Multispell 1, Spirit Block 2, Shield 4, Divination 5, Spell Teaching, Create Skeleton, Create Zombie.

The only item of interest in this room is the large chest which contains ceremonial robes of a similar style to those in room 10. They are worth 250L to a Lhankor Mhy Temple.

17. Secret Alcove

In this alcove, which isn't trapped, is the High Priests POW storage crystal (10 points) and a scroll that if studied for 6 weeks while doing nothing else will increase all Perception skills by 20% up to a maximum of 75%.



THE INNER TEMPLE**18. Inner Hallway**

This hallway is lit by an eerie yellow light given off by eight yellow gems mounted as eyes in four gargoyle type heads just below the ceiling. Each head contains a Ghost; all the Ghosts have a POW of 15 and an INT of 10. These Ghosts can "see" through the gems and so they do not have to rely on detecting a presence by POW. These Ghosts will attack anyone entering the room. However, they can be destroyed by destroying the head in which they reside.

The head can only be damaged while the Ghost is within it, ie when the room is empty. Only magical damage such as Speedart or Disruptions will have any effect although the arrow will help to pierce the armour. Each head has 10 hit points, effectively 6 points of armour, a POW equal to the resident ghost, and hit locations 01 to 18. The eyes have only one hit point each but effectively 15 armour points and are locations 19 and 20. The eye gems are worth 50L each intact but nothing if destroyed.

The two suits of plate armour at the end of the corridor are identical to the others, but these contain an animated skeleton. The skeletons have orders to attack anything trying to pass through the doors that they guard, they have identical stats.

Skeletons (2 off).

Str	21		7/-	
Siz	20	7/-	8/-	7/-
Pow	1		9/-	
Dex	16	8/-		8/-

RH Broadsword Attack/Parry	80%	SR 5	Dam 1d8+1+2d6
LH Broadsword Attack/Parry	80%	SR 5	Dam 1d8+1+2d6

These skeletons will attack and parry once per round. Due to the nature of the armour, destroying a leg or the abdomen by disruption will not cause the skeleton to fall down.

19. The Inner Sanctum

This room is lit by a bright golden light emanating from a golden statue of a horrific idol, on a large altar, on a raised octagonal dais at the back of the room. On the front of the altar are five runes: Undead, Darkness, Chaos, Spirit, and Water. Lying on the stairs, with his hand outstretched towards and almost touching the idol, is the corpse of a large (size 18) humanoid (he was an ogre but he is now well and truly undead). On either side of the raised dais and on either side of the door is another suit of plate armour like all the others. However, only the pair guarding the door contain skeletons (they are identical to the one given above). The two urns are each full to the brim with Gold coins.

The first person to enter the room will be attacked by both skeletons. They have a positional advantage as both of them can fight only one person. The skeleton not being attacked by the character will attack twice. Due to the presence of the gold all battle magic cast in this room will not work unless it has been Extended.

As soon as the skeletons have been killed a dark mist will appear over the body of the ogre which will then form into a wraith. It will take two rounds to form, during which time it is immune to ALL attacks, weapons merely pass straight through it regardless of enchantments. Once it has formed it will attack the nearest character.

Wraith, Pow 16, Int 13, Dex 20

Special first attack POW vs Con for 14 or 7 points of "damage" to the character's INT, regainable at one point per week. Subsequent attacks against the same person; POW vs POW for 2, 4 or 6 points of damage to a random location, only magical protection absorbs. The wraith can only be hit by magical weapons, the magical damage being subtracted directly from its POW, it cannot be engaged in spirit combat.

There is nothing of value on the ogre's body. He died from touching the idol which drains 6d6 points of permanent POW the first time that anyone touches it. If the person survives he will not lose further POW by touching it. If, however, this POW drain kills the character then he will return as a Wraith to haunt this room on the next Wildday. The statue is worth 1,000,000L as scrap Gold, but nobody will buy it and it cannot be smelted down so it is effectively worthless to the party! It is standing on top of a secret door, if the party try to move it by some means other than by touching it the POW drain will be conducted through all but Rune metals. Wood will not conduct the POW drain and all other materials will disintegrate on coming into contact with it. To move it a STR vs SIZ roll should be made on the resistance table. It has an effective size of 30 even though it is only 12 inches tall.

In the secret compartment beneath the idol is a scroll, see "concluding the adventure" for the contents of this scroll. Behind each of the five Runes carved on the front of the altar is a secret compartment (Spot Hidden at -20%). Each compartment contains a scroll describing various aspects of the cult, each scroll is worth 500L to a Lhankor Mhy Temple, but the set of five is worth 4000L. Each urn holds 500 gold coins. However, as they are not Wheels they are worth only one fifth of a Lunar each as scrap gold. However, the urns hold a nasty surprise as some of the "coins" are in fact living, a critical Spot Hidden on the urn will show that not all of the coins are the same, some look different!

Gold Beetles

Str 6, Con 5, Siz 1, Pow 18, Dex 30, (01-20) 8/4
Defense 75%

Bite Attack 95% SR 1 Damage 1d4+Pot 20 Systemic Poison

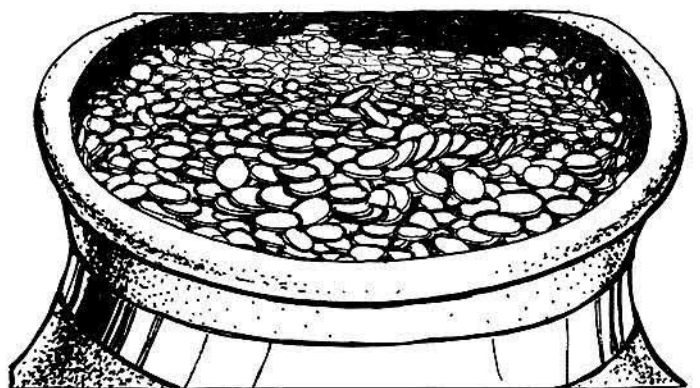
This poison has no known antidote!

There are 4d10 of these beetles in each urn and there is a 90% chance that anybody picking up a handful of coins will also pick up 1d2 beetles. Only leather armour counts against the beetles' bite to the hand that picked it up.

CONCLUDING THE ADVENTURE

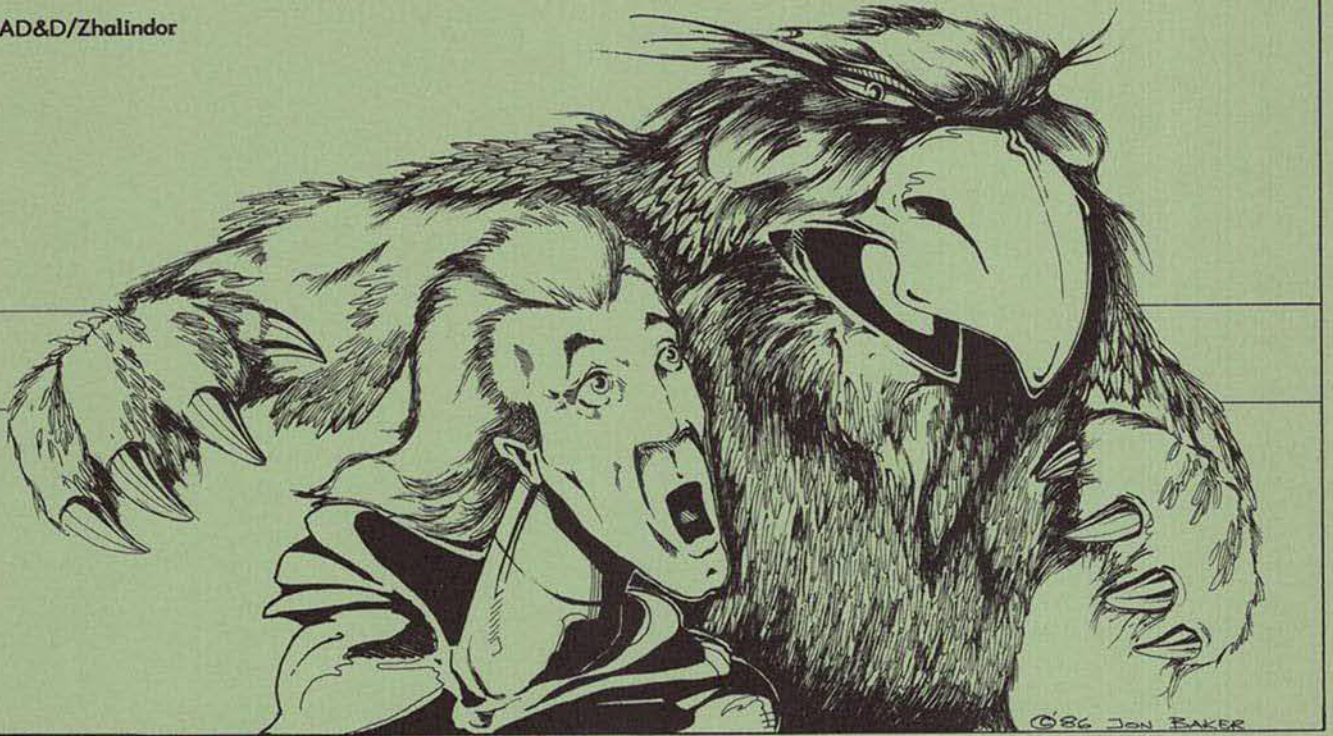
If this is a one off scenario then the scroll found in the altar in the Inner Sanctum will contain the Rune Spell detailed on page 4. The Rune Master in charge of the party will have his Charisma raised by one and when he next prays at a Temple to Humakt will gain the above Rune Spell for no POW loss. As soon as this occurs all other Rune Masters of Humakt will be able to sacrifice POW for the spell like any other Rune spell. The scroll should of course be given to the nearest Humakt Temple for safe keeping. This Temple will also teach all members of the party Bladesharp 4 for free if they want it.

If this scenario is to be used as part of a continuing campaign then the scroll will contain details of the locations of other Temples to Morsett which in turn will lead to the Rune Spell scroll. However the Rune Master in charge of the party will still gain the Rune Spell the next time that he prays at a Humakt Temple although no other Rune Masters of Humakt will be able to sacrifice for it until the scroll has been discovered.



BURRAN MOOR

AD&D/Zhalindor



Burran Moor is the first scenario in a three-part adventure taken from the Zhalindor Campaign. It is continued in this issue with **The Darkling Stone** and concludes in **TS!10** with **Marasmus Redivivus**. The adventure is designed for 5-7 PCs of 3rd-4th level using the AD&D game system; some reference will be made to the Campaign supplements in **TS!3** and **TS!4**, but these are not essential to the scenario - if the module is being used outside the Zhalindor Campaign you should make sure that nothing herein conflicts with either your normal rules or the setting of your own campaign.

HARLIN DALE

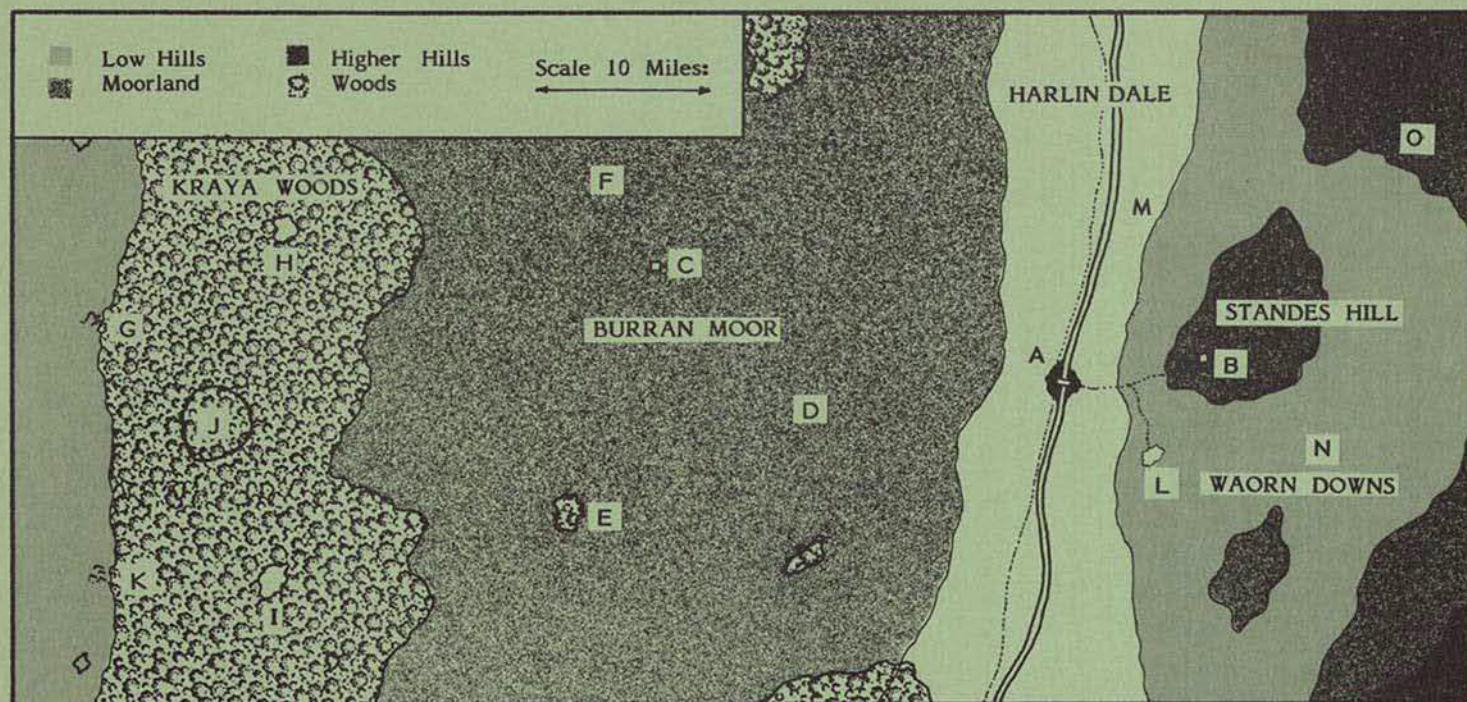
The action of this module is set in and around the village of Harlin Dale, situated in the south-east of the kingdom of Hemen (hex P28 on the Campaign map). The village once had some importance as part of the border defences of Hemen but, since the incorporation of Tumaria into the vast Empire of Zhalindor, it has become a forgotten and isolated backwater. The castle that stands on the hill overlooking the village has been deserted for seventy years and the villagers have little contact with the outside world. Most of the locals are subsistence farmers and the poor soil and harsh taxes of the area ensure that there is rarely a large excess crop to trade in the nearby towns. Even travellers and merchants are infrequent in this part of Hemen and the only outsiders who appear regularly are the Governor's tax collectors.

The village sits in the low valley of the River Harlin, a tributary of the River Shaal. To the east is Standes Hill (named after the first owners of the castle built there) and beyond that are the Waorn Downs, a small range of hills and valleys that stretch most of the way to the town of Merrim (the nearest large market). To the west is the desolate and reputedly dangerous Burran Moor, which itself borders Krayk Wood, an area that no villager would willingly enter (and it is said that even fewer ever leave). The land in the valley for a few miles north and south of Harlin Dale is farmed by the villagers and the edges of the moor are used for grazing (though the flocks are brought down into the valley before nightfall, no herder wishing to be on the Moor in the dark).

The villagers, on the whole, are quiet, simple folk, more or less satisfied with their lowly existence and happy to stay in this backward but peaceful district; those who wish for something greater (mainly the young men) tend to drift to the nearby towns, although some return when they find that life is not much better there. Like most of the Hemeni, the villagers are distrustful of adventure and excitement but are quite willing to listen to grand and improbable tales of heroic exploits, provided that the narrators do not threaten their own serenity with similar actions in the village.

DM'S INTRODUCTION

At the time of this scenario the peace and quiet of the poor inhabitants of Harlin Dale has been disrupted and even the traditionally unexcitable minds of these Hemeni farmers have turned to thoughts of action (though in many cases, it must be admitted, the only action considered is that of flight). The daughter of Councillor Chevik (the leader of the village council and the principal land-owner in the valley) has been kidnapped by the wizard Marasmus! In more civilized locales this might be considered as merely a normal risk of being a little richer than one's fellows and dismissed - in Harlin Dale, however, the close-knit community sees this as a great affront to them all and feels that it can only be the first in a series of such actions (the Hemeni firmly believe that bad luck comes in threes but that good luck comes but once, if it comes at all). Their normal reaction would be to put the matter in the hands of the local authorities (that is to say a representative of the Imperial Army), but Marasmus has warned them that such a course will lead to retaliation - their crops will be ravaged by pestilence, their flocks will be butchered and their homes will be reduced to dust and smoldering ashes. The villagers take such a threat entirely at its face value and are unable to see any way of resolving this situation without seriously endangering either their lives or their property. Their only chance is to persuade a small and easily overlooked group of foolhardy foreigners to take up their cause - if the group fail to rescue Chevik's daughter, the villagers hope to persuade Marasmus that they had nothing to do with the attempt.



PLAYERS' INTRODUCTION

If this scenario is to be used as an isolated adventure the PCs may simply be started in the village and you need not worry about how they arrived there. If, however, you are playing a campaign, you will have to find a way of bringing the PCs to the village before the scenario can begin. How you do this will depend on the state of play in your game: a journey by the PCs in the required direction solves all your problems (and it may be possible to seed them with rumours to encourage such a journey, though it is preferable if the rumours are about another matter - do not make these rumours too interesting, or else the PCs may ignore this scenario and continue on their way). When the PCs pass through the village in the course of their travels it is easy enough to arrange for them to hear of the Councillor's problems. As a last resort, you may have to bring the village's plight to the PCs' attention while they are in another town or city in western Hemen (or north-east Tumaria at a push - if at all possible the PCs should have to make the trip to Harlin Dale before they can be hired or whatever).

Once the PCs are in the village you will have to find a way of getting them to aid the villagers - how this is done will depend mainly upon the inclinations of the players and the ease with which they can be persuaded to help farmers in distress. Parties of a valiant and honourable nature may take little persuading; merely the piteous cry for help of the villagers, the thought of righting such a wrong and the possibility of a bit of treasure to boot should be enough for such noble fellows. Alas, such adventurers are few and far between so the villagers will not be above spicing their plea with tales of the great wealth of Marasmus (who, they will assure the PCs, is not a real wizard - this is merely a respectful title in the area) and they may offer a small reward on top (Councillor Chevik might be persuaded to offer the statutory 'hand-in-marriage' reward if all else fails). The third form of introduction (though the least appealing) is one in which the PCs are somehow coerced into accepting the task by blackmail - for example, the threat of a prison sentence for a framed transgression of local or Imperial law (the Imperial Army would be informed and the PCs' names and descriptions would be circulated throughout the Empire as outlaws and criminals!). It should perhaps be noted that this scenario does not really suit itself to those parties inclined to loot and burn helpless villages and cut rapacious wizards in on their rackets - although a party of this nature might happily complete the earlier part of the adventure, they are less likely to follow through as the going gets tougher (especially in the third scenario in the series, where much of the motivation is that of saving the Hemeni dirt farmers).

DM'S NOTES

Locations on the main scenario map (above) are for all three modules in the series - do not worry if you cannot find any reference to certain locations in this module as all will be explained later. Similarly, each module only contains those details that are relevant to it and these may be changed over the course of the adventure (a contradictory statement in *Marasmus Redivivus*, for example, means that something has changed since the PCs were last at that location). In the case of Harlin Dale, this means that only those NPCs of interest in the introduction are mentioned, as no real play takes place in the village yet - later, other NPCs will be mentioned who had little to do with this stage of the game.

Once the PCs have been acquainted with the villages' current problem and persuaded to intervene, they will have to cross Burran Moor to the habitation of the wizard Marasmus and (in whatever manner they see fit) confront him in an attempt to recover Chevik's daughter. The villagers will impress upon them the need for haste in this matter, not knowing what dreadful fate Marasmus has in store for the helpless girl, and will be able to lend the PCs some material assistance if this is required (though, of course, none of the cowardly villagers would dream of offering to come and aid the PCs in any way). As far as some equipment of a general adventuring nature is concerned, the village should be able to supply most of what is required: rope, spikes, tools, torches, oil, lanterns, sacks and packs, rations, clothing, etc. If the PCs are in need of transport, the villagers may (with much persuading and preferably a little bribing) lend the party riding and draft horses - about half of each sort, plus a cart or wagon if necessary. When it comes to weapons and other martial items the folk of Harlin Dale will be at more of a loss to help; knives, bows and arrows, staves, etc are no problem but anything more specialized will be hard to find - the smith will be able to make simple repairs to any damaged equipment that is already possessed, but nothing new can be fashioned in the time available, and even if it could it would be of low quality as no-one in the village has any real experience of such matters.

The villagers' knowledge of their opponent is sketchy in the extreme. They know that he is not a real wizard (in terms of what spells he is able to cast) and that he has not got any reputation for such strange and violent acts as this, but of his past or his domicile they know little. There are many rumours of occult couplings with demonic beings, arcane control of the creatures of the Moor, enchanted servants to fulfil his every whim and so on, but none of the villagers has ever had the daring to approach the wizard's part of the Moor, let alone converse with Marasmus himself.

THE VILLAGE OF HARLIN DALE

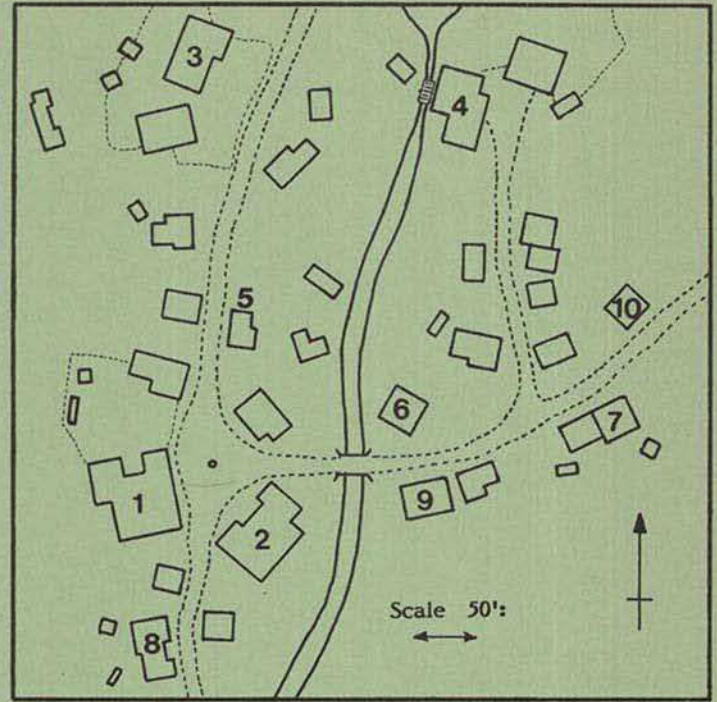
The village is centred around the bridge crossing the River Harlin, which was built to carry the main road through the valley (really little more than a packed earth track) to the castle on Standes Hill. Many of the cottages, especially those on the east side of the river, were once part of the Standes estate and were rented by the farm-labourers working on the lands around the castle; since the abandonment of the castle these cottages have been used by the labourers of the farms close to Harlin Dale. Most of the cottages are built solidly from the local grey stone resting on huge timbers cut and dragged across the Moor from Krayk Wood; few but the largest are more than single-storey and almost all of them are thatched rather than tiled. They tend to feature strong doors, often bound with iron, and tiny shuttered windows, usually high up the walls - these date from the time when the area was still subject to raids across the border from non-Imperial Tumarria. Inside they are dark and smelly, with simple furniture and utensils and the minimum in the way of decoration. The smaller cottages generally only have one or two rooms, with the attic space sometimes used for sleeping quarters for children and animals. Most of the villagers have a few domestic animals (chickens, geese, occasionally even a pig) and a vegetable patch at the rear - as the local custom is to pay labourers in kind, few of them have much in the way of cash and this dissuades merchants from passing through the valley (except on the way to somewhere else).

Only the centre of the village (location A on the scenario map) is shown on this page; to both the north and south of this area there are a few houses and then the farms begin - the farms buildings themselves are mostly close to the road and their fields stretch out behind them towards the Waorn Downs and Burran Moor (to the east and west respectively). Crops are grown in the valley and the herds use the slopes and the common land to each side.

Although nominally controlled by a Village Council, elected from the local farmers and land-owners, Harlin Dale tends to run along smoothly and quietly of its own accord - until the recent troubles the main tasks for the Council were settling squabbles between villagers and arranging the fetes for the principal religious holidays. Chevik, the unfortunate father, is currently the leader of the Council, and as such is in a strong position to influence the villagers' response to his daughter's disappearance. The Council hold meetings in the inn and will gather there to attempt to persuade the PCs to help in this matter.

1. The Earl of Standes: The village inn is finer than most of the buildings in the village, having been built at the same time as the castle and originally owned by the Standes family. It is a two-storey house with the quarters for the owner, Barjak, and his servants making up most of the upper storey - there are a couple of rooms that can be rented by travellers but most have to make do with kipping down on the floor of the main room below. Its rates are reasonable and the service friendly, even if the facilities are somewhat basic. It is here that the PCs are most likely to hear of the village's troubles, the subject being foremost in everyone's minds - the staff at the inn have been instructed to look out for any likely-looking group of foreign adventurers and to report to Chevik if they find one. Barjak the innkeeper is, like most of his countrymen, inoffensive if just a touch tedious; he is a portly, balding man and is quite willing to swap tales (at second hand in his case) with any traveller who shows an inclination to listen.

2. Chevik's House: Councillor Chevik is the principal land owner in the Dale but spends most of his time in this, his village residence - he has a couple of farms run by managers to the north and rents other areas to the local farmers for their own use. Until recently he lived in this two-storey house with Atalia, his daughter, and a few old family slaves but, since the abduction of the girl, he has moved a few of his bigger farm-hands into the house, just in case. Chevik is generally a good-natured, if rather parsimonious, man but has now found in himself a more bitter and recriminatory streak and has become snappish and short-tempered. He is desperate for the return of his daughter and for an end to this disturbance of his pleasant rural quiet.



3. Hanart's Farm: This farm is the nearest to the village centre; it is quite small, having a few livestock but mainly dealing in vegetables and fruit - if the PCs need transport in a hurry there is only one riding horse plus a couple of old draft horses to be had from Hanart's place. The farm itself consists of a single-storey house with a barn to the south and various sheds and small barns out the back (west) before the fields are reached. Hanart is something of a gloomy fellow, but will not begrudge Chevik the loan of his horses or other equipment if necessary.

4. Tupman's Mill: Tupman does most of the local milling and even has a small oven in the mill in which he can bake bread and cakes. The mill building is a strong two-storey house with the big wheel catching the rapid flow of the Harlin as it comes through the narrow millrace; the house, standing to the north-east, is an older and poorer single-storey affair. Miller Tupman is a jovial halfling who much prefers to leave the menial task of milling to his labourers and is often to be seen fishing in the pond to the north of the mill.

5. Kaer's Smithy: The cottage of the blacksmith stands by the road but the smithy itself is on the river-bank to the east of the house (it is the south of the two buildings, the other being a stable-cum-shed). Kaer has enough stocks of iron and other metals to make rough repairs to items brought to him by adventuring types, but his materials are of too poor quality to be used for making weapons and his skills lie in the manufacture of farm implements anyway. All the same he is a gruffly cheerful fellow who will do his best to help out anyone coming to him, even though his help may on occasion do more harm than good (the finer the weapon the more likely he will be to accidentally damage it).

6. Shrine: The village has no cleric nor any form of real organized worship, but a small shrine has been built by the bridge to allow the villagers and travellers to make their offerings in fairly formal surroundings. The main shrine is to Boondarg (and it is his symbols that are carved onto the tall milestone in front of the inn) but along the back wall of the building there are small statuettes to most of the gods revered in the pantheon. Offerings were once taken up to the castle and placed in the main chapel there, but they are now given to an official of the relevant deity if he passes through the village.

7. Mallik's Cottage: This small and dilapidated cottage is inhabited by the trapper Mallik and his hound. It may be possible for the PCs to hire this harsh and outspoken man to lead them across Burran Moor - he will not come too close to the wizard's residence but may guide the PCs (for a price) near enough to avoid their becoming entirely lost.

THE WIZARD MARASMUS

Marasmus lives in an old Imperial stronghold on Burran Moor, surrounded by the desolate undulations of this scrub country and with few companions to alleviate the isolation. He does not quite come up to the reputation suggested for him by the villagers - the power over creatures of the Moor and demons that they feel sure he must possess - but he is still be a formidable opponent when at his full strength. Fortunately for the PCs, Marasmus is dying and will be unable to meet them with his full panoply of magical defences, though even in his weakened state he could not be considered a complete push-over.

Marasmus has led a varied life: he began as an apprentice to one of the Hemeni court magicians, spent a short time with a border unit of the Imperial Army, left to take up a highly lucrative career as an adventurer and eventually retired to the Moor to conduct research and train a few assistants of his own. Normally he was an even-tempered man, taciturn it is true but not gloomy or humourless. Of late he found that he was becoming irascible and unable to concentrate on his work - he put it down to age and thought little more of it until he noticed his energy was going and that he seemed to be losing weight rapidly. He made inquiries and magical investigations and discovered that his powers and life-force were being sapped by some outside entity and, moreover, that there appeared to be nothing he could do to stop it. Then the first of the requests came: could he prepare a scroll or a simple potion, could he cast a certain spell, could he hand over some of his riches - and eventually Marasmus found that his enemy was the druid Yezdi, a recluse living in the darkest part of Krayk Wood. There was nothing the magician could do but comply, hoping (he knew in vain) that he would be able to pay of the druid and recover his lost powers.

This is the way that things stand when the PCs come upon the scene - the mage's latest payment to Yezdi was the daughter of the leader of Harlin Dale (the young girl is no longer in the wizard's stronghold, though the PCs will not be aware of this - see *The Darkling Stone* for details). Marasmus can not explain the situation to the PCs if there is still hope for his life as the druid will instantly deprive him of his remaining resources. His only hope is to be able to defeat the PCs in this depleted state, depending on his apprentices and companions to defend him.

Unfortunately for Marasmus it is improbable that without him the other occupants of the stronghold will be able to kill or sufficiently discourage the PCs, and therefore they are almost sure to reach him, placing him in a situation from which there is no escape. To prevent the PCs dispatching him he must either use his remaining spells to defeat them or persuade them that he was acting under duress. If he was to follow the former course of action, Yezdi would instantly notice that he was casting (see *The Darkling Stone* for the details of how this occurs) and would deprive him of all his powers. If he tells the PCs all that he knows, the druid will guess that he has done so when they enter Krayk Wood looking for him and will again discontinue the mage's access to his life force (though this way there is at least a slight chance and a short remission). If, of course, he neither explains to the PCs nor attacks them, they are sure to kill him, or to question him and force him into one or other courses of action.

It is up to you to determine the nature of the magic-user's final stand; it is recommended that if the PCs are in great trouble (ie heavily wounded) at this stage, the option of revelation should be used. If, however, as is more likely, they enter Marasmus's chamber offensively he will probably retaliate magically, at least to give himself a breathing space and the chance to negotiate. Note that, whatever you decide, there are two things that must occur. Firstly, it is imperative that the PCs learn of the part played in this plot by the druid Yezdi (if the mage dies before telling, a journal may be found revealing enough to lead the PCs on). Secondly, Marasmus must die before the PCs reach the druid in the depths of Krayk Wood, though it little matters who actually kills him (probably Yezdi - a brief spell combat, followed by the withdrawal of Marasmus' powers and a death-bed confession to the PCs is the usual outcome).

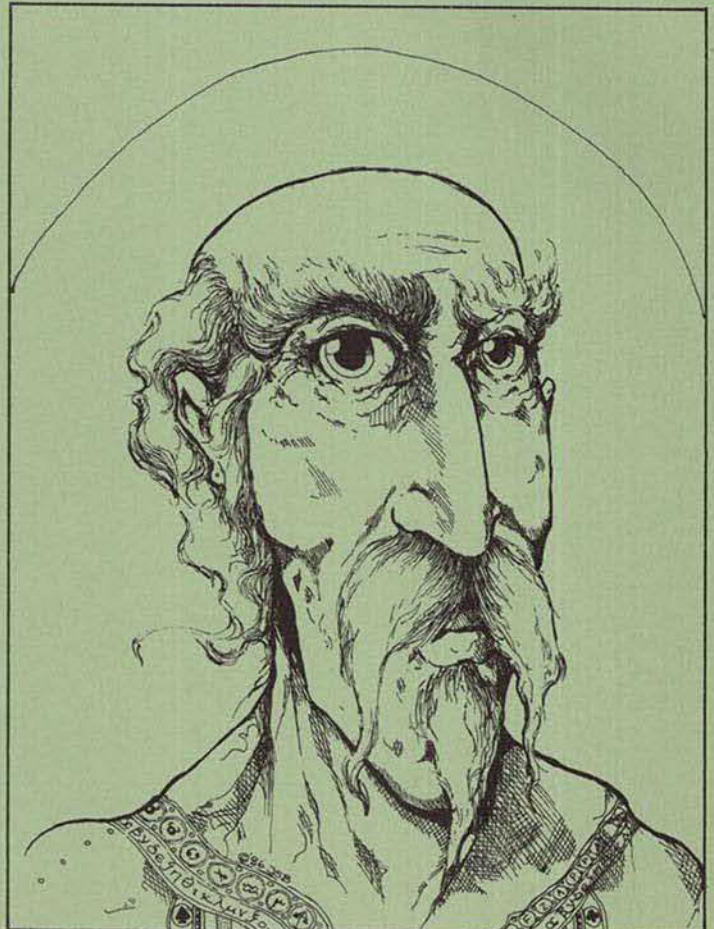
MARASMUS:

As mentioned previously, Marasmus is not a wizard in the way that is normally meant in AD&D - it is a courtesy title used by the locals. In fact, at full strength, he is 10th level (ie a necromancer). His statistics as given here represent his normal state; for the game consider them significantly lowered (as their actual values would vary depending on the actions of the druid, no changed values have been prescribed but physical attributes should be at least half normal and intellectual attributes lowered by one to three points). It should also be noted that both his spells currently known and his complete list of spells available are given - these may not be of relevance at this point in the adventure, but they will be needed in the following scenarios in the series (*The Darkling Stone* and *Marasmus Redivivus*).

S 12, I 18, W 17, D 15, C 12, Ch 14, CL MU, LVL 10, hp 29, AC 9, dagger +1. Marasmus always wears a ring of protection +1 (hence the AC) but has few other magical items - most of those that he once possessed have been traded for the arcane books that fill his library or have more recently been acquired by Yezdi. There are a small number of items of a limited effect and these are described below in the key to the stronghold.

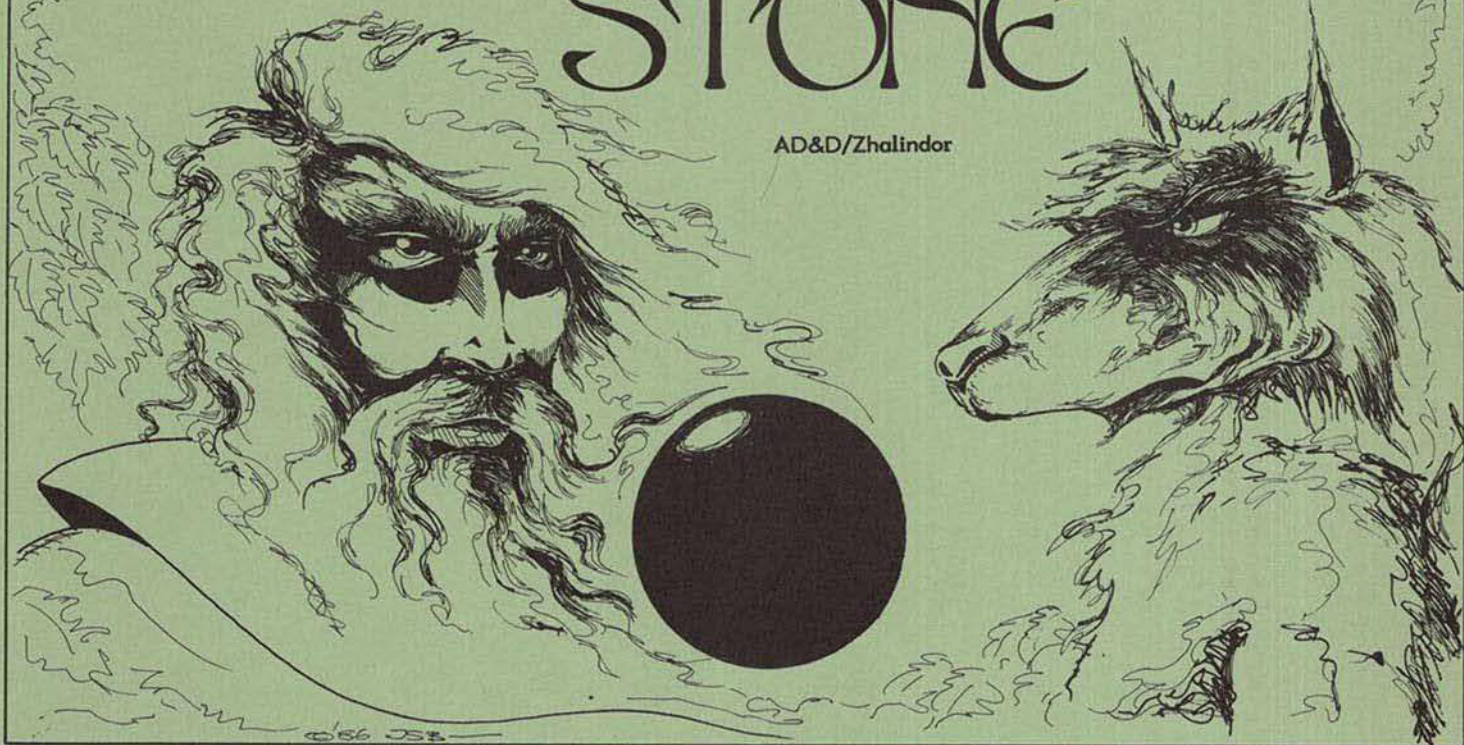
Marasmus' usual spells are as follows (those in brackets are no longer available to him - they have been requisitioned by Yezdi and Marasmus is unable to relearn due to his weakness; see *The Darkling Stone* for details): comprehend languages, detect magic, (identify, read magic, detect invisibility), invisibility, locate object, web, haste, lightning bolt, suggestion, minor globe of invulnerability, polymorph self, (contact other plane) and transmute rock to mud.

In addition he could theoretically use the following, though he can not currently learn them (see *Marasmus Redivivus* for the relevance of these): charm person, erase, light, magic missile, message, protection from evil, shield, write, ESP, knock, mirror image, pyrotechnics, strength, wizard lock, dispel magic, fireball, fly, hold person, phantasmal force, tongues, dimension door, fire trap, ice storm, polymorph other, remove curse, wall of fire, conjure elemental, hold monster, passwall, and wall of stone.



The DARKLING STONE

AD&D/Zhalindor



The Darkling Stone is the second scenario in a three-part adventure taken from the Zhalindor Campaign. It began with *Burran Moor* (see this issue) and concludes in *TS110* with *Marasmus Redivivus*. The adventure is designed for 5-7 PCs of 3rd-4th level using the AD&D game system; some reference will be made to the Campaign supplements published in *TS13* and *TS14*, but these will not be essential to the scenario - if the module is being used outside the Zhalindor Campaign you should make sure that nothing herein conflicts with your normal rules or the setting of your own campaign.

PLAYERS' INTRODUCTION

It is assumed that the players of this scenario will already have played the first scenario in the series, *Burran Moor*. If not, you will have to devise an introduction and some additional background material; in any case, you should read the general details from the earlier scenario before you proceed with *The Darkling Stone*.

Having previously completed (presumably with some degree of success) the assault on the wizard's stronghold, the players are faced with the second part of their adventure. They now know that Atalia, the daughter of Councillor Chevik, is not being held by Marasmus but has been handed over to the druid Yezdi, a resident of the locally infamous Krayk Wood. Their motives for proceeding may be based on pity for the helpless villagers of Harlin Dale, the desire for the artifact that possessed the wizard and (perhaps indirectly) caused his untimely death, or the need to escape Marasmus' dying curse.

Depending on the success of their actions in confronting the wizard, the PCs' party may be in a poor condition. As time is of the essence in recovering Atalia (both the villagers and Marasmus will have stressed this) they cannot recuperate and heal up, much less recruit new members, and so may have to face Yezdi at less than full strength. To offset this, you may allow any of the NPCs (but not the staff) that have survived the PCs' attack to join up with them solely for the purpose of avenging their friend and mentor; it is up to you to decide if they double-cross the PCs at a later date.

DM'S INTRODUCTION

Bordering the west of Burran Moor is the darkly oppressive mass of Krayk Wood, home of the druid Yezdi and the forest creatures that he has befriended. The old Shootarn Caves, Yezdi's lair hidden in the depths of the Wood, conceal both the girl Atalia, held prisoner until she takes her place in one of the druid's fearful rites, and the Darkling Stone, an artifact of some considerable power that was used to control Marasmus (and may have caused his death). Yezdi, due to his contacts with the forest fauna and the abilities given by the Darkling Stone, has established a dominion for himself that covers the whole of the Wood and the edges of the Moor beyond; the forest fauna accept his imposed lordship as, so far, it has been to their advantage. The Woods have always had a local reputation for evil and recently this has been augmented by the unnaturally coordinated behaviour of the creatures and the disappearance of a few foolish peasants who went into the Woods to hunt (protection from hunters has been one of the animals' principal reasons for cooperation with Yezdi). The druid hopes to extend the range of his new influence, beginning with the Moor and Standes Castle (the village, as far as he is concerned, only being an irrelevant adjunct to the latter). Unwittingly, the PCs form a part of his plan and he expects them to arrive within his territory soon after the battle at the stronghold (of which he certain to know); he desires for them a sudden and violent death within the Wood - one that, preferably, cannot be traced to him. A fuller explanation of his plans and details of the dangers of Krayk Wood are given below.

The PCs will know little of Krayk Wood when they enter it, not even being sure of the location of the druid's lair; the rumours they have heard reveal only that it is deep within the Wood and that this is where they should find Atalia and an explanation of the wizard's disabilities. You should use this vagueness and the strange happenings within the Wood to produce an air of mystery and insecurity; in contrast to the earlier part of the adventure, the players should feel that they are not entirely in control of events and that they must tread very carefully to avoid falling into any literal or metaphorical traps set by their opponent.

KRAYK WOOD

From the outskirts it is obvious that this is no ordinary wood: there are few bird calls, the trees are gnarled and dark, the leaves appear to be permanently in an autumn shade (though if inspected closely, this will prove to be a trick of the light) and the undergrowth comprises only nettles and briars, thorn bushes and fruitless strangling vines. As the PCs venture further into the Wood, the air will be heavy and dense with strange, cloying smells, they will begin to feel that they are being watched, weird bird calls will be heard, isolated at first and then repeated farther away as if a message is being passed, and winding paths, too wide to be mere animal tracks, will always seem to lead deeper into the Wood. You should, with description and minor events, try to convey an oppressive feeling to the players, as if nature itself is plotting against them (as, in a way, it is).

MOVEMENT:

The Wood counts as rugged terrain for movement on foot and between rugged and very rugged for mounted movement (half rugged rate). The chance of becoming lost is 70% as usual for forest regions, but should be thrown every four hours (ie at the same rate as normal encounters). If the PCs do become lost, this will indicate that they lose their sense of direction but they are still 50% likely to head towards the middle of the forest (assuming that they stick to the paths), 20% likely to head north, 20% to head south and only 10% to head east and out of the Wood.

RANDOM ENCOUNTERS

Encounters should be rolled every four hours as usual for a forested area, but use a 1 in 6 rather than a 1 in 10 chance due to the nature of the Wood. Additionally, there is a 1 in 6 chance every hour (becoming a 1 in 12 chance every turn when the PCs are 1 day's march into the Wood) that a special encounter will take place. For the normal encounters use the forest column of the temperate conditions, uninhabited/wilderness table from the D.M.G. replacing encounters with the following by a roll on the special table: demi-human, dragon, giant, humanoid, men, sphinx, treant, and undead. All such creatures encountered will be violently disposed to the PCs and will attack to the best of their abilities. If the PCs manage to subdue or capture an intelligent creature, they may be able to coerce it into leading them to the druid's lair, but it will only do so if suitably threatened and will try to escape at the first opportunity. It should also be noted that all encounters with wolves or worgs are with the black wolves described in the next section.

SPECIAL ENCOUNTERS

The normal creatures of Krayk Wood (ie those that are not monsters or giant-sized) are also affected by the unnatural and enchanted tone of the area. Many of them have strange abilities not usually possessed by their species and they will use these abilities to confound the PCs as best they can (note that these abilities are linked to the power of the Darkling Stone - see below for details). When a special encounter is indicated, roll on the table given here rather than on the D.M.G. table:

01-10%	meet a creature on a mission from Yezdi
11-20%	a creature acts as a guide
21-30%	a creature attempts to steal an item
31-50%	meet a spell-using creature
51-60%	attacked by a small pack of creatures
61-70%	wander into a patch of poisonous plants
71-80%	attacked by plants
81-00%	attacked by a pack of black wolves

Where the table merely refers to 'a creature', the following type of animal or bird should be used:

01-10%	badger	51-60%	rat
11-20%	bear	61-70%	songbird
21-30%	boar	71-80%	stag
31-40%	fox	81-90%	weasel
41-50%	owl	91-00%	wolf

If you wish you may choose the creature rather than roll for it, and you should in any case ignore a result that does not seem applicable for the type of encounter indicated.

Mission from Yezdi: This covers any creature that is acting according to Yezdi's plan for disposing of the PCs - what the creature is actually doing will depend upon the nature of that plan and (see the section on the druid).

Guide: These creatures will also be acting for the druid but will have general instructions to guide the PCs in a certain direction. It is possible (if this is necessary to the plan) that they may lead the PCs towards the Caves, but it is more likely that they will lead the PCs into one of the set encounters detailed below (this will be the case if the PCs are near one of these when this result is achieved) or will lead them into a trap (either choose, or roll again, ignoring irrelevant results - possible traps are encounters with giant-sized creatures or monsters, attacks by plants, etc). They may also be used to guide the PCs further into the Wood if they are lost and are wandering out.

Thief: The creature will make a swift attack, trying to run off with a small, easily reached item (choose randomly of those available - the creatures cannot make any particular discrimination as to value, magical properties, etc). The attack will be based on speed and stealth and, even if the creature is unsuccessful, it is unlikely to return.

Spell-use: The nature of the spells available to certain of the creatures in the Wood reflects their lowly status; none of them are very powerful and they are not in the form which would be used by a normal human MU. The following indicates some of the possibilities, though you are free to add to the list if you wish (keeping to similar types of spell):

01-10%	cause disease	56-75%	invisibility
11-25%	charm person	76-85%	mirror image
26-45%	confusion	86-90%	phantasmal force
46-55%	fear	91-00%	slow

Cause Disease: Inflicted on contact with the victim.

Charm Person: The creature concerned can affect one (in 10% of cases, 2-5) PC with its hypnotic song or cries. If the PC fails to save versus spells, he will move after the creature as fast as he can, resisting violently all attempts to stop him. The creature may lead him into a trap, away from his fellows, or merely use the spell to cause dissension or divert the whole party.

Confusion: Victims will be affected either by the song, as above, or by the bite or touch of the creature.

Fear: Working either by song (10% chance of affecting more than one PC, as above) or contact.

Invisibility: Allows the creature to make an attack (maybe to steal from the PC) without first being seen, and then disappearing quickly afterwards.

Mirror Image: Especially useful to a creature within a pack of its fellows, allowing several of the possible attacks to land uselessly on thin air.

Phantasmal Force: This will only be of something of which the creature could have some knowledge, but monsters or packs of other creatures are possibilities. These could be used either to attract PCs in a certain direction or to force them to go a different way.

Slow: Again working either by song or contact.

All of these spells will allow a saving throw of +2 and will only be of 2-7 rounds duration, with the exception of **cause disease** which, if effective, is permanent and **slow** which has a duration of 2-7 turns; each creature will have 1 use only.

Attack by Small Pack: Self-explanatory really. Their hit dice, armour classes, etc may either be found in one of the rule books or taken as being very low (AC 8-10, HD 1 point to 1 dice, ATT 1, D 1-2 or 1-3, etc - decide as applicable for each creature). These attacks will be little more than a minor nuisance for the PCs, but may be troublesome in some circumstances (ie a cleric meditating to regain a spell).

Poisonous Plants: The PCs will suddenly find that the path ends and that the plants appear to have closed behind them. It will take 2-5 rounds to cut through the patch with a 20% chance per PC per round that a thorn or leaf delivers its poison (deduct for any applicable actions, such as the use of long cutting weapons, relevant spells, etc). The effects of the poison will last 7-12 turns and will be as follows:

DARKLING STONE

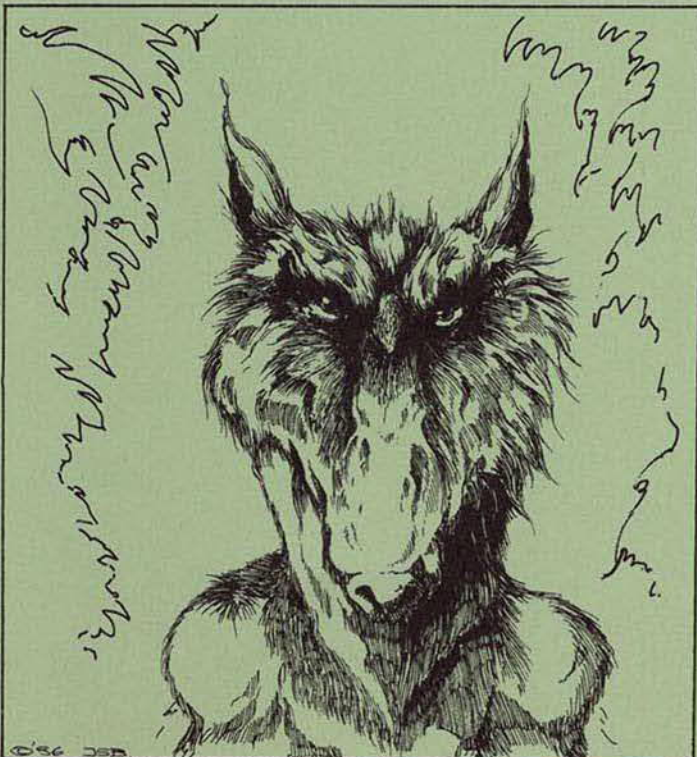
01-10%	as sleep spell - save at -4
11-30%	as ray of enfeeblement - save at -2
31-55%	as slow spell - save as normal
56-70%	as confusion spell - save at +1
71-80%	as fear spell - save at +2
81-90%	take 2-8 damage - save as normal for 1-4
91-95%	take 2-16 damage - save at +1 for 1-8
96-00%	as 81-90% plus roll again - save at +2

Note that each patch may have several types of plant in it and that effects of two hits are cumulative.

Attack by Plants: The PCs encounter or wander into one of the following plants or plant-like creatures:

01-10%	an area acting as if affected by an entangle spell
11-30%	2-5 vines acting as if animated by a snare spell
31-35%	a plant that acts as if a transport via plants spell has been cast by the PC bumping into it; the PC will go to a random part of the Wood - the tree will only work 2-4 times in one day
36-45%	a briar patch that acts like a wall of thorns once entered (ie animates around the PCs)
46-55%	1-4+4 needlemen attack (75% chance of surprise)
56-70%	an area of vines that act as strangleweed
71-90%	one tree animates and attacks as a small treat
91-95%	a witherweed strung between trees across the path
96-00%	a yellow musk creeper sited where the path narrows

Black Wolves: These creatures are large black wolves that are peculiar to the Krayk Wood and defend their home with a maniacal fervour. They are allied to the druid and do much of his bidding, but their rapacious appetites and hatred of outsiders mean that they cannot be entrusted with delicate or subtle tasks. They share the intelligence of worgs, but in other ways conform to the statistics of normal wolves. A pack of these creatures, once it has found the scent of its prey, will not cease its attack until all the pack members are dead or too injured to fight effectively; it may retreat from a combat temporarily to regroup and gain the advantage of a second surprise attack, but it will not give up. This alone makes them much more fearsome than normal wolves, but they also have the ability to use their howl of fear once per hour, a terrifying cry that (unless a save versus spells is made) causes their current opponent to hesitate and lose his concentration: the PC will automatically have the last attack that round and will attack at -4, then at -3, -2 and -1 respectively for the three subsequent rounds, plus in the first round he has a 25% chance (plus 5% per point of damage received that round) of dropping his weapon.



ENCOUNTER LOCATIONS

As well as the random wandering encounters that the PCs may have while in the Wood there are various set encounters that occur when the enter one of the specified regions (see the main scenario map in *Burran Moor*, page 14).

H. DRYAD CLEARING:

Like most of the inhabitants of Krayk Wood, the dryads that occupy this clearing are not of the normal sort encountered; the lurking evil of the place has spread to even these fey spirits and warped their ethereal beauty and shy, peaceful natures, making of them spiteful and malicious beings likely to use their charms to draw the unwary to their downfall. A side-effect of this change is a reduction in the power of their charm person spells: the save versus such a spell is as normal and the effect only lasts for about a day (use the periodic save versus charm table on page 55 of the P.H. but substitute hours for days - ie INT 18 is check per 2 hours, INT 10-12 per 21 hours and INT 4 per 56 hours). During this time they will attempt to take their victims to the Shootarn Caves and hand them over to the druid. Note that they will desire to avoid discovery by the party, but if found they will not hesitate to attack all of the PCs present (not just the high CHA characters, though they will begin with these). There are 5 of these creatures in the clearing. If the PCs overcome them and search the clearing's withered oaks, it will be found that they have little treasure: 450 gp, a gem worth 125 gp and (appropriately) a philter of love.

I. SPRITE GLADE:

Like the dryads, the sprites have been perverted by the evil forces at work in the Wood, the change in their case being the tendency to attack any creatures that enter their glade. There are 35 sprites living in the trees that line the edge of the glade, only 10 of whom have access to the ointment that causes the victim to sleep when struck (a save versus poison is allowed as usual - the bows only do 1-4 damage and a bonus of +1 is allowed to the save for each point under 4 damage) - each of these 10 has six of the poisoned arrows. Another dozen sprites have bows (half range, 1-4 damage) and they may recover any remaining treated arrows from a dead sprite who was so armed. Like the dryads, they will attempt to take comatose PCs to the druid. Their treasure consists of 1,500 sp, 210 gp, a silver necklace set with many cheap azurites (worth 240 gp) and 3 +1 arrows designed for the small bows that they use (with one of these bows, a PC can fire such arrows at -5, or -2 if a halfling).

J. SU-MONSTER TERRITORY:

Not a lair as such, this area is roamed by a hunting band of these prehensile monsters and there is a 50% chance that any encounter in this vicinity (including the special encounters detailed above) will be with 2-4 of the creatures; there are nine su-monsters hunting in Krayk Wood so no more than that number can be encountered in total. If they get surprise on the PCs they will attack by dropping down onto opponents and attacking with all 4 claws and biting for one round, also gaining a 5% chance per point of damage inflicted of causing the PC concerned to drop any hand-held item (this does not include shields). They will then scurry off into the trees to attack again in a more conventional manner.

K. OWLBEAR CAVES:

To the south of the Shootarn Caves (though cut into the same hill ridge) are seven smallish caves, and in the largest of these is the lair of 5 owlbears. The outside of the caves are ringed with shallow carvings and faded paintings, much overgrown by creepers, made by the primitive humans who once lived here. It is 25% likely that any special encounter and 65% likely that any normal encounter in this area will be with 2-5 of these fearsome crossbreeds who will regard the PCs as dinner. Unlike the majority of the Wood's residents, their voracious appetites will overcome any obedience to the druid and PCs killed or captured will merely be eaten at the first opportunity. There are also 2 young in the lair (50% grown, HD 2+4, D 1-3/1-3/1-6) and 1 egg (which is added, so if the PCs manage to sell it they may find themselves most unpopular with the purchaser). The owlbears have no other treasure as they are newcomers to the Wood and have suffered from the recent lack of human interlopers (or snacks, as they see them) - they will do their best to rectify this at the appearance of the PCs.

THE DARKLING STONE

The Darkling Stone is a smooth black globe, 18" in diameter, that radiates an almost palpable aura of enchantment to even the least magically sensitive. It has a permanent **continual darkness** spell centred on it (light spells will temporarily counteract this, as will walls or solid coverings, though in the latter case the area will seem gloomy) and projects a **globe of invulnerability**, the beneficial affects accruing only to itself and the person currently linked with it. Its main abilities are in the realm of possession but it has a number of minor qualities, mostly related to controlling and influencing its natural surroundings, effects that also lead to the perversion of its environment towards its own warped ideology. In a way it has a kind of sentience, though of a very non-human style, having been created by quasi-elemental beings as part of a scheme to bring the organic world closer to chaos or entropy and thus to its devolution to more basic elemental units.

To operate its madness, however, the Stone needs an agent of some form, and a human or a similar being is its preference. Of its own accord it can manipulate the environment and turn it towards the darker aspect that all organic life contains, but it cannot wreak the greater havoc that comes from toying with the more callous human form and its easy tendency to be lead to greed and hate, petty spite and the urge to destroy. Over a period (and it has been in Krayk Wood for many years) it will twist and wither the vegetation around it, only the most tenacious plants clinging to life, until it alters them to thrive on the dark power it provides. Animals and birds will become more malevolent, developing the rancour and arch vindictiveness normally associated with the more intelligent and civilized creatures. But the effects are uncoordinated, needing a controlling and directing force which the Stone itself cannot exert. Only by preying on the avarice and selfishness of humans can it achieve these ends.

To attract its human victims it offers mastery over others, magical powers and the lure of wealth and position, all of which are subtly augmented by increasing the victim's sense of self-importance and purpose. The person adopted by the Darkling Stone (who will consider himself to be the Stone's possessor) will gain great influence over the creatures that inhabit the vicinity, including the ability to communicate with them empathically or telepathically (depending on their intelligence) and to give them simple orders (these must be within their abilities and more or less conducive to their natural tendencies). To the Stone's agent this authority is often the least valuable of his various new strengths but it allows the establishment of a small dominion over which to exercise his leadership and, more importantly, provides a defensive barrier to protect the Stone.

The Stone's major property, to the human, is the ability to set up a magical relationship with the life-force of another creature, the agent being the dominant partner. This link is established by conducting certain arcane rites, dictated by the Stone, and which include human sacrifice as a vital ingredient. Once the link is in place, the possessor (the Stone's agent) may draw on the life-force of the other or, if he so wishes, may donate some of his own energy (if the subordinate is on a mission, for example, the possessor can aid him from a distance, safe in the knowledge that he is in no danger himself and may recuperate at his leisure). Any faculty or magical ability of either creature may be passed along this link including requisites (STR, INT, etc), spells (or psionics if applicable), hit points, etc. In the case of requisites there are special regulations concerning their use, but otherwise the receiver may utilize his new gains as if he was their originator (ie cast the spell at that level, etc). Note that physical attributes like combat and thief abilities can not be exchanged. The requisites can only be used either for the enhancement of spells or as modifiers to requisite-related rolls, and, like all of these gains, they may only be used once. Physical requisites (STR, DEX, CON) can add to the effect of physical spells, mental requisites to other spell types, at a rate of 1 point per 1 dice damage or 25% effect (50% for mental points). As dice roll bonuses they are exchanged at a one point per 1 or 5% gain and can be used for such things as to hit or damage rolls (STR), an AC bonus for 1 round (DEX), saving throw bonuses (WIS), etc.

THE DRUID YEZDI

Ironically, Yezdi was trained as a cleric of Boondarg (the god of agriculture and domesticated nature) and served for some time in the temple at Merrim, never rising very high in the hierarchy but being a dedicated and conscientious priest until a couple of years ago. At that time he became rather frustrated with the limits of Boondarg's sphere and decided to temporarily retreat to a place of contemplation; he chose Krayk Wood as a place with an atmosphere strongly opposed to that of the temple and its carefully orchestrated gardens. It was not long thereafter that the Darkling Stone began to work its subtle insinuations on Yezdi, warping his eremitic meditations towards its own ethos under the guise of a new idiosyncratic interpretation of natural forces. The recluse was able to resist for a while, seeing the looming chaos of a god like Maubagon or Thostror at the end of his thoughts, but visions of personal glory overcame such intrusions and he was soon irrevocably caught by the Stone.

With the artifact's aid, it did not take him long to impose his sway over the forest creatures, leaving him free to use his borrowed abilities to expand this small dominion. The first step in this process was to take possession of the old wizard on the Moor, the results of which are detailed in the earlier module. The immediate reason for this was to gain control of Marasmus' spells to reinforce his own meagre and inconsequential supply, and, simultaneously, to prevent any action by the one local who could seriously damage his plan. The culmination, however, of this first stage in his scheme is the expansion of his influence across the Moor to Harlin Dale, and the acquisition of Standes Castle. As he has got neither the personal abilities nor the manpower to exert the influence he desires, he must depend on a complicated play of the different parties involved against each other, subtly manipulating them with the diabolic intelligence lent him by the Darkling Stone.

The acquisition of Councillor Chevik's daughter, Atalia, had the effect of forcing the villagers to act against Marasmus, either by themselves or (as was more likely) in the form of a hired party of adventurers. The wizard, in his depleted state, would be no match for the party (an expectation that has presumably been fulfilled if the PCs are playing this second module in the series) and they would therefore remove Yezdi's potential opponent without his interference. It was probable that they would find out something about him from this encounter and proceed to the Wood to complete their rescue mission (and if they didn't, he still had the village girl as insurance) - Yezdi assumes that he will be able to dispose of the PCs in the Wood (preferably before they even reach the Caves). Once he has removed the threat of both Marasmus and the PCs he can work on the villagers, using the recent events to blackmail and menace the humble farmers: he still holds Atalia prisoner and has shown that mercenaries are useless. The villagers cannot go to the Imperial Army to ask for intervention as there is no proof that the druid is to blame, yet there is ample proof to show that it was they, or their representatives, that killed Marasmus, an old member of the Army himself; the word of dirt-farmers against solid evidence of the death of an ex-soldier and respected magician will not predispose the Imperial legal system to be lenient with the villagers. As Yezdi really wishes to take over Standes Castle and operate from that as a more secure base (using the wizard's money to recruit followers) he does not envisage that the folk of Harlin Dale will resist too vehemently.

The PCs, then, must die in the Wood - Yezdi will muster all of his resources to this end, hoping that the creatures that naturally inhabit the Wood will take care of the intruders. He would prefer their death to appear as an unfortunate but predictable result of travelling through such a dangerous environment, unlinked to himself, but this will not deter a personal intervention if it is needed to stop the PCs; under no circumstances does he wish them to contact anyone outside and give them the chance of passing on their information. A chance to save Atalia is likely to motivate them to waste no time and Yezdi may try to reinforce their sense of urgency, using the creatures at his disposal to lead them on or to hint at an imminent sacrifice if the party can communicate with animals.

YEZDI:

In the same way that Marasmus is not a true wizard, Yezdi is not a true druid (such a class not actually existing in the Zhilindor Campaign). He was previously a 7th level cleric of Boondarg, but his lapse from that faith has led to the withdrawal of spells above 2nd level; his 1st and 2nd level spells, not coming directly from the deity, are still available to him (Yezdi has yet to register his lapsed presence in divine eyes and has not had his clericalism revoked). He therefore has the combat abilities, saving throws, etc, of a 7th level cleric, plus the 1st and 2nd level spells of such a level, but not the higher level spells nor the capability of turning the undead (not available to Boondarg clerics).

Yezdi is a short man, possessed, since his association with the Stone, of a keen if somewhat perverse intellect. He can appear as a genial man, disarmingly ingenuous, but extended contact with him will reveal the lurking insanity and self-consuming megalomania that motivates him. Such is the drive of the Darkling Stone towards disorder that Yezdi's schemes, apparently to establish himself as a ruler and hence a force of order, are destined to eventual failure as the Stone uses his increasing tendency to mental aberrations to promote a chaotic and not a lawful outcome (Yezdi's bid for power will be a destabilizing factor in the area and will introduce the elements of fear, hatred, jealousy, greed, ambition, etc, so uncharacteristic of the Hemeni). In his occasional lucid moments the druid is vaguely aware of this but it only helps to reinforce his neuroses and push him ever closer to the brink of true insanity.

S 10, I 18 (14), W 18, D 9, C 16 (13), Ch 18 (8), CL C, LVL 7 (see above), hp 56-71 (28), AC 4, short sword +1 - usual spells: command, cure light wounds x2, pass without trace, sanctuary, hold person x2, speak with animals and locate plants, plus see below. The requisites given in brackets are Yezdi's original scores, the others his current scores deriving from the Stone (should this be destroyed he will be killed, his life-force being drained by the Stone as was that of Marasmus - see below). His hit points are based on what he can steal from Marasmus; as was said in *Burran Moor*, Marasmus probably has half physical statistics (ie half hit points, for which Yezdi can be assumed to have 56). If Marasmus is dead, Yezdi may have any remaining hit points - this means that if the wizard has been killed by PCs he will have no more to give, but if Yezdi kills him through the Stone he will die because of the stealing of the other points (ie Yezdi will have up to 71).

In addition to the above spells, Yezdi has access to any of Marasmus's spells that have not been cast at his death (or any still remaining should he be alive at this point in the game, unlikely as that is). These can be taken from the first list on page 16, excluding any in brackets which have already been stolen and used. They will be cast as if the wizard was casting them (ie 10th level MU) not Yezdi. To augment either his own spells or Marasmus', Yezdi may use the requisite points he has taken from Marasmus according to the rules given above in the section on the Stone. As some of these have been taken, the following available scores are suggested (though you may decide to change these, assuming that no points had been used): S 8, I 16, W 16, D 10, C 6, Ch 12 (total of 24 physical points and 44 mental).

Note that the extensive details given on the Stone may be of use if the scenario becomes protracted and Yezdi has time to attempt another possession (possibly of a PC). To do so it can be assumed that he has all the relevant materials for the enchantment except sacrifices which must be made at one level per level of target creature (monsters count as half their dice for this, 0th levels as a half level and normal animals at one tenth of their dice) - in addition he must have either extensive knowledge of the target or actually be holding him prisoner (it is improbable that anyone will want to submit to this procedure of their own free will).

In his attempts to defeat the PCs, you will have to decide upon what tactics the druid uses, bearing in mind all the information above (his response to the PCs will be based on their actions and is therefore too complicated a matter to be dealt with here). Remember that he can use the birds and animals of the forest in implementing any plan.

THE SHAOTARN CAVES

The Caves are situated on the east face of a low range of hills that run roughly north-south through the middle of the Wood. They have been enlarged and altered by generations of the primitive peoples that once inhabited the Wood, but are essentially based on a natural cave system. In more recent times, they stood empty apart from occasional use by various transient animals or monsters, until the Darkling Stone was sited here by one of its adopted agents; Yezdi is merely the latest in an irregular line of such characters, all of whom have enjoyed a brief success with the Darkling Stone before succumbing to the inevitable madness and self-destruction.

In defending the Caves, Yezdi will muster his forces with great intelligence, utilizing his abilities to communicate with birds and animals (and hence to be able to track the PCs without their awareness) and his knowledge of the area (leading them into prepared traps, etc). It should be noted that while some traps are mechanical, others rely on the power of the Stone and will no longer function if it is destroyed; traps of a distinctly magical nature fall into this category, but those of organic origin (plants, etc) will continue to operate after its destruction.

Of the creatures that defend the Caves, all can be commanded by Yezdi, though you must bear in mind their intelligence to determine the complexity of orders can be given; without specific orders the creatures will always attack the PCs if they encounter them. Additionally, there are some creatures that can operate tactically in a limited way of their own accord (eg the ogres) - this means that they will not merely either fight or flee, but are capable of manoeuvring into an ambush position, circling round behind the PCs, etc. There are also Yezdi's 3 lieutenants, who, being werewolves, may appear as fighters or wolves, choosing the most appropriate form for the situation - it is possible that one of these may be encountered as the leader of a pack of black wolves, especially if the pack is near the Caves. Statistics are given for human form first - they have been lycanthropes for more than 6 years and can control their changes. All three are loyal to Yezdi (ie to the power of the Darkling Stone).

DREW:

S 17, I 10, W 7, D 14, C 14, Ch 9, CL F, LVL 5, hp 27/21, AC 4/5, bastard sword/bite (2-8). Originally a bodyguard and professional heavy, Drew's approach to most problems changes little from one form to another, being simple and violent.

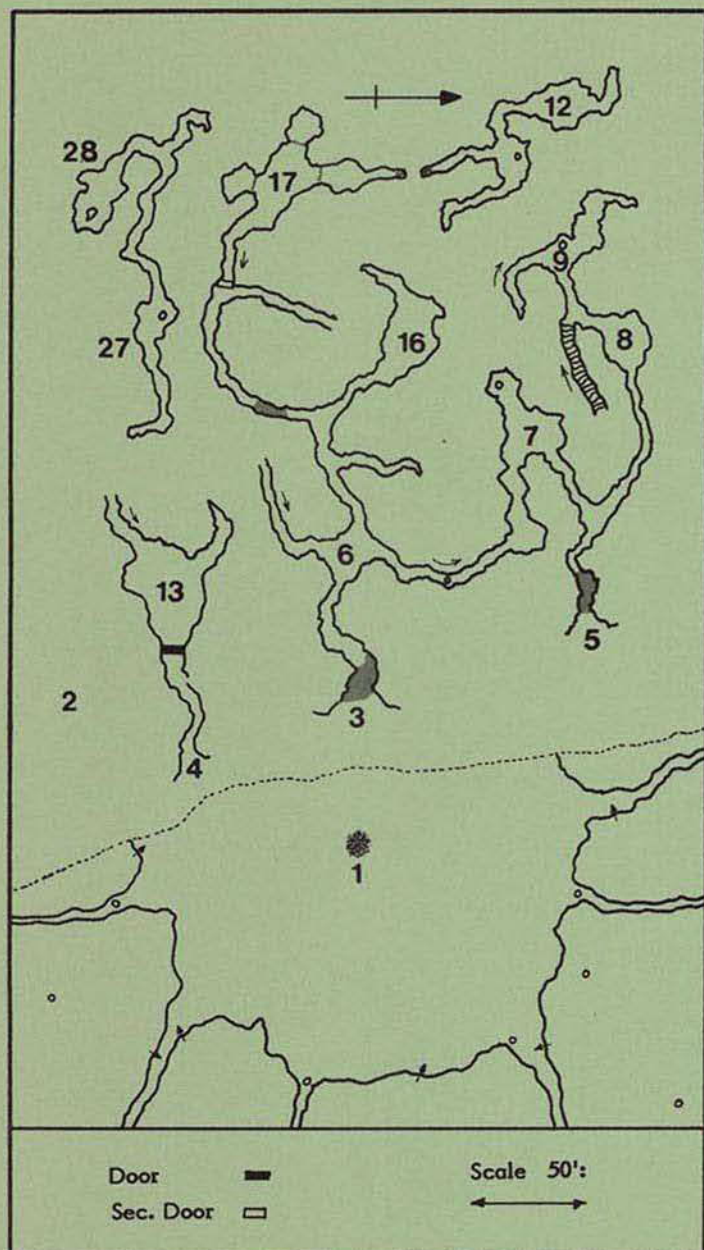
GNARD:

S 18, I 14, W 9, D 11, C 16, Ch 13, CL F, LVL 4, hp 34/27, AC 3/5, longsword/bite (2-8). Before the disease took hold, Gnard was a mercenary specializing in sieges and assaults on fortifications; he has several relevant engineering skills.

RINXA:

S 17, I 8, W 7, D 16, C 10, Ch 11, CL F, LVL 4, hp 20/19, AC 3 (chain + DEX bonus)/5, double-handed sword/bite (2-8). Outlawed by the Empire for murdering the rest of her party of adventurers, she is quick-tempered and slow-witted.





General Description: As noted above, the Shaotarn Caves are partially artificial, existing chambers and passages having been changed if not actually created by the human residents. The natural origins, however, are still apparent through the dwindling of certain passages to nothing and the apparently purposeless meandering of others. The current inhabitants know the Caves well and will take advantage of dead-ends and short-cuts to outmanoeuvre the PCs. Note that they also know the position of all the traps and will not fall prey to them. The Caves are damp and smelly, fungi and lichens growing all over the place and water running in rivulets along some of the passages. Rooms tend to be 10' high or greater (the high rooms are generally the larger ones); passages are about 7' high often with rougher walls than the chambers. The furnishings, including the doors, are well-constructed, though not luxurious, and in good condition (locked doors open at -1, barred at -2).

1. The Clearing: Around the clearing, mainly where the paths enter it, are a number of pits and dead-falls; all the locals will avoid these and they are well-concealed (15%, or FRT if thief in front, chance of spotting unless the area is searched, then +60%). Pits will be 10'-20' deep, 50% having spikes at the bottom (fall damage plus 1-3 attacks as if by 3rd level fighter using dagger), 25% having poisoned spikes (save versus poison or act as if recipient of *slow* spell for 2-5 hours per spike). Dead-falls comprise a trip-wire and weight or spear (50% chance of either) equal to an attack by a double-damage morning star or spear (respectively) from a 5th level fighter; save under DEX for half-damage.

In the centre of the clearing there is a stunted and gnarled tree that, by its blackened exterior and leafless branches, has apparently been struck by lightning. On inspection, it will become obvious that the tree is in fact made of stone and that there is no fine detail to the bark; surrounding it at a distance of about a foot there is a gloomy shadow, and any PC putting his hands this close will feel a quick tingle in his fingers. This, and the tree itself, is an extension of the Darkling Stone and any PC touching the tree will have to save versus death magic or suffer one of the following:

01-10%	treat as if victim of fear spell
11-60%	collapse in a coma for 3-18 turns
61-80%	attack nearest creature until blood is drawn
81-00%	lose 2-12 points off requisites (STR, etc) - choose the requisite randomly for each point lost. Simultaneously that number of leaves will appear on the tree (if these are picked the requisites are lost, if not they can be regained when the Darkling Stone is smashed)

Note that the clearing, although not shown, continues round the cave entrances at a distance of approximately 100' from the central tree (eg location 2 is in the trees). The level of any section of the Caves will be related to the clearing level, referred to as C-0; 50' above this level will be C+50 and 25' below C-25, and so on.

2. Holes and Ledges: The hill rises steeply (roughly 1:1) from the dotted line on the map, becoming densely wooded outside the clearing, to a height of 300' above the floor of the latter. Location 2 is a 50' diameter area, 75' up, comprising many holes, ledges, indentations and niches that cannot properly be described as caves, which act as the lair of two dozen stirges. 2-8 of these will attack any PC who passes through this area or enters the clearing, 1-4 joining the combat every turn after the first (they ignore Yezdi and his minions, but will attack animals, etc, that come near).

3. Main Entrance: This is 25' above the clearing floor, and is 15' high with many primitive mystic symbols and figures carved around it. Just inside the cave mouth is a growth of long red-veined creepers that reach to the roof and 15' back into the passage. Small animals can easily pass through the creepers and Yezdi and his lieutenants can command them to part (their power coming from the Stone, not the words they use), but if anyone else tries to pass through, the creepers will reach out barbed tendrils and attack. These barbs are not long enough to damage but they allow the tendril to grip the PC and exert a crushing force. 2-24 will attack each PC and will cause 1 point of damage each minus the PC's STR (ie STR 12, 13 tendrils cause 1 point, 20 cause 8, etc), with a maximum of 30 tendrils per person (20 for halflings). Each point of damage caused by the PC (automatic hit; roll damage versus M-sized creature) cuts through 1 tendril (non-edged weapons do half damage); there are 10 tendrils per 1' depth. All shaded passages have these plants, to the depth marked.

4. Lower Entrance: This cave mouth is 15' up the hillside, and again is surrounded by ancient drawings and marks. The druid will not use this entrance as it only joins the main cave system via the underground stream; he will, however, follow the PCs into this cave.

5. Upper Entrance: The smallest of the three entrances, it is 60' from the clearing floor and within the Wood. None of the paths that enter the clearing come over the hill, so the PCs are unlikely to enter via this cave unless they circle round the clearing. Like the main entrance, it has barbed strangling creepers to a 15' depth just inside the passage.

6. Junction: The south passage descends at the rate of 1:2 to C-0 (25' drop); the north passage ascends at the same rate to C+60 (35' rise). About halfway up the north passage is a 10' deep pit with a net stretched across it; anyone falling in (15% or FRT chance to spot, doubled if moving cautiously, save under DEX-4 to avoid toppling in, -8 if moving fast) will get caught in this. A PC will have a percentage chance equal to his STR to escape per round (cumulative) or he can be cut free by his companions in 1-3 rounds. Like all the traps in the cave complex, the inhabitants know of the pit and will not fall in (unless in combat, at your option).

7. Werewolves' Chamber: Drew and Rinxa sleep in this room. The furnishings are sparse: two old cots, a few blankets, a low table and a small locked chest at the foot of each bed. Rinxa's chest contains 20 gp, 150 sp and a number of morbid mementoes from past victories. Drew's is trapped (FRT as normal) with a poisoned needle causing extreme agony for 2-5 rounds (the victim will scream and writhe around, incapable of other actions) then a coma for 2-5 hours or, if he saved, immense pain for 3-18 rounds. The chest holds 75 gp, 230 sp and a bejewelled goblet worth 150 gp. The shaft in the west part of the chamber goes down 70' to room 20 (C+60 to C-10).

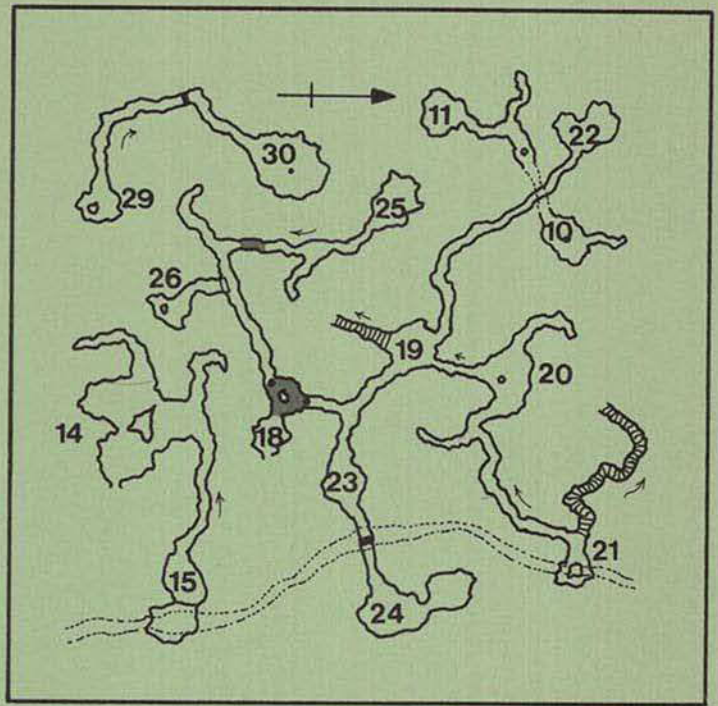
8. Werewolf's Chamber: Furnished as above, Gnard occupies this room. His chest contains only 13 gp in coin but there are also five leather-bound books acquired from Marasmus by the druid; they concern techniques and histories of warfare and are worth about 50 gp to 100 gp each to the right buyer. The stairs leading east descend steeply (1:1) 100' to room 21 (C+60 to C-40).

9. Shaft: The shaft goes to room 10, 110' below (to C-50). There is a triple-bolted grill at the top of the shaft that can only be opened from above; a 120' rope ladder is coiled next to this, securely fixed at one end to the wall. The south passage descends at a rate of 1:1 for 15' (C+45), then very steeply (2:1) for 15' (C+15); any PC turning this corner without great care must roll under his DEX (-6 if he is running) or slip on the loose rock and fall down the passage, taking 2-7 damage (15% chance to drop held items).

10. Shafts: The east shaft goes to room 9, the west shaft (in the passage) goes to room 12, 90' above (to C+40); there is an iron ladder up the side of west shaft. This area is patrolled by a pair of trolls who are kept extremely hungry and will attack anyone who enters (including Yezdi; see 24).

11. Troll Lair: The lair has very little in it other than a small butt of water that the druid refills occasionally and the gruesome remains of a few meals dropped down the shaft by the werewolves for entertainment (bones, skulls, etc). Hidden in a small niche at the top of the west wall there is a **dagger +1** the trolls found on dessert one day; as they have tried to pick the lock on the grill at the top of the shaft to room 12, it is so battered and blunted as to be at -1 to hit (though it is still magical).

12. Treasure Room: The shaft in the south-east room goes to 11; at the top of the shaft is a locked grill (the lock is very complex, -30% to open; there is no way to bend bars on the grill due to its awkward position). The south passage has obviously been blocked by a rock-fall and would take 120 man-hours to dig through (with the right tools). The north-west chamber contains Yezdi's most valued possessions, held mainly in seven locked chests. Outside the chests are a few pieces of assorted armour, 4 shields and a number of various weapons, stored here in case he has to equip anyone to aid him. Two of the chests contain the clothes, etc of the peasant hunters captured in the Wood and sacrificed to gain the powers of the Stone. In a third chest are Yezdi's old clerical garments, his symbol, etc. One chest holds many minor items stolen from Marasmus, mostly equipment from his laboratory or small bits of plated silver (worth about 25 gp for the lot). The other three chests are trapped (FRT-10% to find, normal to remove) with the same type of poison needles as in room 7, but these will also inflict 2-8 damage (half if saved). One is filled with books from Marasmus' library, mostly of little value as the good ones have been sold or offered as sacrifices (they deal with simple magical matters and may fetch 250 gp to 500 gp - remember the size and weight of books if the PCs remove any). The second has the druid's gold and silver: 2500 sp, 160 ep, 1000 gp and 50 pp - they are kept in leather purses for convenience. The last chest contains Yezdi's few magic possessions (which he may use in defence of the Caves) and has a second trap on it: a **glyph of warding** (cast when he was still a cleric - only he knows the glyph name) for 14 points of fire damage to the opener. In the chest are two potions, one of **extra-healing** and the other of **longevity**; a scroll of 4 spells: **detect invisibility**, **suggestion**, **monster summoning II** and **extension II**; an old **bag of holding** (it is 1% per 10 lbs likely to split upon each use); an **axe +2**, **throwing** (hand axe); and the key to the secret door of room 26.



13. Ogre Lair: Yezdi's main aids in defending the Caves are the ogres that occupy the lower cave system. There are 15 ogres, plus their 7-dice leader (hp 33, AC 3, D 2-12), under the command of Yezdi (they will defend the Stone rather than the druid if it comes to a choice). This is their main daytime chamber; 2-6 will be in here, 4 will be on guard in the main section (see below) and 2-5 will be on patrol nearby. The double door will be barred and trapped at all times (-2 to open; the trap is a huge swinging blade doing 2-12 damage if it is not disabled by someone inside - save under DEX for half damage; the ogres will not be persuaded to open up or disarm the trap by PCs). The south-west passage slopes at a rate of 1:2 to room 14 (C+15 to C-0).

14. Ogre Lair: The sleeping quarters for the ogres (d8-1 in here) and living quarters for the 8 females and 5 young. The room is a stinking mess of offensive offal and remains; there is no treasure to speak of. The passage to the east descends shallowly (1:2) to room 15 (C-0 to C-25).

15. Well: The east part of the room has no floor and drops 75' to the subterranean stream flowing slowly southwards, the Caves' source of fresh water (C-100). There are two old leather buckets attached to 100' lengths of rope by the well and the west part of the room contains the ogres' stores. It is possible to pass up the stream to the shaft between 23 and 24, or to the well from 21, there being air at these two places only; further in each direction there is no air and the PC will eventually drown or get stuck. No armour can be worn through the stream, but small weapons may be carried.

16. Storeroom: Merely food and stores in sacks and crates.

17. Cells: The secret door can be found as normal; to open it a loose stone at its base must be removed and a tiny stud pushed. The passage ascends 15' to the three cells (C+40). Each has thick bars across it that, upon examination, seem to be made of the same stony material as the old tree in the clearing (see 1); they have no locks and cannot be bent or smashed (even by strength great enough to affect magic doors or by **knock** spells, etc) - they are held in place by the Stone and will open only on the druid's command or upon the destruction of the Stone. The north and south cells are empty (though Yezdi may place captured PCs in them), the north having a blocked passage (see south passage from 12). The west cell contains Atalia, plus a bed, chair, table and rations and water for several days. She is fairly well (if terrified) and will comply with any reasonable demand made by the PCs. Her statistics are: S 7, I 14, W 12, D 13, C 8, Ch 15, CL -, hp 2, AC 10, unarmed. She knows that the bars open when Yezdi speaks a certain phrase (useless from her) and suspects that the Stone may be the locking source.

DARKLING STONE

18. Creepers: The east room always has a pair of ogre guards in it. The junction, as well as being covered by the strangling tendrils (see 3), has a pair of concealed pits, both with nets (see 6). When a PC has cut through to above a pit, the tendrils will part long enough to drop him in.

19. Junction: The south passage rises 25' at a rate of 1:1, rough stairs being cut into the rock (C-0 to C+25). To the north, the passage descends 10' (1:2; C-0 to C-10).

20. Shaft: The shaft goes up to room 7, 70' above (C-10 to C+60). The east passage descends 30' (2:5; C-10 to C-40).

21. Well: A large hole in the floor leads to the southward flowing stream 45' below (C-40 to C-95; it is higher than at 15 - for details of the stream see that room). A pulley has been fixed to the roof and a 75' piece of rope with a bucket lies on the floor (it will not take the weight of a PC).

22. Altar: The passage to the east has a pair of trip-wires across it (as marked; double chances to find); if a PC walks into one it will precipitate a number of rocks and small boulders from the roof, doing 2-8 damage to him and anyone within 5' (save under DEX for 1-4). The room has a dark stone altar in the centre and various instruments of torture hung on spikes around the walls or in the brazier against the west wall. These are used in the sacrifice of some of Yezdi's prisoners (though he prefers to make his offerings in the Wood) and captured PCs may end up here.

23. Guards: A pair of ogres are always on guard here.

24. Yezdi's Chamber: The approach to the door from the west is covered with stout wooden boards and it is obvious that under them there is a drop to the stream. The door has two locks in it, though a thief will be able to tell that only the lower actually fastens the door. If the keys (held by Yezdi) to both locks are not turned at once (or both locks are not picked simultaneously - normal FRT chances), the boards before the door will swing down and plummet the PCs on them to the river, 100' below (half falling damage, but save under DEX or be stunned for 2-5 rounds). Yezdi's room has few items of furniture: table, 3 chairs, small cupboard, a chest and bed in the north room, plus several rough maps of the area as far east as Standes Hill. There is some food and wine in here, plus three of Marasmus' more obscure books on magic written by mystics only on the fringe of sanity (a collector might pay up to 250 gp a book; PC MUs reading them must roll under INT or LOSE that much experience rather than gain it). Among the personal items in the cupboard and chest is the key to the grill in 12 and with it a tiny troll statuette made of silver (worth 10 gp) that allows whoever displays it to pass the trolls who lair in room 11.

25. False Stone: The passage to the south ascends 30' (1:2; C-30 to C-0). In the centre of the room there is a pedestal with an 18" diameter crystal sphere on it. The sphere will look roughly like any descriptions the PCs have had of the Darkling Stone; like the real Stone it will exude an aura of magic, but unlike the other it has no power. In the stone there will seem to be shadows moving around, as if there is a central light source with minute creatures dancing round it. If the stone is smashed (it is fixed to the pedestal and cannot be moved) 12 shadows appear and attack (if the party's cleric is unable to turn undead, due to his deity's sphere, adjust this to 6 shadows to maintain game balance).

26. Shaft: The secret door can be found as normal. Once it has been found, the keyhole in the centre of the door can be spotted easily, but the lock is not ordinary and cannot be picked nor will a knock or similar spell work - the Darkling Stone controls the lock and it will only open with the right key (see room 12). The shaft ascends 35' (C-0 to C+35) and there is an iron ladder set in its the west wall.

27. Shaft: Descends 35' to room 26. At the top there is a trip-wire that is set to be broken by someone's head as they come out of the shaft (find at normal chances); if activated a blade swings down from the north wall, doing 3-10 damage (save under DEX for 2-5 damage); there is a 10% chance per point of damage that the PC will drop down the shaft taking falling damage and possibly dislodging other PCs.

28. Minotaur Lair: Lairing in this room and guarding the passage between here and 27 are two minotaurs. They are under the Stone's influence, though it is not strong and Yezdi does not trust them too far away from it. The room is fairly bare, only heaps of rags and furs for bedding, some stores stacked to one side and a few oversized weapons (two axes, flail, hammer, etc). The shaft has a wooden cover and descends 70' (C+35 to C-35) to room 29 with a ladder against the east wall (see below).

29. Shaft: Ascends 70' to 28. The ladder stops 4' from the floor; if the PC drops the remaining distance he will fall through the false floor to the pit underneath - dropping to the north is safe. The pit is 10' deep and has spikes at the bottom (fall damage plus 1-3 attacks as if by 3rd level fighter using a dagger). The passage to the west drops 25' to the door (1:2; C-35 to C-60). The door is locked (OL as normal) and trapped (FRT to find, -10% to remove); if the trap has not been removed and the door is unlocked or broken down, 2-5 spears will hit the PC in front of it (1-3 each if two are battering it) as if wielded by a 5th level fighter.

30. The Darkling Stone: As soon as the door opens the PCs will find that they are plunged into darkness (a light spell will temporarily negate this) from the continual darkness spell radiated by the Stone. Either by sight or touch they may discover that the Stone is set on a 3' high pedestal, is spherical, 18" in diameter, and made is from a pitch black rock (not crystal, as is the imitation in 25). The room is otherwise empty and the only feature to be noted is the smoothness of the flat north-east wall, also black and of the same texture as the Stone. If the druid is still alive, the Stone can do nothing to defend itself other than send a telepathic call to Yezdi and any other creatures it controls in the vicinity, ordering them to come to this room and save it; when threatened it will override any instincts of self-preservation in its minions and they will happily sacrifice their lives. If Yezdi is dead, however, it may attempt to take over one of the PCs: there is a 50% chance that it will take over a spellcaster and a 50% chance that it will take over any PC (still including the chance of a spellcaster) - choose randomly from available candidates inside the room. The victim is allowed a save versus spells (+1 per 10% of the PC's CHA loyalty base, rounding 5% down); if unsuccessful the Stone will attempt another PC next round - the PC will be aware that some mental assault was made and only one possession can be tried per PC. If the Stone takes control of the PC (he may resave at the same rate as if charmed, with no CHA bonus and using CHA for INT with a cumulative -1 penalty per attempt) it will use him to defend it in the best possible manner (persuasion, use of spells, violence, etc, causing the PC to sacrifice himself if necessary - though the latter allows another save immediately).

Assuming the possession fails, the Stone is defenceless and may be smashed by the PCs: they hit automatically, needing 100 points of damage to destroy it (half damage from edged weapons). Each point of damage will crack it slightly and the crack will be mirrored in the smooth north-east wall; as soon as the first damage is done a noise can be heard from the wall and claws and huge slashing teeth will be seen on the rock surface, seeming as if a slaving beast was trying to break out. When 100 points have been done, there will be two effects: first the Stone will explode inflicting on all in the room 1 point of damage per point of Marasmus' hp and requisites left (which are likely to be few; save versus death magic for half damage) plus all of the spells that remain will be cast at 10th level (many will not be apparent) - if Yezdi is still alive, it will also steal all his hp, requisites and spells! Secondly, moments later (so as not to be damaged), the creature in the wall will burst out of its extra-dimensional space (ie no attack on the wall will have any effect) and attack. It should be treated as if a type IV demon (hp 66, but can only use its abilities once per turn and may not gate; it will fight to the death).

Once the Stone has been destroyed, the cells in 17 can be opened and any other effects of the Stone will be negated, things once under its control slowly reverting to a normal state (eg plants in 2-5 months, creatures 2-5 weeks).

This adventure is continued in Marasmus Redivivus.

BURRAN MOOR

Although, as has been mentioned, the rumours that Marasmus is able to control the animals of the Moor are untrue they are not entirely unfounded. The weaker and less wily of the creatures have long since left the area around the wizard's stronghold and those who are left have an unspoken (or, in this case, ungrunted and ungrowled) agreement with Marasmus: he leaves them to live in peace on the moorlands and they, in return, discourage intruders from bothering the valuable time of the necromancer. Few of the animals ever bother the herds of the villagers provided that they remain in the Dale (bad winters may, for example, cause them to throw caution to the wind) but any member of a herd found away from the edge of the Moor, especially after dark, is considered fair game. The creatures will not keep away a determined visitor or a large group, but odd vagrants and pedlars are soon dissuaded (or eaten).

Of these moorland creatures, those that demonstrate the most organisation and tend to actual cooperation with the wizard are the worgs (not to be confused with the black wolves from Krayk Wood). There are several packs of worgs that frequent the Moor and of these one pack (7-12 creatures) is likely to be in the vicinity of Marasmus' stronghold. Any encounter near to the stronghold is likely to be with the worgs - use the scrub column of the temperate conditions, inhabited and/or patrolled table and substitute the worgs whenever men are indicated (if you wish, you could retain the brigands result and use a small band of these raiders instead). There is no doubt that the worgs will attack the party, though they will retreat if suffering heavy losses.

Other random encounters should be thrown as usual with the following exceptions: as the Moor is a notoriously dangerous area, encounters will be on the 1:10 chance used for the wilderness not the normal 1:12 chance for patrolled lands (roll four times a day as usual for scrub); and around the marked locations use the creatures for men substitute noted above, replacing with ogres, spiders or trolls as applicable (ie whichever creature's lair the PCs are near). Locations are marked on the main scenario map. Note that, as these lair encounters are hardly vital to the scenario, only broad outlines have been given - you should fill any details that you feel are necessary before play (it is probable that you can easily ad lib anything not noted below).

D. RUINED HAMLET:

This small group of dwellings was little more than a tumble-down ramshackle affair even at its heyday and now, long abandoned, none of the cottages have roofs and few have all four walls. Living amongst the wrecked masonry and jungle of overgrown weeds and creepers are 13 ogres (5 male, 4 female and 2 young of each sex). They will leave their lair to rob and preferably kill any passing humans but will flee if threatened by a superior force; they are not so enamoured of the hamlet that they will defend it against any form of sustained and serious attack. They have a largish quantity of rusted and fairly useless weaponry and armour plus a bag of two of assorted coins (a total of 24 cp, 314 sp, 75 gp and 2 pp).

E. TROLL WOOD:

In one of the many lightly wooded hollows that cover Burran Moor a group of trolls have set up their camp. They have constructed rudimentary shelters from the fallen branches and use this as a base to hunt the area. There are 6 trolls but, unless encountered in their lair, it is unlikely that more than 3 will be encountered at any one time (if they are very close to the lair, they may be able to shout to the others if the PCs present too tough an opposition).

F. POTHOLE:

There are several large potholes in this area; inspection by a dwarf or similarly knowledgeable character may reveal that they have been partly constructed artificially - by this time their occupants will probably have struck. The holes are lair to a dozen huge spiders, at least half of whom are to be found near the lair at any time. If you wish you may consider their poison as non-deadly; the victim must roll under his CON or fall into a coma, permanently losing 1 CON point per day until dead or revived (ie rolls under).

MARAMUS' STRONGHOLD

Marasmus' dwelling occupies the site of an old Imperial keep and the current buildings use much of the material from the ruined walls and towers that once stood here (the stronghold is at location C on the main scenario map). Of the original towers only one is still standing, from which short sections of wall run to the north-east and south-east before coming to their crumbling ends - odd stones and areas of foundation show the course of the keep's walls beyond those extant (it was once roughly hexagonal with towers at each corner and a larger, square keep in the centre). Next to the tower stand the stables and Marasmus' mansion, the spaces between the stone buildings being closed by a high wooden palisade made from sharpened stakes. A single gate opens into the yard, none of the buildings having doors in their outer walls.

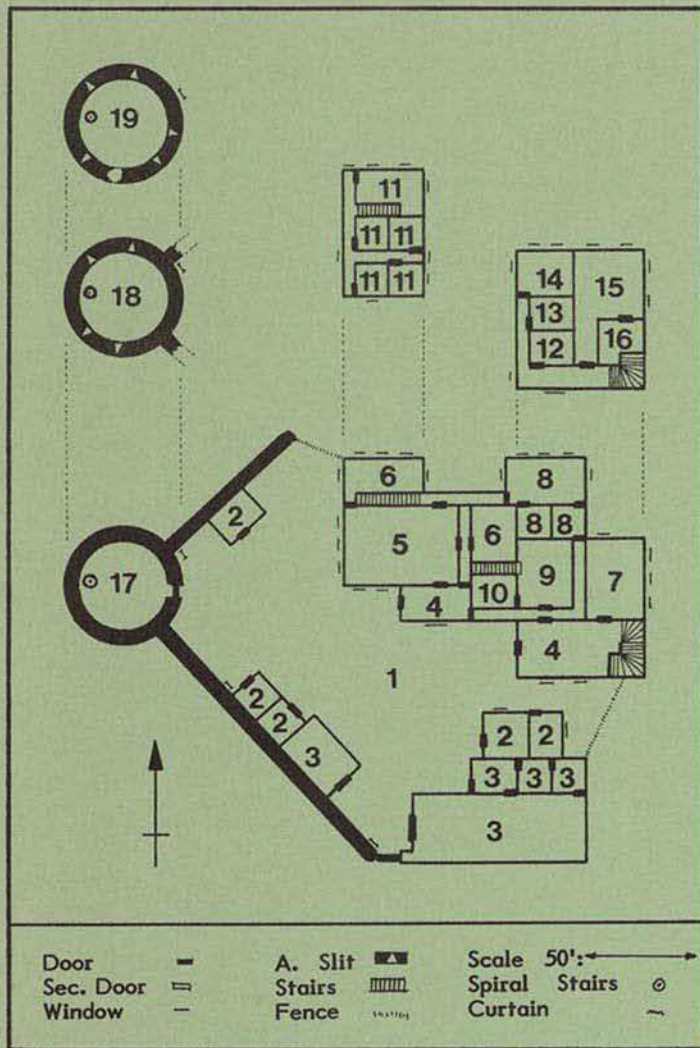
The old circular tower is sturdily constructed and obviously still the most secure area of the stronghold. The levels of the tower are each 10' high and the roof is battlemented - the walls are 15' high and are also battlemented on the west side. The house has two first floor areas, the lower level being 15' high and the upper floors 10' high (hence 5' lower than the roof level of the tower). The barn is a single-storey building 20' high and the outhouses are all single-storey and 10' high; those outhouses against the wall are made of wood rather than stone but the rest of the buildings are constructed of the same grey stone as the tower.

As Marasmus is incapable of organizing the defence of the stronghold himself, the task will fall to his assistants and companions with the unskilled help of the domestic staff and labourers that work here. As the staff are all well-treated and handsomely paid they will be willing to aid their master but, unlike the experienced friends and apprentices, will be likely to fail under the strain of combat; to simulate this, make sure that you check their morale whenever appropriate (D.M.G. 67 - treat their base morale as 50% because, though loyal, they are not trained to face such situations). The wizard's staff will count as 0th level for combat purposes, the domestics having 2-5 hit points and the labourers 2-7; they will be armed with daggers, staves, clubs, etc and AC10 if caught by surprise, but may move to AC8 and be armed with spears, short swords, maces, etc if the stronghold is aware of the PCs' presence.

Of the remaining residents of the stronghold, three are MUs studying under Marasmus and the others are old adventuring companions who are living here temporarily while planning their next operation. None are as old or as powerful as Marasmus; they were hired by him for a particular quest and became firm friends - they have agreed to be with him during his current crisis and will fight loyally on his behalf but, though they will risk their lives, they will not throw them away foolishly (ie they will not take suicidal risks nor continue if the cause is obviously lost). The apprentices, and especially Jantsenna, the head apprentice, are far more committed to their master and will fight to the death if it is absolutely necessary (as it may well be). Brief details of these NPCs are given here - you should give some thought to their actions in defence of the stronghold as they will be all that stands between Marasmus and the PCs. Note that although the collection of NPCs may seem to be at least the rival of the PCs, the latter have several advantages: their attack will (presumably) be by surprise, they will probably be in a unit rather than spread around the compound and they will be ready for battle (the NPCs may be in bed and will not be fully armed in any case - make sure that you take account of time to arm, etc).

JANTSENNA:

S 8, I 18, W 14, D 15, C 9, Ch 9, CL MU, LVL 6, hp 17, AC 9, dagger - usual spells: **charm person, comprehend languages, read magic, shield, invisibility, web, dispel magic, and hold person.** Fortunately for the PCs, Jantsenna's interest in the arcane research conducted by his master has resulted in a lack of major offensive spells. If the attack is going against the occupants, Jantsenna may attempt to divert the PCs by pretending to be Marasmus and leading them away from the stronghold - if this fails he will quickly return to aid his mentor in the final moments. He possesses a scroll of two spells: **charm monster** and **fear**.



QORM:
S 10, I 16, W 13, D 13, C 10, Ch 11, CL MU, LVL 3, hp 9, AC 10, dagger - usual spells: **light**, **magic missile** and **ray of enfeeblement**. Qorm has more of an adventurous spirit than Jantsenna, though he is not otherwise as capable.

BENIT:
S 15, I 17, W 10, D 12, C 15, Ch 7, CL MU, LVL 2, hp 8, AC 10, quarterstaff - usual spells: **sleep** and **unseen servant**. A young and rather foolhardy magic-user, Benit will see the attack as a chance to find glory and renown.

PRASK:
S 12, I 12, W 17, D 12, C 12, Ch 14, CL C-Filhean, LVL 5, hp 27, AC 4, mace +1 - usual spells: **affect normal fires**, **command**, **cure light wounds x2**, **light**, **chant**, **heat metal**, **hold person**, **pyrotechnics**, **resist fire**, **fire charm** and **produce fire**. Like his god, Prask will not shy from a fight and he will not be above causing serious fire damage if he feels it necessary. He has a scroll of 2 spells (Filhean clerics only): **remove curse** and **cure critical wounds**.

SENTYNA:
S 18, I 12, W 9, D 14, C 16, Ch 10, CL F, LVL 4, hp 35, AC 3, longsword +1 (and longbow). A valiant warrior and fairly good tactician, Sentyna will be a key figure in the defence. She will prefer to fight one-to-one if possible.

ERRALN:
S 17, I 9, W 8, D 15, C 13, Ch 14, CL F, LVL 3, hp 17, AC 2, longsword (and light crossbow). The weakest and least loyal of the adventuring companions.

SEEDGE:
S 12, I 14, W 8, D 17, C 10, Ch 9, CL T, LVL 4, hp 14, AC 5, longsword (and shortbow). In keeping with his slippery and sneaky nature, Seedge will exhibit a subtle method of defence comprising a large degree of concealment and little combat.

General Description: Doors are sturdy and iron-bound; all exterior doors can be barred (-2 to open) and interior doors can be locked (-1 to open). Windows can be shuttered (and are at night - open as a door); all have slits for missile fire in them. Rooms without windows are lit by oil lamps. Furnishings in the outhouses are simple but adequate, those in the main house rather more luxurious; no details are given for the unimportant rooms and you should determine their contents using common sense. Note that you should give dimensions of the buildings only very roughly unless the PCs are measuring them carefully - it should not be immediately apparent to them that there is a secret door in the west wall of the study.

1. Courtyard: The dirt yard contains the chickens, geese, pigs, etc found in any normal farmyard. At night these go into the small barn and the yard is patrolled by five large guard dogs (these are kept in the large barn with the horses by day). The walls to the west can only be reached by the ladders placed against the side of the tower, as can the roof of the tower; these ladders are iron and are firmly attached to the relevant walls. To the north and east there is a spiked palisade with notches cut into it for missile fire. The only entrance is the main gate with is normally barred (and can only be opened as if magically held).

2. Labourers' Quarters: There are 13 labourers in all.

3. Stables and Barns: The large stable contains the horses (3 light riding, 4 light war and 2 draft). The rooms to the north of the stable are for harness and stores.

4. Entrance Halls.

5. Dining Hall: Also the main living room of the mansion - it is here that many of the NPCs will be if the PCs attack during the day or early evening.

6. Withdrawing Rooms.

7. Office: Marasmus' office for business relating to the running of the stronghold and any trading that has to be done with outsiders - the documents in this room relate only to such business deals and are in no way magical.

8. Kitchens and Storerooms: The domestic staff will usually be here in the day. The two smaller rooms to the south are the stores, the larger room the kitchen itself.

9. Study: Marasmus' study in which the three apprentices are trained in the elements of magic and where they work for their keep by copying old manuscripts (usually for sale) and translating foreign documents concerning mythical creatures and legendary treasures (these are mostly in the language of Eldenvaan, with some in that of Magrax and a sprinkling of other major and minor languages). There are desks and tables in this room but only the documents being worked upon are actually kept in here. Drawers around the walls contain a selection of the common spell components. The secret door leading to the underground areas is hidden behind a set of shelves that reach almost to the ceiling. It is opened by manipulating a small catch at the back of a drawer to the south of the shelves.

10. Library: Although this does not contain Marasmus' best documents and tomes, the collection in here is worth a few thousand gold pieces in its entirety - the only problem for the PCs is that many of the old parchments and scrolls are very fragile and might disintegrate while being moved, and without a very careful search the PCs would not be able to isolate the most valuable items. If the PCs do wish to take everything, they will need great care and several carts plus a buyer (which will mean a large town at least - most buyers will try to rip them off and insist that the collection is principally worthless junk); if they wish to use the scrolls themselves (and remember that none are intrinsically magical or enchanted) the party's MUs will have to spend from 1-3 years of uninterrupted study to gain any useful information and the experience points value equivalent to the monetary worth. If moved carelessly or not studied fully, etc, the value will be from 250 gp to 1000 gp; otherwise they could net as much as 2500 gp to 3000 gp!

11. Domestic Staff's Quarters.

12. Qorm's Quarters.

13. Benit's Quarters.

14. Jantsenna's Quarters: One of the studios apprentice's quirks is his love of exotic fauna and flora - he was banned from indulging the former in the house by Marasmus, but the latter literally flourishes all around his room. There are a large number of strange pot plants on shelves along the walls, some of which are poisonous, and stacked amongst them are a number of specialist books on such exotica. If the PCs search the pots or the shelves they may brush against or disturb these plants and suffer their effects (only an expert could spot the dangerous ones, unless the PCs spend a few hours reading through the books). There is a 20% chance per person per turn of searching of a PC being affected by a mild poison: there is a 50% chance of it being a minor skin irritant (-1 from combat) and a 50% chance of it slightly paralyzing a PC (-10% or -2 from all applicable rolls, including combat); duration 3-18 turns - the effects of more than one plant are cumulative. Hidden in the earth of one of the pots is a key to the laboratory below the mansion.

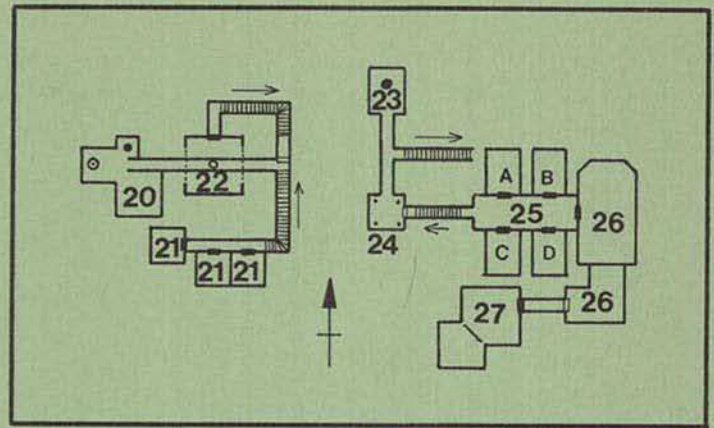
15. Marasmus' Quarters: Various rich tapestries and mystic etchings should indicate that this is the master bedroom to the PCs (the total value to the right buyer for these would be 300 gp to 450 gp). A closer examination will make it clear that the room has not been occupied for some time - there are no pillows or blankets under the coverlet on the bed, a thickish layer of dust covers the chairs and tables, etc. Other than the subject matter of the etchings, there is nothing to indicate that this is the abode of a powerful magic-user rather than a reasonably well-off merchant.

16. Marasmus' Robing Room: Closets round the walls contain the wizard's robes and pride of place is given to a marble bath with matching pitchers (worth about 100 gp if the PCs could ever safely move it out of the house).

17. Tower: Ground Floor: The only door to the tower is iron-bound and, whenever there is anyone in there, triple-barred - this means that is at -3 to open when barred. The spiral stairs twist in a clockwise direction going up; they lead to the two upper floors and to the dungeons below. This level is used as the quarters of Erraln and Sedge and also contains various large items that the NPCs have stored here (tilting dummies, chests with false bottoms, nets, several hundred feet of rope, and similar things gained in the course of an average adventure).

18. Tower: First Floor: The quarters of Prask and Sentyna, also used to store their more valuable items (Sentyna's odd collection of memorabilia taken from the corpses of goblins, orcs, etc, Prask's small chest of religious tomes, a ripped and rent halfling-sized suit of leather +1 which they have not yet sold for sentimental reasons, etc). The stairway up to the second floor has been blocked by a temporary but very sturdy wooden barricade - it will take 2d6+10 rounds to hack and smash through this (assuming the PCs have axes or some other suitable tools).

19. Tower: Second Floor: This was originally Marasmus' laboratory, largely abandoned when the chambers under the main house were completed. It still contains various old, broken and largely immovable pieces of apparatus (a large wooden vat, a box full of ceramic and earthenware fragments, a long deeply-scored bench, a rusted set of pulleys on the north and south walls, etc). The room also contains one of Marasmus' pets (creatures that he has collected over several years and used in some of his experiments); trapped in here, and most displeased about it, is a carrion crawler (hp 19) - the meagre rations that are pushed in through an arrow slit do not satisfy it and the scavenger will attack anyone who enters (it usually clings to the ceiling above the staircase and will be very hard to spot through the slits). Possibly of use to the PCs, stored among several flasks of vinegary wine, are a pair of flasks each containing one half of the ingredients for greek fire; if these two are mixed they will burst into flame on contact with water - treat as burning oil with twice the diameter and three times the duration.



20. Storeroom: The spiral staircase from the tower descends 30' to this room. In the north-east part there is a shaft down to a well; 100' of rope and a bucket stand next to the uncovered shaft. The water is 50' down and is 15' deep, flowing slowly to the south-west; note that it is possible to squeeze through the underground river channel to reach the shaft from room 23, but that this is dangerous due to the high chance of becoming stuck (use your discretion for this based on the PC's size and the armour or equipment he has with him - a thin man with no armour will get through). The south-east section of the room contains stores, both food and odds and ends of farm equipment.

21. Cells: 20' below the storeroom are three cells, each with doors bolted and locked from the outside and with iron grills at head-height. The cells are full of old junk and broken tools and equipment, the westernmost also having some of Marasmus' inks, quills, parchments, boxes of commonplace components, etc.

22. Cell: The large cell is occupied by a number of orcs that were found near the stronghold and who have been left here while their fate is determined - it is possible that they could be armed and ordered to fight the PCs with a promise of their freedom if they were successful, otherwise they will be left here to rot unless Marasmus can think of some experiment that uses them or their corpses. There is a grill in the door, like the other cells, and also a grill set into the floor of the passage 20' above through which food can be dropped. If the PCs look or call in from this passage the orcs will scurry into the corners of the cell (where they cannot be seen, even with infravision) - they have had too much offal and effluence poured onto them from above to risk standing under the grill. The PCs may believe that this is where Atalia, Chevik's daughter, is being kept and they should not be disabused of this idea. There are 7 orcs in the cell, all hungry and in a bad mood - if the door is opened they will try to jump the PCs, using dishes, bones, light sticks, etc as weapons. The secret door leading to the stairs is opened by pushing a loose stone just to the west of the door, 3' from the ground.

23. Well: A second well-shaft, also with rope and bucket, for use by the house in emergencies. As the stairs coming down from room 9 are steep and descend 50' over their length the shaft is only 30' deep, again leading to a 15' deep pool (see room 20 for details of the stream flowing from this).

24. Guard Room: This room contains 4 iron statues, 4' high of desert warriors, holding scimitars and spiked bucklers Marasmus liberated these from a Shastan temple during his travels and has since learnt the commands that operate them (known to him, Prask and Jantsenna). They guard this room and, if anyone enters and does not speak the correct phrase, they attack, only ceasing when destroyed or when the phrase is spoken. They count as AC0, hp 20, attack twice (bucklers for 1-3 points) as 3rd level fighters; once animated, they attack the nearest person, making no discriminations (ie if Jantsenna is there and refuses to give the command, he is as likely to get attacked as the PCs). As they are 'killed' the release of the power animating them will disorientate the PCs (save versus spells or attack at -2 for 2-5 turns). The mechanism for the secret door is a catch 7' up on the east side of the passage as it enters the room.

25. Cells: These cells, designed much like those under the tower but of far sturdier construction, have been built to hold not prisoners, but the creatures that Marasmus sometimes uses in his arcane experiments. The cells are locked by a huge and complex affair set into the wall to the west side of each door (-15% on OL; Marasmus has the only keys). In addition they are trapped, linked to a mechanism in the east door (and which can also be released from room 27). If the east door is closely examined it may be noticed that the normal handle and lock on the south side are false and that the door really opens by concealed hinges on that side, the hinges on the north side actually being the hidden opening mechanisms (each must be pressed down to unlock the door). If the handle is tried or the lock tampered with, all four of the cell doors will burst open, releasing their extremely hungry and irate contents into the passage - additionally, if Marasmus hears any noises from this area he can open the cages from his laboratory (room 27 - such noises include the screams of pain from the animals if they are attacked by any missiles through the grills). Marasmus can open the cells singly, but the trap always opens all four. They contain:

- A) 2 owlbears (hp 21 and 23).
- B) 3 ghouls (hp 7, 11 and 8).
- C) A disfigured troll; having already been the subject of one of Marasmus' experiments, this creature has a smashed lower jaw and no teeth - it will therefore have only two attacks at 5-8 (hp 33).
- D) If this scenario is being played as a one-off adventure (which is by no means recommended), this cell contains the girl for whom the PCs are looking; otherwise, this cell is empty. If Atalia is to be found here, see the relevant statistics in *The Darkling Stone*. It goes without saying that the girl will not attack the PCs but will cower in the back of her cell until the fighting is over - if the PCs lose or have to retreat, she may become dinner for the other occupants unless help arrives soon.

The creatures are all bright enough to realize that they will gain nothing by fighting each other, knowing that it is humans who are to blame for their predicament. They will naturally believe that the PCs are responsible and attack them - unless the latter have some magical assistance, it is extremely unlikely that they will be able to convince the creatures that this is not so while in the heat of battle.

26. Summoning Chamber: This large room (it is 25' high) was used by Marasmus for testing certain spells and experiments. The floor has a 15' wide magic circle carved into it and is surrounded by all manner of painted mystical symbols, the latter also being present on the walls though in some places they are covered or obscured with blood and ichor stains. A number of manacles and other restraining devices have been fixed firmly to the north wall. The south part of the room is raised above the north by 10', the ceiling being only 15' high here. A 5' high wall acts as a barrier between the two parts of the room (ie the wall is up from the south floor, and is effectively 15' high when approached from the north) and there is a ladder behind it on the south side; this is placed over the top when Marasmus leaves and then retracted again when he is in this part of the room or his laboratory. This raised area is currently occupied by a trio of charmed gargoyles (hp 15, 19, 23) all of whom have the use of darts and javelins (6 and 3 respectively per gargoyle). Once they have loosed the missiles (as 4th level fighters, +1 damage) they will attack hand-to-hand - if they enter the magical circle inscribed on the floor of the lower part of the room, it will glow and normal weapons will be able to strike them. The south part of the room holds several large slab tables, a small collection of laboratory glass and earthenware pots, dishes, tubes, etc, and a jumble of assorted minor items that are vital to the smooth running of any magician's workshop. The secret door opens by the depression of a pair of studs in the floor just to the east of it; if both are not pressed simultaneously, a salvo of poisoned darts flies out from around the door with a chance equal to an attack by a 5th level fighter that 1-3 of these will hit anyone in front of the door (up to 3 people may be hit). The poison (save at +2) will cause great pain and recurrent dizziness for 7-12 turns, beginning 1 turn after being hit, that will place a PC's combat and other physical activities at a -5/-25% penalty and will entirely preclude the casting of spells.

27. Marasmus' Laboratory: The passage to the laboratory has been trapped with a **glyph of warding** (by Prask - Marasmus, Prask and Jantsenna know the name of the glyph to pass it); this will explode for 10 points of fire damage over the whole length of the passage. The door to the lab is locked (Jantsenna has a key; see 14). The room is divided into two parts by a heavy patterned hanging depicting the rising of the fire god from a sea of flames (a present from Prask). In the east part of the room is the main laboratory, full of all the usual paraphernalia of such a place (either use your imagination or the tables given in the *D.M.G.*, Appendix I for a description of the furnishings of this room - along with all the normal technical apparatus associated with a magic-user's lab, there should be cages of small insects and reptiles, half-written manuscripts strewn around the floor, boxes of broken equipment and used components, trays with barely touched meals on them, flasks of fine wine, cushions and blankets, etc). Among the bottles and flasks of unnamed gruesome and foul-tasting liquids (which, if you are feeling vindictive, could contain some poisons) are a **potion of extra-healing** and a **potion of levitation**.

In the west part of the room is the wizard's library and, in a large comfortable chair, Marasmus himself. Stored on the shelves that line the walls are many parchments and a goodly number of books, including the various spell books of both the necromancer and his assistants. All of these books are trapped with a **glyph of warding** (known to Prask and their owner) for 10 points of fire damage, plus Marasmus's spell books also have a **fire trap** cast on them (10+d4 damage). The non-spell books will be worth about 2000 gp to a magic-user or sage who has a use for them, or half that much to a PC MU if he spends six months consulting them. Placed in amongst these books and parchments are a journal written for the last few months by Marasmus describing his illness and his conclusions about the part played in this by the druid Yezdi (including the information about the missing girl) and three magical scrolls. These are of 2 spells: **slow and monster summoning II**; 3 spells: **dimension door**, **polymorph self** and **hold monster**; and **protection from lycanthropes**. Note that Marasmus may be able to use these in his defence as their magical power is already stored and will not alert his enemy. He also possesses a small silver token in the form of lion - when the PCs enter the room he will throw this to the ground before them and it will then turn into a spotted lion and attack as he commands (hp 37). Should this charm fall into the PCs' hands, it will also work for them as no command word is needed - if the lion is killed it will return to charm form but will no longer be at all magical.

Marasmus' end has been dealt with previously and you should decide how he is going to react to the PCs before beginning the scenario. They should be able to learn from either him or his journal (or, in a much vaguer form, from one of the other residents) that Atalia has been taken by Yezdi to his lair deep in the Krayk Wood, that he must have some reason for wanting her there (and the magician's suspicions that she will not be alive that much longer) and that Marasmus is somehow under the power of this druid. Marasmus may also speculate (as he has done in his journal) about the source of the druid's power (remember that in the Campaign there is no druidical class and that Yezdi's title is as honorary as the wizard's - as Marasmus knows that Yezdi is only a low-level cleric he will also know that the power cannot be a spell of some form); he will declare that Yezdi must have a magical item that grants him this possessive ability and the thought of such a prize may spur the PCs on in their desire to recover Atalia. If you feel that the PCs need additional encouragement to continue their quest to the Wood, Marasmus may be allowed to make a dying curse, charging them with the task of avenging him upon the druid (whether this curse will have any real effect is up to you, but the players should believe it will - general weakness or a debilitating disease are suggested as outcomes upon failure to avenge Marasmus). Make sure you bear in mind the fact that this is merely the first part of the adventure. The PCs must still enter Krayk Wood and confront the druid Yezdi before returning Atalia to her father (and then they must face yet further dangers in **Marasmus Redivivus**), but do not be too soft - the treasures available demand a serious and dangerous challenge.

This adventure is continued in The Darkling Stone.

ARENA OF DEATH

AD&D/Expert



The heavy smell of death lurks in the darkened cell. There is a quiet scratching noise at the back of the damp room and occasionally a small movement, an unsettling break before the scratching begins again a little closer. The bars that seal this end of the cell are rusty but still too strong to allow any hope of escape. Beyond them there is dark silence interrupted now and then by a guttural consumptive cough or the creaking of old bones. There is nothing to do but wait - wait naked in the chill air and hope that release comes before illness or starvation. The Grand Master's croaking voice seems to come from beyond the bars, a memory of those few days ago in his opulent rooms, telling of the honour, the great honour that participation in this contest afforded to the warrior accepting the challenge....

"You have no doubt heard the recent rumours concerning the dishonour imputed to the Order by the Duke's mages - you and I well know that such a cowardly action would never be conceivable to one of our Order, but those cantakerous meddlers will hear no sense. We even offered to have the men they suspect tried by the Duke himself, but they say that as the dishonour taints the whole Order, the Order itself must stand trial. All know that there is no love lost between the Duke and ourselves and the King refuses to hear the case - he returned our missive unopened and his messenger said that it was beneath royal concern. Pompous oaf! For a time we thought that the Duke would call us to court and disband the Order but it seems that we have another option.

"One of the rights appointed in our charter to any member of the Order is that of trial by combat; it is less well known that this right is also held by the Order as a whole. In such a trial, the Order is either represented by the Grand Master or by a champion of his choice. If the champion is successful, the Order is cleared of any guilt or dishonour. If he fails, or if he refuses the task, the Order is found guilty of the charges levelled at it - in which case it must disband and the members be stripped of their possessions and cast out of the city.

"You have been chosen as my champion and on you rests the future of all our friends and companions.

"The form of the challenge to be faced is also laid down in the charter. It was considered too easy to merely send our champion into a stadium to face a single opponent and a more complex task was devised to test the many skills required of a warrior: stamina, intelligence, versatility, the tactical sense to know when to withdraw but the will to keep going when all seemed lost. At the start of the test you will be taken some miles from the city and left unarmed in the care of gaolers who are under the death sentence if you escape. You must make your way back to the city to face the final challenge: combat with an enchanted creature that is called from another plane to face you. Between the gaol and the city are placed various weapons and you must arm yourself well to stand any chance of defeating the monster. Each hour you take to return to the city will see the monster gain in strength, but do not forget that it is enchanted and that powerful magical weapons will be needed to oppose it.

"You may take none to aid you in this challenge and you will be watched by the judges all the time - if they find that you are cheating they will send further opponents to ambush you. However, this also means that the mages are unable to interfere with the competition, and should they do so they will immediately forfeit any case against us and would have to stand trial themselves. You alone represent the Order in this and all our futures rest on your prowess and skill. Do not fail us."

The voice seems to echo away on those last words, spoken with a hint of despair - a despair that has been vindicated by the security of the cell. How strong has this enchanted opponent become? Does the need for speed override the need for powerful arms and armour? In any case, where are these items hidden between here and the city? And no doubt they are guarded themselves.

As despair settles, the cell seems even smaller, the dark more oppressive, the cold silence more unnerving. The noise of scratching edges closer. And closer. And then a change: a warmth, an invisible movement, the whispering sound of long-dead words and a loud crack from the lock. The door to the cell creaks gently open....

INTRODUCTION

This scenario is designed for a single fighter character of 10th-12th level, using either the D&D or AD&D systems. If you wish to use the scenario for characters of other levels, you will probably have to do little but change the levels and hit dice of the NPCs and monsters given in the text - the scenario does not really suit itself to party play. You should be able to use the scenario for a member of one of the other combat-orientated classes with few changes (and in some cases, suggestions are made in the text for suitable changes); the range of classes covered by this scenario thus includes both the dwarf and halfling classes for D&D and the cavalier, paladin, barbarian and ranger classes and subclasses for AD&D.

The introduction and the map for the scenario assume that it is being played around the city of Chuza described in *To Catch A Thief* from issue 7 of TS! (the first in a series of single-player scenarios, designed for a thief character; *The Seventh Circle* in TS!8 deals with the cleric and the magic-user is covered next issue). If you set the scenario in your own campaign world, the transfer of details should be very straightforward - you may, however, need to design a different introduction, especially if dealing with a player character that already exists.

The basis of the scenario is the PC's attempt to escape from the gaol in which he is held at the start and his race to reach the city before the creature becomes too strong to defeat. The sooner that he gets to the city, the weaker that the monster will be; against this he must set the need for magical weapons and armour powerful enough to combat his opponent. The weapons nearer the city are more powerful, but to stand any chance of recovering these the PC will have to have collected earlier, lesser weapons (having defeated their guardians).

The background to the scenario is relatively unimportant for the PC - as far as he is concerned, all that matters is the race and the recovery of armaments. A brief outline of the events prior to the challenge is given here so that you can use this scenario within a campaign setting. The Order of the Grey Father is one of many small military orders that have a royal charter to train units of troops (ie to train them as a fighting force rather than as individuals) and to command allegiance to themselves. To a certain extent, this puts these orders outside of the normal law of the city and this in turn puts them at odds with the Duke and the City Council (for example, they do not have to pay regular taxes) who wish to see them disbanded and exiled. The Order of the Grey Father only keeps a very small retinue of troops but it does have a relatively large number of highly-trained and expensive warriors who hire out to worthy (and especially rich) causes. As many of these causes are not in the direct interest of the city (or the Duke, which is not necessarily the same thing) the Order is often at odds with the Council.

The current disagreement arose when the wing of the Citadel (1 on the Chuza map) containing the Duke's mages was entered by force, several guards dispatched from behind and various scrolls and other small magical items were removed. An apparently hastily-dropped cloak that was found in the wing had the markings of the Order and led to the belief that warriors sworn to serve the Grey Father (an obscure and very minor religious figure) were responsible for the raid. The Order claim that no warrior of their's would be so clumsy and that it did not in any way bear the mark of the Order's activities (one of their reasons was that there were not enough bodies for it to be their work). As mentioned in the player's introduction, an offer was made to put the men who were charged with the work on trial, but this was refused by both the mages and the Duke. They indicted the whole Order and only the discovery of the useful legal loophole in the charter that allowed trial by combat has saved the Order for the time being. In fact, the job was done by the Thieves' Guild under the instructions of another of the military orders working in conjunction with the mages of the Duke themselves - only one or two of the mages know of this and the Masters of the Order of the Grey Father do not have the slightest idea who did it (although they are convinced that it was not one of their own number).

PALADINS AND RANGERS

These two AD&D classes pose a small problem for the scenario as, at this level, they are able to use spells. As the PC does not have access to a spell book, it can be assumed that a paladin cannot relearn his MU spells and for convenience it should be assumed that he does not have them when he starts the scenario. The clerical and druidical spells of these two classes, however, may be allowed if you wish - if you do not want to have the PC using spells you could say that his powers in this field have been temporarily taken away for the duration of the test. If the PC does have some spells (especially if he is able to cure himself), you may feel free to strengthen some of his opponents slightly.

D&D AND AD&D

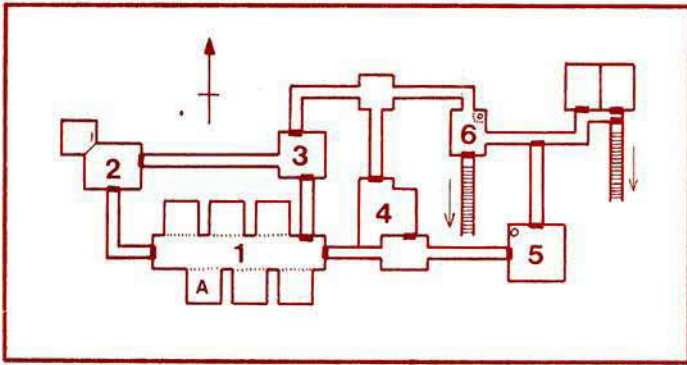
Where the statistics for these two systems are different a slash is used to separate the two relevant figures - the D&D figure always comes before the slash and the AD&D figure after. In other cases it may be necessary to employ two completely different monsters; again the D&D creature will be described first but, in any case, it should be obvious which creature is for which system. If you have both sets of rules you may desire to use a creature from the other system and should feel quite free to do so.

HORM KEEP

(Location A on the main scenario map.) The PC begins in one of the cells in the dungeon under Horm Keep, an old military outpost that has been abandoned for many years. Guarding the Keep are a number of orcs and other humanoids that have been captured at some time by the Duke's forces; all have been condemned to death due to their bloody raids into human territory, but have been promised their freedom if they stop their sole prisoner from leaving the keep. They consider the best way to achieve this aim is to place the PC in the deepest cell in the dungeon, lock all the intervening doors and retire to the surface to make sure no-one comes to spring him - they are unaware of the nature of the 'game' of which they are part. They have been told that they must give food and water to the PC, but they only allow the minimum amount possible, hoping that he'll die all the sooner and allow them to go free.

The judges in the city, however, are able to act on the PC's behalf in this case only. Unknown to the PC, it is the judges that cause the lock on the cell door to open - also unknown to him, it is at this moment that the creature from the other plane is summoned (see the end for further details of this creature). The PC's race to reach the city, therefore, begins simultaneously with the monster's arrival; it is only natural for the PC to imagine that the monster has arrived some time earlier and is growing stronger while he wastes away in gaol and you should not disillusion him.

When released from the cell, the PC is stark naked (not to mention a little cold and hungry) and has no arms or armour of any sort. He will probably have to find something of this nature (ie improvise a weapon) before he can take on the orcs that guard him. You should make sure that you do not reveal who is guarding him - all the PC knows is that he is in gaol, that some creatures of human or humanoid nature occasionally feed him and that he must use all the means at his disposal to escape. Remember that it is dark in the dungeon - if the PC has infravision it should be assumed that a **continual darkness** spell is in operation in the area of the cell, but that normal infravision works beyond the 30'/6" radius. Note that it is possible the PC may notice he is being scryed by the judges (though as he has been warned of this it should not worry him). You should also make sure that you do not give the player any directions in terms of north, south, etc - use left and right wherever necessary. This means that once the PC has left the dungeon he must make some attempt to discover the correct direction to proceed in order to reach the city. It can be assumed that at this level the PC will know enough about the movements of sun and stars to work out which way is south; if there is too much cloud cover to see sun or stars clearly you should reduce the PC's chance to find north and south, except in the case of subclasses such as the barbarian and ranger (and possibly the D&D halfling class).



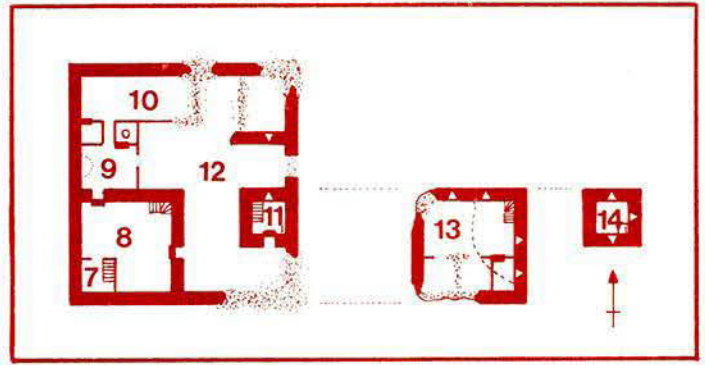
General Notes: The dungeon areas are in reasonable repair; doors, bars to cells, stairs, etc are all sound though they have obviously been in regular use at some time. The passages are 7' high and the rooms 8'-9' high; all of the walls are slightly damp and the area has a musty smell. The rooms all contain odds and ends left by the last occupants and dropped by the present guards (bits of food, broken arrows, pieces of clothing, lengths of rope, etc) - if the PC searches any of the rooms, you should allow him to find some scraps of this nature, though what is exactly found is up to you (AD&D DMs can use Appendix I, especially the General Table); unnumbered rooms are otherwise empty.

The upper parts of the keep are in a worse state of repair, with collapsed ceilings, fallen walls, etc. Moving quietly in this area will be very difficult and there is always the chance that a further collapse will take place. There are, however, plenty of opportunities to pick up discarded items and pieces of masonry to use as weapons. The outer walls and the rooms are 15' high.

The guards of the keep are mostly orcs - there are 15 orcs and 4 hobgoblins, plus 3 wolves that they may use to hunt or track the PC if he escapes. They are all armed as per usual for these races - this means that the PC will be able to use their weapons and shields, but their armour will prove unsuitable (if he wants to use some allow him to reach AC 8 but at a 25% movement penalty). As the orcs have been told that they will be killed if the PC escapes, but awarded a pardon if they can keep him there, they will stop at nothing to prevent him from leaving (although they do not know of the 'game', they are aware that they are being watched by magical means and that this is some sort of test so they will not just run away).

1. Cell Block: The PC begins the scenario in the south-west cell (a), just as the judges have unlocked the cell door. All of the other cells are locked and are as strong as that in which the PC was kept. There are a number of small creatures scuttling around the area (mice, rats, etc) but none of these can really do the PC any harm.

At some point after the PC leaves the cell, one of the guards will come to give him food and water - how long you leave before the guard arrives is up to you, depending on the experience of the player and the difficulty you wish him to face (if you wish to roll for the time, 2-5 turns is a reasonable figure). The guard will approach from either room 2 or room 3 (as they have before, so the PC will not know in which direction is the exit) - he will be alone, but will leave two others in the room behind him. The guard will be carrying a bowl and a flask so his weapon will be in its scabbard; this guard will have keys to all the doors and cell doors in this room - one of the other two guards will have the keys to the other doors in the dungeon. If it becomes obvious that the first guard is under attack the other two will run to help him; they will not leave to get help unless the PC is able to attack and wound them. If none of the guards return, the orcs above will become very suspicious within 2 turns. Once alerted they will guard the two exits from the dungeon (not including the well) but will not enter for at least six turns. Thereafter roll a d6 per turn - on a 5 they will send in a search party of 5 orcs and 2 hobgoblins, and on a 6 they will send the wolves into the dungeon in an attempt to flush the PC out (keep rolling the d6 in case they then try the other approach as well).



2. Well: The north-west part of the room has no floor and opens onto a 50' drop to a 5' deep pool of brackish water. If the PC has no light or infravision, he may fall down this and suffer the appropriate damage. There is a ladder on the east wall so that climbing out is no problem.

3. Torture Chamber: This room still has a few remnants of its former use, both large items bolted to the floor and odds and ends left behind (decide for yourself or, for AD&D, use Appendix I).

4. Storeroom: The orcs' store, this contains sacks, chests, barrels, etc, with food and drink to last the humanoids for 2 weeks (the PC may need to take some of these with him).

5. Storeroom: This storeroom is mostly empty; in the north-west corner is another well-shaft, this one only 3' wide and 40' deep but leading to a 15' deep pool of water.

6. Guard Room: Now empty, this has another well. The shaft leads down as far as that in room 5 and up to the surface 40' above. It is separated from the rest of the room by iron bars running from floor to ceiling - these are weak and may be bent by the PC: for D&D roll under strength on 4d6, for AD&D use three times bend bars chance (to get through will take one turn and the PC must rest one turn before making a further attempt).

7. Guard Room: There will always be at least one hobgoblin guarding the exit from the dungeon.

8. Main Hall: This is where the orcs and hobgoblins sleep and about half of them will usually be in this area at any time. Along with arms and armour, they have the usual orcs' collection of charms, copper and silver pieces, rags and cloaks, boots (all too small for human PCs), etc.

9. Kitchen: The orcs' cooking is done here and there are a small number of appropriate implements in the room. There will always be a fire burning in the hearth against the west wall. The room to the north-east opens onto the well-shaft that passes through room 6 - there is 100' of rope and a bucket by the well.

10. Stables: This room now houses the wolves (dire wolves, in fact, though you could make them normal wolves if the PC is inexperienced or already in a bad way). The room to the south-west contains their food and harnesses.

11. Guard Room: There will always be at least one of the hobgoblins guarding the exit to the dungeon.

12. Courtyard: Full of rubble and a little unsafe. The fallen walls are still 7' high at the lowest point.

13. Upper Floor (main hall): The crumbling and dangerous upper floor will always have at least two of the orcs on guard, watching for anyone coming to rescue the PC - these will be armed with light crossbows. To the east of the dotted line there is still some ceiling.

14. Upper Floor (small tower): More intact than the main hall, there will always be at least one orc on guard also armed with a light crossbow. A trapdoor in the south-east corner opens onto a ladder leading to the lower floor. The roof, although intact, is inaccessible from this tower.

HORM KEEP TO CHUZA**MOVEMENT**

You should use the normal movement rules for the system you are playing, taking into account the terrain through which the PC is moving, his clothing, etc and his encumbrance. If the PC does not acquire or manufacture some form of covering for his feet, he will only be able to move at 25% of his normal speed - you should give a chance for roughly-made shoes, clogs, sandals, etc falling apart as they are used.

SUSTENANCE

The PC will have to either take food with him from the keep (though he may forget or not trust the food there) or find food along the way. You can assume that any PC will be able to find enough streams to quench his thirst (you can give a chance for catching some infection if you want). A normal fighter class character (plus dwarf, cavalier or paladin) must spend half the day (ie half movement) fishing, hunting and gathering to survive at full strength. If the PC is a halfling, barbarian or ranger he need only spend a quarter of the day. An option for these classes is to assume that the food at the keep is noxious and poisonous to humans and demi-humans and cannot be consumed by the PC so that he must hunt to survive. In this case the PC will have a chance per hour of finding enough food for the day equal to his level plus his DEX (this is cumulative, so that the chance is doubled for the second hour, trebled for the third, etc).

If the PC does not have enough food for a day, he will begin to lose abilities and hit points at the equivalent of one level per day. If he then eats the next day he will stop losing levels, but will not regain those lost until he has rested (only hunting allowed) for one day per three levels lost.

THE LAY OF THE LAND

It is assumed that the PC has some familiarity with the land between the keep and Chuza and that he has an idea of the probable locations of the weapons that he must find. It is up to you to decide how easy you want to make this for the player (and you should take into account his experience of the game when deciding this). You should prepare for the player a map, based on the map opposite, with some or all of the features marked on it - the PC will have memorized this before leaving the city and you can represent this in two ways. The first is to allow the player to see a good map of the route and to study it for a while; when the game starts, you should take this map away from him and make him use his memory to find his way back to the city. The other way is to prepare a much sketchier map and to let him keep this throughout the game (although the PC will not actually be carrying such a map, other than in his head). The amount of detail is up to you; you could, for example, show the player the map printed in the magazine - at the other extreme you could give him a map with only the vaguest terrain details on it (the coast, big ranges of hills, large areas of forest and so on) and some rough marks where some of the caches are hidden. The amount that the player knows about the route is not vital to the scenario and in many ways the more that he knows the trickier it becomes for him (as he has more to choose from and may go further out of his way before getting to the city). If you are going to make it very difficult for him to find his way from cache to cache, you should reduce the rate at which the enchanted creature gains in strength so that he still stands some chance when he reaches the city (the scenario should present a reasonable challenge and you should balance the various factors, changing them as you go along if necessary).

ENCOUNTERS

The normal encounter tables for the terrain crossed should be used, though you should bear in mind that the area is within a civilized kingdom and large bands of marauding orcs or goblins would attract the attention of the local militias and army. If you roll an unreasonable creature feel quite free to roll again or to ignore the encounter. Make sure that the PC stands some chance of either winning or fleeing from an encounter, adjusting the numbers and strength of his opponents accordingly. This means that the encounters will get harder towards the city and, though this is a little unrealistic, it is acceptable for this scenario.

THE JUDGES

Although the judges of this trial will probably not come into play, some mention of them may prove useful. They are all high-level magic-users, chosen by agreement of the two sides for their impartiality and honesty. They will follow the activity of the PC throughout his efforts to reach the city and will intervene if they feel the competition is being unduly prejudiced - this means that they will distract unduly powerful or weak creatures from the path of the PC, they will make sure that he cannot apply for help from any other source and that his opponents equally cannot interfere with him. One of their main tasks is to prevent him from contacting any other humans - if he does attempt to do so, the judges will cause him to appear as some sort of feared and despised creature that the humans will merely attack or drive away. If such a confrontation should endanger the lives of those not involved in the 'game' (and monsters are not counted in this category) the judges will teleport the PC away from his present location to one that he passed just before the encounter took place. You should be careful not to over-indulge with the powers of the judges, but use them as a *deus ex machina* if it is vital to the progress of the scenario or to maintain some sense of balance.

RIVERS AND STREAMS

Streams can easily be waded by the PC, but all of the rivers marked (five at the east edge, becoming three by the time they reach the sea) are fast-flowing and difficult to cross. If the PC attempts to swim, the usual drowning chances apply and he may lose some of his items (you should determine a percentage chance for such a loss depending on the PC's strength and where the items have been stored, etc). In any case, he is likely to wind up some distance downstream. At any time that the PC enters a river you should throw for the chance of an encounter, even if one is not normally due at that time. It is assumed that the PC can handle a boat and that if he has one he can either cross or row down a river with no great trouble.

WILDERNESS ENCOUNTERS**A. HORM KEEP**

This has already been described above. The area around the keep is rough and hilly and should provide good cover if the PC is attempting to evade pursuing orcs - the dire wolves will be able to follow his scent, however, and you should make adjustments to his evasion chances accordingly.

B. RIVER QERN

Just before the river enters the long stretch of high cliffs to each side there is a boat beached on the north-east shore with oars, a day's provisions and three harpoons (each with 50' of rope). The boat is well-made and watertight.

C. WYVERN'S LAIR

There is a cave in the east side of the largest of the hills from which flows the stream running to the River Qern. In the mouth of the cave are several large stalagmites that reach almost to the roof. Impaled on the middle of these is the corpse of a human, still armoured and bearing a large sword in a silver scabbard.

The cave is the lair of a pair of wyverns. If the PC can surprise these creatures they will both be out hunting; if not there is a 50% chance that one is there and a 50% chance that both are there. Even if they are not there, one or both (same chance) will spot the PC in 1-100 rounds (even if he has left the lair by this time). If the PC is struck by a wyvern's tail and fails to save versus poison he should merely lose the equivalent of one level of experience (hit points and abilities included) for 2-5 days.

The PC can remove the sword from the corpse if he can climb the 25' up the stalagmite. He can only remove the armour by unstrapping it which will take 2-12 rounds and a similar time to put it on. The armour is **chain +1** but merely counts as **leather +1** due to the damage. The weapon is a **sword +1, +3 vs dragons** (including wyverns - longsword for AD&D). The cave goes back about 100' but there is little of interest in it (bones, etc); the wyverns are able to get to any part of the cave.

ARENA OF DEATH

D. QERN RAPID

There are a number of dangers for the PC in this section of the river - he will probably be travelling along the river in the boat found at B as the sheer walls do not allow easy access. If he does wish to climb down (or up) the cliffs to either side of the river he must roll under his DEX on a d20 each round or fall 2-20' (taking the appropriate damage and possibly falling in the river if he is low enough); the cliffs are about 120'-160' high. Once at the base, the only way to move along the river is to swim (improbable in the fast water), to use a boat (which he won't have if he's climbed down to the river) or to climb along the side with the same chances of falling as above.

The river runs swiftly at this point over a number of broken and jagged rocks - there are three such stretches, each of which will take 10 rounds to pass through with 3 round breaks between them. In such a stretch the PC must roll under his DEX on a d20 each round or lose control of the boat (he must roll under his DEX on d100 if he is swimming or take 2-20 points of damage - success indicates that he has kept afloat or reached the side, whichever he wishes). If he loses control, the boat takes damage equal to the score above that needed to succeed (ie needs 14 to beat DEX, rolls 18, boat takes 4) and the PC takes half that much; additionally the chance to control the boat is at -2 the next round (minimum chance of one quarter of DEX). The boat takes 50 points of damage before collapsing. In the smooth sections he must roll under DEX on any one of the three rounds to be able to tie up the boat.

Just to cause further problems, there is a 1 in 6 chance each round that the PC will be attacked by flying creatures that nest in the cliff walls above the rapids (and this goes if he is climbing up or down the cliff as well). There will be 1-3 of the creatures which will be: D&D pterodactyls or AD&D giant bats (1 hit dice variety). Once attacking the PC, each creature will keep attacking until wounded. If the PC takes any defensive action against these creatures while in the rapids he loses -2 per creature to his effective DEX for controlling the boat; if he does not defend himself they are at +2 to hit and he loses -1 DEX for each successful attack that they make.

As if that wasn't enough there is also a large hydra lairing in the cliffs in the quiet section between the second and third rapids - the cave that this creature inhabits can be seen several rounds before the end of the rapids are reached (thus the PC can try to pull over). The cave is 20' above the water and the hydra can reach down from there are attack the PC as he passes or attempts to climb up. The hydra has as many heads as the PC has levels of experience (original levels if he has lost some already) but can only use three at any time to attack with, the others acting as anchors. If it has only three heads left it cannot attack him until he enters the cave, otherwise it would lose its balance as it reached precariously over the edge. The hydra's cave is about 20' diameter at the front, and is 200' deep. Inside the cave is a shield +2, a bow +1 and 20 normal arrows (it is a short bow for AD&D purposes). There is also a back pack containing normal adventuring equipment (rope, spikes, lantern, etc).



E. VILLAGE OF GAFFIN

This small fishing village has been deserted for many years. There are a dozen small cottages and huts grouped in a semi-circle around the beach, split by the rough track that leads south. The cottages are of a simple one or two room design and are still in reasonable repair, though most of their contents plus shutters, doors, etc are missing or broken.

Standing in the middle of the village (about 50' from the nearest the way they are arranged) is a sword, thrust point-first into the ground. It appears that a ray of sunlight falls on this sword (or moonlight if it is dark), even though the day may be generally cloudy or the moon not out. If the PC enters the ring of houses in the day a fierce **wall of fire** surrounds the sword - if the PC comes close to this **wall** he will receive 2-8 points of damage (warn him first that it is very hot) and if he tries to pass through the damage will be 8d6 (each way).

If he enters the village at night, from each house a shadow will appear and move to attack him. Unlike normal shadows, these can be hit by normal weapons, but they deduct points of intelligence not strength and for each round in the village the PC must save under his INT or flee. If he leaves the shadows will return to the houses and any that were damaged will become whole again - those that he killed will not, however, return. It will take the PC at least two rounds to reach the sword and one to retrieve it and on any round that he does not defend himself the shadows may attack at +4. Once he has taken up the sword the shadows will turn into normal shadows (those that are left) and will attack against STR rather than INT and be hit only by magic weapons (ie the sword). Note that INT losses take the same time to return as STR losses. If he is forced to flee the village the PC will go away for 3-18 rounds before he is able to rally himself. The shadows will not leave the village until the PC has the sword when they will follow for 2-5 rounds.

The sword is covered in runes and exquisitely balanced. It is a **sword +1 flame tongue** (known in D&D as a **sword +1, flames on command**; treat as a longsword for AD&D). Other than its normal ability to shed a **light** spell on command, this sword can also cast a **magic missile** spell up to 5 times per day.

F. GUARDED BRIDGE

Over the fast-flowing River Gunda, the only crossing this side of the lake is this bridge. It is solidly constructed of stone and is quite safe even for a loaded cart. The bridge is just wide enough to take a wagon and has 3' high walls to stop such traffic slipping over the edge - from the grass growing over it, however, it is fairly obvious that little has passed over the bridge in recent years (in fact, since the village was deserted). Sitting astride a splendid warhorse is a knight in slightly less than shining armour.

As the PC approaches (from whichever direction, should he have become lost) the knight will challenge him in a loud voice, declaring that all who wish to pass must first defeat him in mortal combat (note that a cavalier or paladin PC may opt for the vanquishing form of non-lethal combat, though it should be clear that loss in this case will still indicate the end of the PC's quest to save the honour of his Order). The knight will sound somewhat bored, as if he has done this too many times before and he considers the poorly equipped creature in front of him to be hardly worth the effort.

At this point the PC may opt to find another route, but assuming that he neither backs down nor surrenders, the knight will attack (ie even if he stands there for a while, the knight will take this as his accepting the challenge). Once the challenge has been accepted the knight will fight to the death, even if this means pursuing the PC (if the PC evades the knight, the latter will return to the bridge as quickly as possible). If the PC beats the knight, he may take his arms and armour (if intact) and may use his (heavy) warhorse. The knight is a 12th level fighter (cavalier at your option) wearing **plate mail +1**, carrying a **shield +1** and wielding a **lance (heavy)**, a **sword +2** and a **battle axe +2**. He also has a **potion of extra-healing** (D&D equals triple-strength **potion of healing**). His statistics are: S 18, I 12, W 10, D 15, C 15, Ch 15, Co 12, hp 72/98, AC 0/-1.

G. LAKE RANU

The lake is quite shallow, reaching only 30' at its deepest; the west half of the lake is surrounded by marshy land in which the PC may founder if he attempts to cross it (see I below). In the middle of the lake there is an island that is fairly barren except for a single dilapidated cottage. A boat is beached on the north shore of the lake, at about the furthest point from the island on the eastern edge of the marsh. This boat is watertight and contains oars, rope and small anchor and a bag with all manner of odd items that might be required in the day-to-day maintenance of the boat. Sitting by the boat, gnawing on a femur or two, are a pair of hill giants. They will try to prevent the PC from using the boat although they will not actually damage it unless he has managed to get it into the water - in this case they may chose to hurl a few small boulders at him (only 1-6 damage).

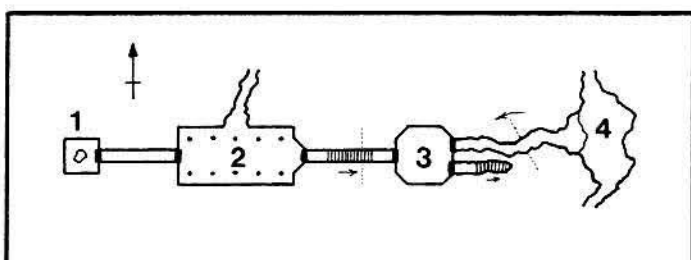
The PC should be able to row the boat quite easily to the island or the other side of the lake - make sure, however, that you check regularly for random encounters, especially if he should fall in the water due to the bombardment of the giants (the boat will be damaged by any near-misses on the PC and can take 25 points of damage before shipping water).

There is nothing on the island of any interest to the PC other than the cottage. This is similar to those in the village of Goffin but the door and window shutters are still intact, though there are tiles missing from the roof, the path is unkempt and so on. At the base of each corner of the building there is a carved gargoyle. If any attempt is made either to enter the cottage or to do violence to these statues, all four will animate and attack the PC (who could therefore be in trouble if he hasn't recovered a magical weapon by this point). If the PC is able to enter the old cottage he will find a single room, 20' by 25', with a few items of broken furniture in it (a cot, a small table, two chairs, etc). In the middle of the room, the floorboards have been ripped up to reveal a 4' diameter shaft that goes down for 40' and ends in a 15' deep pool of water. Hanging above the shaft on a piece of twine is a flask - this has the sign of the Order of the Grey Father on it and contains a **potion of water breathing**.

1. Shaft: If the PC takes up the implicit challenge and opts to enter the water (note that he could safely jump into the pool if he removed his armour, though he might have a few problems getting out again) he will find that he is in some sort of flooded man-made chamber with a door in the east wall - this opens at -1 due to the water pressure.

2. Shrine: Columns line the sides of this 15' high flooded room. At the east end is a rusted iron bowl atop a stone pedestal in front of a secret door; in the bottom of the bowl are various bones of fish and small animals. If the PC makes some form of sacrifice to the bowl, the secret door will swing open. Hidden around the pillars of the room are three large eels (D&D treat as rock pythons, AD&D only cause 2-12 damage) that will attack the PC - if you feel generous, the blood from this combat could count as a sacrifice. The rough passage to the north eventually leads to the lake; at the end is a largish cave containing: D&D a giant sturgeon (no paralyzation), AD&D a pair of giant pike.

3. Vestry: This room is above the water level (marked by the dotted lines on each side). It is empty apart from a suit of chain with shield and sword that has been dumped by the east wall. As the PC reaches the middle the room, this will animate and attack as if a 10th level fighter (no bonuses other than for sword and armour) with hp 50/60; it will obviously fight until 'killed'.



The armour is chain +2 and shield +2, the weapon a sword +2 (AD&D a bastard sword). For each point above the hit point total that the PC does in his final blow; there is a 10% chance that the armour and shield will lose +1 of its bonus (ie 1 hp left, PC does 9 points of damage, 80% chance of the armour and shield becoming +1 only; at greater than 100% there is a chance equal to the remainder that the second +1 is lost).

The south-east door leads to stairs going up that are blocked after 10'. The rough passage that leads from the north-east door descends steeply and passes underwater once again (marked by the dotted lines).

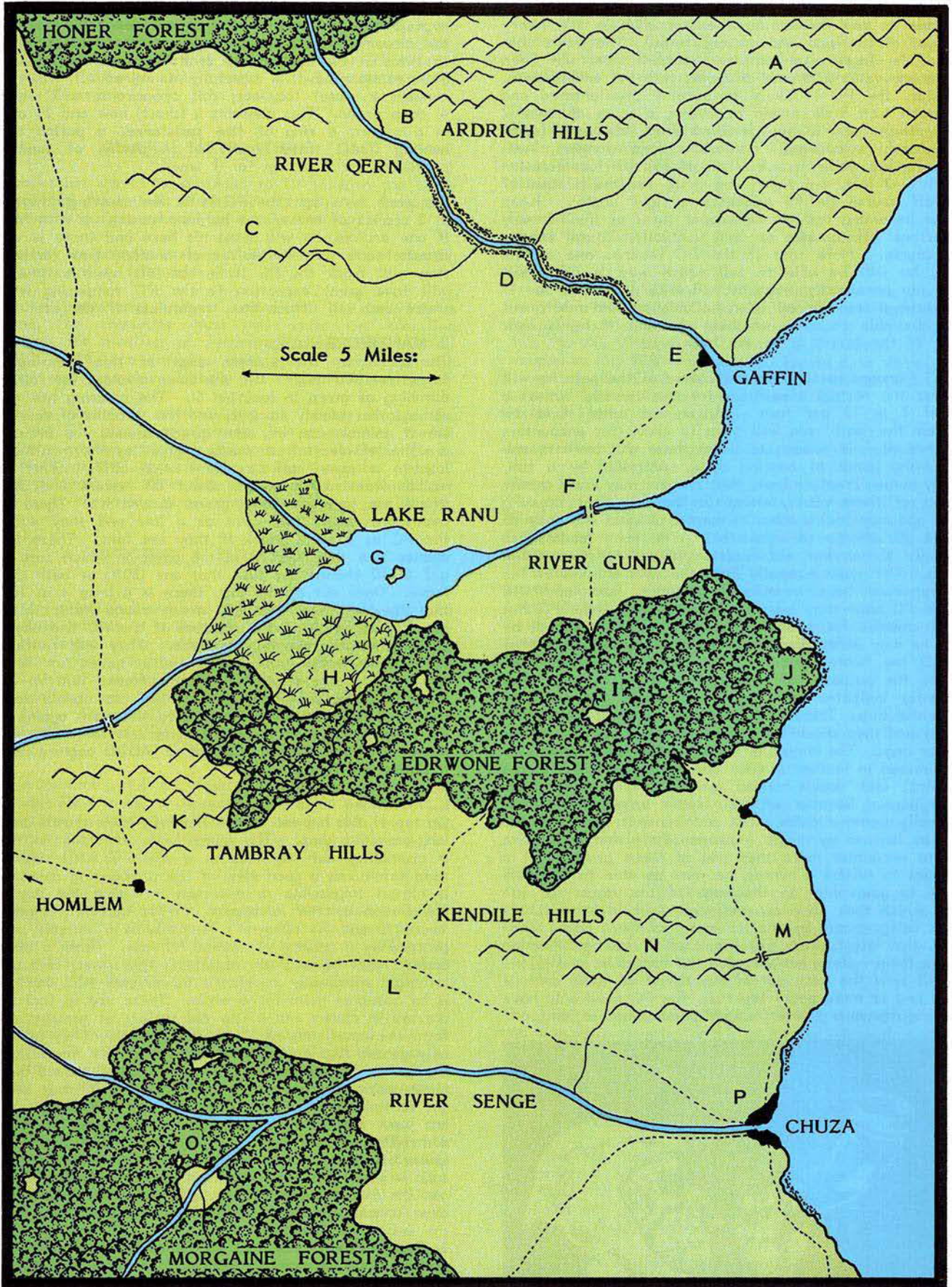
4. Underwater Cavern: The passages to the north and south eventually lead to the lake. The cavern is completely flooded and there is a ledge (as marked) at which the floor drops another 15'. This lower area is apparently covered with coins of various types, mainly gold and silver. If the PC violently disturbs the coins or goes down to this area, it will become apparent that the 'coins' are merely part of the camouflage of a pair of giant crabs - these will attack the PC, but may scuttle off if being soundly beaten.

H. THE RANU MARSH

The marsh is a very damp and boggy place, rife with small insects, strange fish and innumerable crawling things with spikes, stings and pincers. A heavy mist lays over the whole area, reducing sight to the equivalent of infravision. If the PC attempts to move through the marsh at full speed, he must roll under his DEX on a d20 each turn or founder in the marsh. If he does fall foul of a boggy area he must roll under three times his STR on a d% to escape. If he fails he will lose 1 point of STR for 2-12 turns, take 1-4 points of damage and must discard one item (some reasonable substantial item, not merely an iron spike, and preferably something that can be easily reached) before he can try to escape again - the STR and hp losses are cumulative, ie the second consecutive round costs 2 points of STR and 2-8 hp.

For each turn that the PC is in the marsh or skirting round its borders, there is a 1 in 6 chance that he will notice 6 or 7 spectral figures carrying lanterns heading away from him into the marsh - if it is at night he will see that the figures are outlined with a pale blue luminescence and that their lamps, although alight, do not seem to illuminate the surrounding marsh grass. If he does not follow these figures, they will move back towards him, always waiting at the edge of his visual range, and will begin to call his name in eery, fey voices. If he does follow them, they will keep their distance and will lead him into the middle of the marsh, where the land is even more boggy. While following these figures (unless he tries to move around them or runs to catch the up) he will not fall in any boggy places.

In the middle of the southern part of the marsh there is a single tree, blackened as if struck by lightning and bearing no leaves or fruit. At the base of this tree, facing the PC (whichever way he enters), is a spectral figure wielding a glowing axe - the guides will pass the tree and disappear into the mist, seeming to speed up, or crossing a dangerous area if the PC attempts to follow them. This creature will call the PC's name and offer him the axe. If the PC moves towards the creature, it will wait until he has reached the solid ground around the tree and then attack him - using the axe the creature attacks as a 12/15 hit dice monster doing 1-8+4 damage, AC 0 and hp 48/59. If the PC attempts to attack the creature from a distance (eg using a bow), it will throw the axe into the marsh and fly towards the PC in normal spectre form, attacking as a standard version of that creature (it can move faster than the PC, especially over the marsh - it will still have the full hit points given above). If the PC attempts to flee from combat versus the axe-wielding variant, he will be allowed to do so, but the normal spectre will pursue. At this point the marsh is so boggy and unsafe that the PC must check against falling in once every round. If the axe has been thrown away it will have sunk into the bog though will still be visible due to the glow if the PC is near enough - the PC will need to be able to anchor himself to the tree to recover it. It is an **axe +4** (if the PC has no proficiency in axe use in AD&D, choose another weapon other than a sword).



I. EDWRON FOREST

The forest of Edwron is a dense, dark place where the birds and animals seem strangely subdued; their calls are made in low, plaintive voices and they will tend to skitter away at the approach of the PC. Once inside the forest, the PC will not be able to see the sun or the stars due to the heavy leave cover of the vast and ancient trees. The paths that head into the forest from three directions have not been used for many years and soon disappear into the undergrowth. Once inside, the PC is likely to become disorientated and lost - each turn a d6 should be rolled, a score of 1 or 2 indicating that the PC has deviated from his path (some classes, notably halflings, barbarians and rangers, will only become lost on a 1). You should roll d6 for direction from path (1-3 left, 4-6 right) and a d% for the number of degrees off course (ie 90 indicates a right angle). Keep rolling for becoming lost on subsequent turns as the PC may move further off course or may actually return to his original course. Note that if the PC reaches one of the clearings, he will be able to tell which way is north but this does not necessarily mean he will know where he is. If he can climb a tree he will also be able to find north, but will only be able to make anything else out if he is near the edge of the forest or in the hilly area.

If the PC manages to stick to the course of the path he will only suffer the normal encounters for this terrain, but at a chance of 1 in 12 per turn - if, on the other hand, he strays from the 'path' you will have to check for encounters at a chance of 1 in 6 each turn and these will be with one of the roving bands of hunting dogs, controlled by a tall, apparently human creature (note that rangers may come across the tracks of these packs, either in the forest or crossing the path, and may follow them at normal chances - if they do so, double the chance of encounter). The pack leaders are not actually human but old forest spirits that have taken that form. The packs normally hunt the wild animals of the forest, but they have a taste for human flesh and will follow the PC once they have crossed his trail - the PC has the usual chances for evasion once he has been spotted by them, or he may decide to take them on in combat (note that for AD&D the hunter and his dogs count as a 15th level ranger for the purposes of tracking and it is assumed that an encounter indicates that they have caught the scent of the PC close by). There will be 2-4 of these dogs with the hunter and they should be treated as: D&D normal wolves, AD&D war dogs. The hunter is the equivalent of a 10th level fighter, dressed in leather armour and armed with 2-5 spears (or javelins) and double-handed sword - the hunter also carries a horn. Because of their spirit origin, the hunter telepathically communicates with and controls his dogs and can only be harmed by magic weapons. Note that it is quite possible to encounter more than one of these groups! If a PC manages to subdue a hunter, he may be able to convince the spirit to guide him to the edge of the forest (or the shrine of which they all know and seem to hold in awe). If the PC is being chased by one (or more) of these packs when he leaves the forest, they will break off if he has done no damage to them - if he has wounded the hunter or a dog, the hunter will send the pack out of the forest on their own (if there are two or more packs together, the PC need only have wounded the members of one for both packs to chase him).



In the middle of the east section of the forest is the wide clearing containing the aforementioned shrine. This is in the form of a many-tiered platform supporting a large bowl, standing about 25' high in all. The inside of the bowl (as is obvious from the remains and marks) was used to hold a huge bonfire as part of the ceremonies that took place in the clearing - it is quite large enough to afford protection to the PC (especially if he is a dwarf or halfling). If the base of this bowl is carefully examined, it will be found to conceal a secret trapdoor; this opens onto a 2' square and 4' deep cache. This contains a (short) bow and 20 arrows +1 in a quiver, a ring of fire resistance, a potion of extra-healing (D&D three drafts of a potion of healing) and provisions for 1 person for 1 week.

For each turn that the PC is in the clearing, there is a 1 in 3 chance of one of the hunters turning up with his dogs - if one arrives, he will wind his horn and there is a similar chance each turn thereafter of another pack arriving (and they will track the PC if he has left by this time). They will take great exception to the PC tampering with their shrine and will attack him, regardless of the cost.

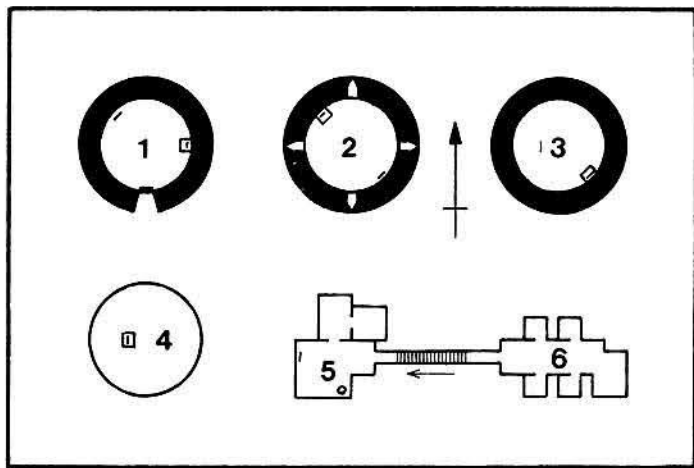
J. MANTICORE LAIR

The cliffs at the eastern edge of this clearing in the forest are 300' high - use the same chances for falling when climbing as given in location D. The clearing has traces of some rather bloody combats and the remains of several large forest animals can be seen spread around the area. These are the left-overs from meals enjoyed by the manticores that lair in a cave half-way down the cliff. This cave is visible from above and is about 50' square and 300' deep (there are several smaller caves around it). There are two manticores using this cave as a lair and they will regard the PC as a tasty snack if they see him. There is a 50% chance that they will be in the cave, in which case there is a 1 in 10 chance per turn that one (50%) or both (50%) will leave. Once out of the lair, there is a base 1 in 10 chance that they will spot the PC in any round (alter this as you see fit depending on the position of the PC and any evasive action that he takes) and attack. They will prefer to fly out of his range and attack with spikes at first, only closing to melee once they have softened him up or if he flees into the forest (in which they are unable to fly, so they will try to drive him out into the open again). If the PC reaches the cave he will find, apart from the remains of many manticore dinners, a sword +3 (AD&D bastard sword) and a potion of flying.

K. TAMBRAY KEEP

On top of the highest of the Tambray Hills stands an old and long-deserted keep. The outer layer of stone on the walls is crumbling, but the keep as a whole is still strong. The keep commands a good view of the surrounding country and it is almost impossible to approach it during the day without being seen by the occupants. It is currently inhabited by Yeenokta and his cohorts - Yeenokta is a vampire and he is guarded by a variety of undead minions. From a distance it appears that humans are occupying the tower, although their lethargic mindlessly repetitive movements will alert the PC if he observes them for a while. These are in fact zombies, dressed in cloaks and a few old tatters of armour, and they form the main body of Yeenokta's guards. They are also the only guards that can operate outside of the tower during the day (all of the creatures are free to move around during the night, compensating for the fact that the PC may be able to get to the tower without being seen in the dark). Yeenokta has been summoned specifically to take part in the 'game' and will therefore fight to the death. The guard positions given below are those prior to the PC being spotted - at such a time Yeenokta will arrange the defences as best he can (he can communicate telepathically with his guards but must concentrate for 1 round per order per group for this).

1. Ground Floor: The door to the tower is strong and can be opened at -3 to normal chances. There is a ladder to the level above and a trapdoor leading to the dungeons - the latter is concealed (though not secret) and only becomes apparent if the PC searches the area. This level, like most of the tower, has no furnishings and only broken odds and ends remain as an indication of the previous occupiers. The room contains 5 zombie guards.



2. First Floor: There is a trapdoor down and a ladder up. 4 zombies occupy the room, all armed with light crossbows which they will shoot out of the arrow slits if they see the PC approaching; they fire as if they were 5th level fighters and fight as if 4 hit dice monsters, doing +1 damage.

3. Second Floor: Again a trapdoor down and ladder up - the trapdoor at the top of the ladder to the roof is barred from the inside and opens at -1 from above. There is a small, flickering lantern lit in the middle of the room throwing shadows all around the walls - therefore the PC will be surprised on 1-5 by the 3 shadows that occupy the room. The room also contains a **mace +1**, a **shield +3** and a **potion of healing**, the latter smelling absolutely foul.

4. Roof: The sides of the roof have crenellated battlements with 5' high merlons and 3' high embrasures. 8 zombies guard the roof, all of the type described in room 2, also with light crossbows. There is a hand-bell standing on the floor with which they can raise the alarm.

5. Storerooms: There is a 40' deep shaft in the south-east corner, leading to a 20' deep pool of water. The three rooms are devoid of stores these days, but are occupied by 15 skeletons, each of which is armed with a club appearing to be made from the bone of some great animal. These bones do 1-6 damage, but they count as +2 weapons to hit - they will shatter when the skeleton wielding them is killed.

6. Dungeons: 30' below the level of the stores are 4 cells and a torture chamber, the latter still containing a rack, an iron maiden and stocks. If the iron maiden is opened, 4d6 spikes will shoot out of the back, striking the PC (if he is in front of it) as if they were daggers being used by a 3rd level fighter (do not count shield or DEX bonuses to AC). Hung on the front half of the maiden is a suit of **chainmail +3**. In each of the cells is a coffin, each of which has earth sprinkled over its base - the north-east cell contains Yeenokta's real coffin and he will be in here during the day (unless aroused by the guards). Each coffin also contains a sword, exquisitely crafted and engraved with runes - three of these are normal swords and the other (that in Yeenokta's coffin) is a **sword +4** (all longswords). It will take the PC 2-5 rounds of combat or 2-5 turns of practice swings to determine which sword is the magical.

It should be noted that Yeenokta can only summon creatures if he is outside the tower - he will use this option if the PC has slaughtered all of the zombies or in an attempt to pursue the PC if the latter is fleeing. He does not have the normal ability of using his gaze to cast **charm person** - instead this gaze (for which he must concentrate 1 round) has the effect of distracting the PC and causing him to attack at -4 for that round, -2 for the next round and -1 for a third (if the PC saves he only suffers -2 then -1).

L. AMBUSH

As the PC approaches this junction, 5 ogres will leap out from behind their low scrub cover and attack - as they are not too good at hiding, they will only surprise on 1-3 even though they waiting in ambush. Their first attack will be with large spears hurled for 1-8 damage.

M. TROLLBRIDGE

This narrow bridge over a stream appears quite harmless at first sight, but as the PC crosses it he will be waylaid by a pair of trolls - they will leap from their hiding place in the shadow of the bridge (surprising on 1-4) and attack. If the PC has a horse, one of them will attack that rather than the PC until the horse is dead. Concealed under the bridge is: **D&D a spear +3**, **AD&D a javelin of lightning**.

N. KENDILE TOWER

This building is designed in the same fashion as the keep in the Tambray Hills, except that it does not have the underground sections, the roof is not crenellated, and there is no trapdoor from the second floor to the roof. The tower is in good repair, though it is covered with vine-like climbing plants all over the outside (making it easy to scale the walls, should the PC feel so inclined). Like the keep, the tower commands good visibility of the surrounding area. This building is currently the abode of Hrador the gorgon and his minotaur allies, brought here (like Yeenokta) to participate in the 'game'. There are 5 minotaurs in the tower, all of whom use heavy crossbows (NOT at +2 to hit, but they can reload and fire them in one round) and huge, double-headed axes.

1. Ground Floor: The door is barred and opens at -2. One of the minotaurs will always be on guard in this room.

2. First Floor: In the centre of the room there is a suit of **plate mail +3** on a stand with a **shield +2** and a **battle axe +1** standing on the floor next to it. The minotaurs will keep a look out from this room, covering the approaches to the tower with their crossbows.

3. Second Floor: The room that Hrador occupies - he will prefer to stay here if possible, only venturing out to fight if his minotaur minions indicate that they are in need of assistance. In the room are also some provisions, a table and chair, and a large locked chest. The chest has been trapped with a **fire trap** spell cast at 20th level (D&D this means that upon opening the chest - or breaking it open - an explosion will take place causing 1-4 + 20 points of damage upon the PC; if he makes his save versus spells, the damage is halved). Inside the chest there is a **potion of healing** and a **cloak of displacement** (D&D displacer cloak) - when the cloak is worn in combat it will begin to lose its effectiveness as the wearer is damaged, giving only +1 protection after it (ie the PC) has received 25 points of damage and becoming useless after 50 points of damage.

Note that Hrador the gorgon does not have the usual breath weapon of that creature; instead, if the PC fails a save against the gorgon's breath weapon, he will become slowed (D&D as the reverse form of the **haste** spell, AD&D as the **slow** spell). Cumulative attacks by this breath weapon WILL be more effective (ie if the PC fails twice he will move and attack at quarter speed, etc), but Hrador can only make four attacks of this nature per day. The effects of this attack will last for 14-24 turns (ie 2d6 + 12 turns).

O. MORGAINE FOREST

The location most out of the PC's way also has the best item (for if he is this long reaching the city, he will need to be well armed). The forest resembles the Edwrone Forest described above (1) except that there are no packs of dogs led by wood spirits to hunt the PC - there is also no chance of losing the trail as there are no trails except for the rough ones along the river banks. In the clearing where the stream joins the larger river is a small log platform atop which stands a single skeletal figure dressed in **chain +3** with a **shield +4** and a **sword +5** (AD&D a bastard sword). To each side of the platform is an amber golem in the shape of a tiger - these will attack the PC if he approaches beyond the edge of the clearing and will pursue into the forest if he then leaves, splitting up, if necessary, to increase the chance of finding him (AD&D an amber golem is a faultless tracker and can **detect invisible** at a range of 60'; their statistics are: AC 6, HD 10, MV 18", AT 3, D 2-12/2-12/2-20, SD +1 or better weapon to hit, Int N, AI N, SZ L). The skeletal figure fights as a 5th level fighter though it has full hit points for that level (40/50) - it will attack anyone that comes onto the platform.

P. CITY OF CHUZA

Action around the city of Chuza will depend on whether you possess the city map and details from issue 7 of TS! - if you do not, and if you do not have a city map of your own, you should go to the section on the final confrontation.

There are 6 gates to the city (including the Black Gate) but it is unlikely that the PC will be using any of the southern gates. The other ways of entering the city are over the walls or through the harbour. Regarding the latter, it is worth noting that the PC could just about reach the city by one of the boats that he might have found, but this is most unlikely as any encounter at sea would probably end up with the boat's destruction - no rules are given for the PC's chances of making it by boat and you should work something out if this is attempted (bearing in mind the improbability of success). The reason that the PC may wish to enter the city over the walls is that (you may skip this section if you wish) his last test before the combat with the enchanted creature awaits him at the gates and patrolling the outskirts of the city. Guarding against the PC's approach are pairs of displacer beasts, each with a handler; if the PC comes to one of the gates, there will be two of these pairs and at other places there is a 1 in 6 chance per round that he will come across them (assuming that he has taken no care to hide his arrival - if he is being more cautious, reduce the chance of location as word of his arrival will not have reached the guards). Just to make life more difficult, when first struck each of these beasts will enlarge to twice their size, with a corresponding increase in hit dice and damage of 2-12/2-12 - this enlargement will last 4-7 rounds (any damage done to the creature will come off the magical hit points first). You will have to adjudicate the PC's chances of success at sneaking into the city yourself as the matter is too complex to be dealt with here, but once in (by whatever means) he will not be under attack any longer and can safely make his way to the place in the grounds of the Citadel where his final combat is to take place.

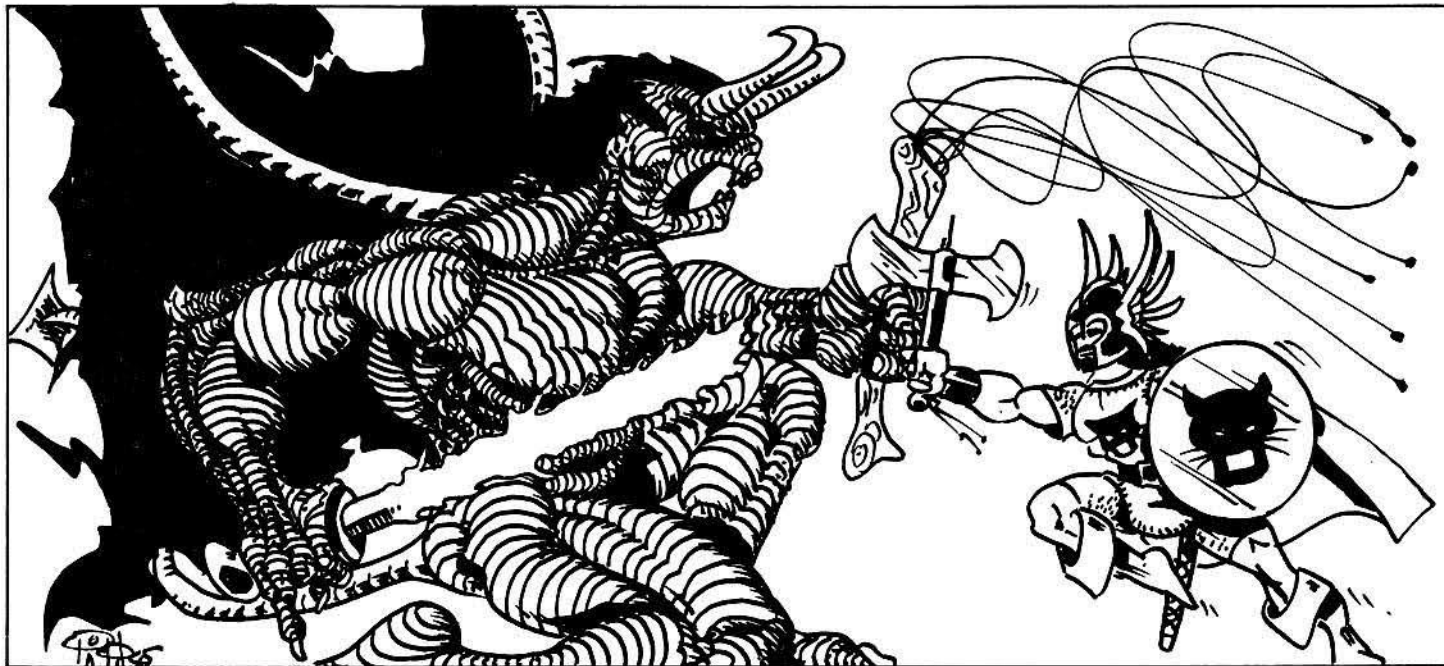
The stadium is in the form of a large circle, 250' across, around which have been placed seats set upon walls, carts, etc to make sure that the occupiers are not too likely to be hit by stray attacks. The Duke, judges, mages and the Grand Master of the Order are seated in a more splendid stand at the north of the stadium. When the PC arrives he will be shuttled off to a tent and cleaned up, given a meal and drink if he wishes it and allowed some time (up to 3 turns) to compose and arm himself. He will not be allowed to receive any magical aid other than a **cureall** spell (AD&D heal spell) and that will be administered by an impartial cleric. The PC may take any of the items that he found on his journey into the arena but nothing else other than a set of new clothing that will be waiting for him - he must, however, enter on foot and cannot use the warhorse.

As the PC enters the stadium there will be a trumpet fanfare and the Duke will make a brief speech. Then the leader of the judges will stand and announce that the PC has only to defeat the creature summoned for this contest and the Order will be cleared of all blame and dishonour in this matter. As he sits, a single trumpet note rings across the stadium and the monster appears on the opposite side to the PC. The creature that was called at the same moment as the lock on the cell door in keep opened will appear in the form of a balrog, a huge winged humanoid figure wielding a sword and a whip, the latter being used to draw opponents onto the fiery body of the creature (AD&D this is not actually a type VI demon, it is just appearing in that awe-inspiring shape).

The creature's statistics are as follows: AC 0, HD 12, MV 90' or 180'/9" or 18", AT 1, D 2-16, special attacks use whip to draw PC onto flaming body for 4-24 damage (can use instead of sword attack, negates shield AC bonuses but the creature only attacks as 8 HD), special defences +1 magical weapon to hit, save as F12, morale 12, Int genius, AL C/CE, SZ L. In addition the creature can **detect invisible** at will (should it be relevant), takes only half damage from fire attacks and can cause its flames to run down its sword for an extra 2-12 fire damage once per turn (must decide before attempting to strike the blow). If the PC brings, for example, more shields than he needs into the stadium, the creature is capable of using one of these rather than its whip - it may also attempt to use any missile weapons left lying around. Remember that the creature can fly and it will use this to its advantage. The statistics given above are for the basic form of the creature; when it is summoned it is as above and has 0 hit points. Each hour that the PC takes to reach the city, the creature will gain another hit point; each day it will drop one armour class. If, after four days (maximum 96 hit points) the PC has not arrived, it will add 2 hit dice per day and gain 1 hit point every 90 minutes (ie the full 16 points per day) and it will gain a +1 bonus per day to all damage that it causes. Needless to say, the sole object of this creature is to defeat the PC!

CONCLUSION

If the PC loses the fight, or does not reach the city, the Order of the Grey Father will be found guilty, disbanded and exiled. If he succeeds he will become a hero of the Order and will doubtless be well rewarded. Unfortunately, he can not keep the magic items that he has found (and does NOT get experience points for them). Any repercussions of this competition in the city (or in your campaign) are for you to decide as they fall outside the scope of this scenario. You should feel quite free to add events to the race for the city (though make sure you keep the time factor balanced by having the creature get stronger at a slower rate).



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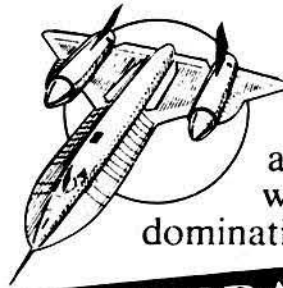
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ZHALINDOR

DM's notes for use with the Zhalindor Campaign

The Zhalindor Campaign was originally created for the basic three AD&D books and most of the scenarios that have so far been published have included creatures, spells, treasure, etc from these rules alone. Where creatures that were developed for the Campaign were similar to those that later appeared in the *Fiend Folio*, FF statistics were used to save unnecessary duplication. But as the AD&D system expands new rules that have not been catered for in the Campaign begin to filter into most games - it has been policy to ignore the *Monster Manual II* and, more recently, *Unearthed Arcana* so that those DMs who do not possess these rules are not at a disadvantage.

There is no doubt that *Unearthed Arcana* will sell well, but there will be many who feel that the new rules unbalance the game - this seems to be the essence of the complaints about the rules, echoing the similar grievances that appeared with the previous (but somewhat different) release of parts of the book in the now-defunct *Imagine* magazine. We have decided to look briefly at *Unearthed Arcana* this issue, in order to see how much of a problem is really posed. In particular we will make some suggestions as to how UA can be incorporated into existing AD&D campaigns, and will give special attention to its use in conjunction with the Zhalindor Campaign.

The *Unearthed Arcana* book, despite its essential irrelevance, is not in fact too bad - some of the rules are worthwhile and can be recommended for inclusion in all games. There are some very entertaining new spells (taunt and *Leomund's lamentable belabourment*, for example, will help out in some tricky situations and *Tasha's uncontrollable hideous laughter* has a certain appeal; for a spell with immediately obvious applications on the combat front, see *chain lightning*; plus there are a number of new spells dealing with the summoning and dispelling of devils, demons and other similar creatures) and a selection of new magic items (most of which are variations on established themes).

The new weapons, armour types and ability score (comeliness - ie physical appearance) are all unnecessary but will not affect the game too much. The appearance of three new character classes (the cavalier, the barbarian and the thief-acrobat) will please some and be ignored by others (they have been rewritten a little for this book and are not as ridiculous as their magazine predecessors, though of the three the cavalier is probably to be least recommended).

A few points that are good include rules for barding and spell books, and the provision of minimum hit points for first level characters (to overcome that problem of instant death for most 1st level types after only a minor blow). Some rather more suspicious rules are the weapon specialization ability of fighters (which should not be too unbalancing, especially if the DM always remembers that the players' opponents may also have access to the bonuses available and makes sure that he implements the penalties for not using a weapon in which the player has proficiency) and Method V for the generation of ability scores (choose your class, then roll for requisite scores, with, for example, 9d6 for STR if a fighter, INT if an MU, WIS if a cleric and DEX if a thief, etc - rarely does one get to throw a humble 3d6 any more!).

Taken in the light of its inconsequence to the system as a whole, the rules in *Unearthed Arcana* are adequate, far better than anticipated and a more reasonable addition than, for example, *Monster Manual II*.

UNEARTHED ARCANA & THE ZHALINDOR CAMPAIGN

The new rules are commented on briefly here, taken roughly in the order in which they appear in UA. Comeliness will not be given for NPCs in the Campaign, although there is no reason that you should not include it if you wish to. The three new classes (cavalier, barbarian and thief-acrobat) are banned (as are all the other subclasses). Rules for weapon specialization will not be used, but can be incorporated if you make sure that balance is maintained. For details of how to incorporate the new spells, see below.

Method V for generating requisites should be used under no circumstances whatsoever - 3d6 is all that is allowed! The minimum figures for starting hit points are recommended. The rules for new armour classes and weapons are acceptable but will rarely appear in scenarios; those for barding and spell books fill a useful gap and should be used. The social ranks are not advised and have almost no point without most of the classes to which they apply. The magic items again will not be used but are not forbidden. Weaponless and non-lethal combat can be used as applicable. The section on deities is quite obviously irrelevant after the supplement in TS14.

The following spells come under the effects for certain spell types as given below (see TS13 for further details):

TYPE A

Air Walk
Dust Devil
Phantom Wind
Rainbow
Whispering Wind
Wind Walk
Zephyr

TYPE C

Dust
Dusty
Magic Stone
Meld Into Stone
Spike Stones
Stoneskin

TYPE F

Goodberry
Liveoak
Spike Growth
Sprout

TYPE B

Chromatic Orb *
Endure Heat
Firefinger
Firewater
Flame Blade
Flame Walk
Flaming Sphere
Melf's Minute
 Meteors
Warm

TYPE D

Cloudburst
Dampen
Dry
Magic Font
Precipitation
Reflecting Pool
Transmute Water
 To Dust
Water Walk

TYPE H

Portent

TYPE I

Advanced Illusion
Hide
Mirage
Mirage Arcane
Palm
Phantasmagoria
Phantom Armour
Spook
Two D'Ilusion
Vacancy

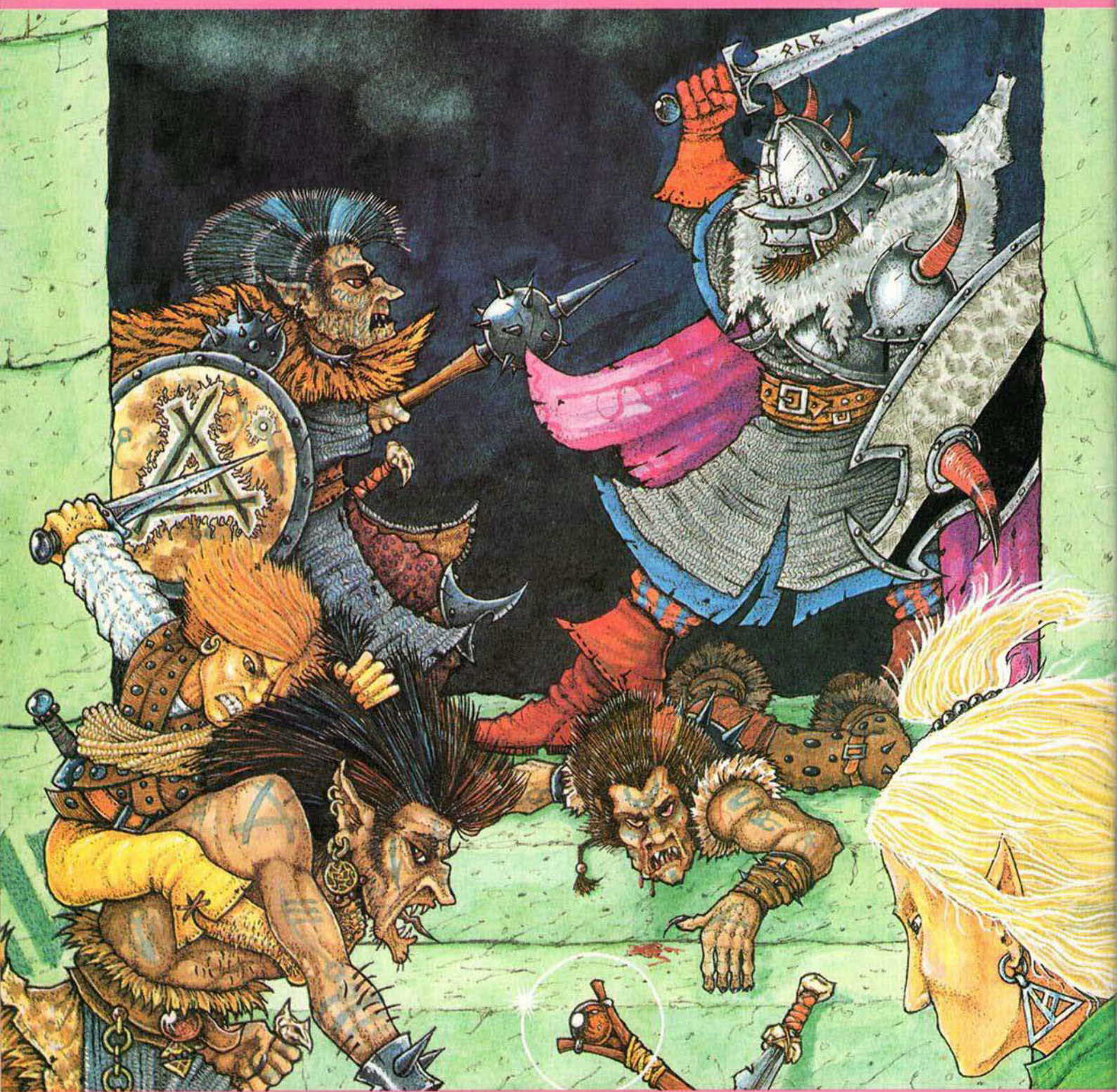
TYPE E

Chill
Endure Cold

* effects 2 and 3 only.

There is not enough space to give details of the new spells with reference to clerical use by deity but you should give appropriate spells where applicable (See TS14 for full details of the deities of the Zhalindor Campaign). For example: **ceremony** and **holy symbol** to all (unless non-hierarchical), **combine** to most, **endure cold** to Khian and Esseni, **endure heat** Filhean, **magic stone** Maug, **penetrate disguise** Slove, and so on.

The Lost Shrine of Kasar-Khan



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