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THE ULTIMATE ROLE-PLAYING GAME

# DRAGON WARRIORS

—BOOK THREE—

## The Elven Crystals

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**DRAGON WARRIORS BOOK THREE:  
THE ELVEN CRYSTALS**

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## Introduction

This is a book of four adventure scenarios for use with the DRAGON WARRIORS role-playing game. The rules from the first two books in the series, *Dragon Warriors* and *The Way of Wizardry*, will enable you to play through the adventures that follow.

A brief history of the area in which these adventures are set is given below. However any of the ideas in this book may be used in different campaigns or settings.

## HISTORY

*The Kingdom of Ereworn was once a peaceful and prosperous area: legend had it that an archmage, Elvaron the Elf, in return for some forgotten favour, had thrown up impenetrable sorcerous barriers around the kingdom that no evil could penetrate. The covenant of this agreement was a magical block of stone that stood in the King's Hall in Castle Ereworn.*

*One day the stone block shattered into three shards, thunder boomed over the hills and torrential rain and lightning obscured the face of the earth, only abating after a week. When the armoured men and the courtiers of the King's retinue fared forth to see what had become of the land in this time, they found the crops blighted in the field, the people wracked with plague and that the woods and dark places had become infested with evil. A nameless fear and dread hung over the heads of all those who dwelt in Castle Ereworn: one by one the knights took their weapons and their mounts and went off to seek employ in other kingdoms. The sorcerers left, deserting bubbling vats, slipping out of postern gates at dead of night, never to be seen again. The king proclaimed that the only cure to this malaise was for one brave man to travel to the planes beyond to seek aid from the spirit of Lord*

*Elvaron. This could only be done by fixing the three crystal shards of the block back together: for the block was a gateway to the realm of the dead. None of the King's remaining knights came forward to aid him, for it was said that a fiercesome demon wolf roamed the planes beyond, battenning on the souls of the living.*

*The old king died, broken-hearted that no-one dared to take up the challenge he had set. His son was foully murdered soon after. Weak regents or greedy barons have all ruled in the many years since, but none for long. The real power in the land resides with the forces of anarchy and lawlessness that stalk every high road of the kingdom. The three crystal fragments, symbol of the Elven magic that had kept the kingdom together, have long ago disappeared both from the sight and the memories of men.*

One of the crystal fragments will be found at the end of each adventure scenario in this book. Together, they form the gateway to the spirit plane where the players will discover the demon wolf, Fengris, and the lonely barrow stacked with the magical treasure that was buried with Elvaron the Elf hundreds of years ago.

### **Gamesmaster:**

As in the adventure scenarios in Dragon Warriors and The Way of Wizardry, all sections of the text marked in italics may be read aloud to the players. Compass Points are abbreviated: eg North is N, South is S etc.

## Gallows Wood or, a Goblin Grim


### **Overview:**


A beginner's scenario for 4-6 1st rank characters.

The village of Ereworn is terrorised by a monster that stalks the streets at night, cursing the crops and the cattle. The player-characters are hired by the villagers to track the monster down to its hiding place in Gallows Wood. The villagers neglect to tell the characters of the many other dangers that lurk in the forest: magical traps, an evil sorceress, a mad forester, Duke Darian's Black Riders and the undead monks of Moaning Island. The characters will have to overcome many obstacles before they reach their goal.

### **'TIME ELAPSED' TABLE**

As the players progress in this adventure, so, naturally, time passes. Strike through the 'time elapsed' since they set out on the box below: every time they get to a new section in the adventure, cross off a half-hour; if they leave the path for the forest, this will cost them a whole hour. Occasionally you will see that in the GM's overview to each section we have overridden this half-hour rule and asked you to strike off more or less time. As a general rule it might be helpful if you told the players that it has got dark (whatever the table says) once they have reached the disused carriage road. (Sections 18 and 19).

	DAWN								
	Twilight		Daytime			Daytime			
Hours passed since the party entered the woods	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$
GM: roll for Random Encounter									

	DUSK									
	Daytime			Twilight		Dark				
	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$ 10
										

## RANDOM ENCOUNTERS

For each hour that the party are in the woods, roll for a random encounter on the table below. Every time the party leave the paths for the forest itself, roll for an encounter. When the time elapsed table records that night has fallen over Gallows Wood, start using the night-time encounter table instead.

## RANDOM ENCOUNTER TABLE

Many of the creatures listed below will be found in the Creatures section of Dragon Warriors (pp 73-128). Some, however, are unique to this book. When this is the case, a cross-reference will be made to another section of the book where the creature's stats and description will be found. There are also one or two other creatures listed which don't occur anywhere else either in this book, or the Dragon Warriors rule book. You will find their stats and descriptions below.

Encounters vary between daylight and night-time hours, so keep a tally of the time that has elapsed in the games day on the chart above. Assume all encounters to be hostile.

## Roll d100:

### DAY

- 01-30 No encounter
- 31-35 1 Bear (see Dragon Warriors, p 78).
- 36-40 2 Elves armed with Shortswords (d8, 3) and bows(d6,4)(see Dragon Warriors, p 86).
- 41-45 1 Giant Spider (see Dragon Warriors, p 93).
- 46-50 2 Gnomes (see Dragon Warriors, p 94).
- 51-55 2 Goblins (see Dragon Warriors, p 95).
- 56-60 1 Ogre (see Dragon Warriors, p 103).
- 61-65 2 Wild Boars (see Dragon Warriors, p 115).
- 66-70 4 Wolves (see Dragon Warriors, p 116).
- 71-75 2 Dark Riders (see below).
- 76-80 Werewolf (see below).
- 81-85 6 Centaurs (see below).
- 86-90 The Mad Forester (see : if the party have already slain him, roll again on the random encounter table).
- 91-00 Deaths Head (see Dragon Warriors, p 80: this one is in its day-time incarnation, with a host human body).

## NIGHT

01-20	No encounter
21-25	A flight of Bats (see Dragon Warriors, p 77).
26-30	Deaths Head (see Dragon Warriors, p 80: it is searching for a host body).
31-35	2 Elves (armed as above, see Dragon Warriors, p 86).
36-40	1 Giant Spider (see Dragon Warriors, p 93).
41-50	A White Lady (see below).
51-55	An <i>Ignis fatuu</i> (see below).
56-65	6 Wolves (see Dragon Warriors, p 116).
66-70	Werewolf (see below).
71-80	2 Gallows Ghouls (see 78).
80-85	1 Vampire (see Dragon Warriors, p 120).
86-90	1 Spectre (see Dragon Warriors, p 120).
91-00	1 Hellrot (see 140).

If you use the stats of a creature in a fixed location in a scenario, alter its scores in pencil, so when the party encounter the creature again you can erase any marks you may have made and use it again.

## BLACK RIDERS

Clad in jet-black armour and mounted on fierce black warhorses, the Black Riders are the brutal emissaries of the Local Duke, Darian of Ereworn. They scour the woods and the surrounding land seeking out those opposed to the Duke's evil wishes. They deal out summary justice to such people; there are many gallows creaking under the weight of their victims scattered around the countryside.

ATTACK	14	Sword (d8, 4), Bow (d6, 4).
DEFENCE	5	Shield
		Armour Factor 4
MAGICAL DEFENCE	4	Movement: 10m (20m)

## EVASION 4

Rank equivalent: 2nd

## Health Points 9

Black Riders never raise the visors of their jet-black helmets: behind them lies a ghastly secret: for the Black Riders are actually Wadwos, strange half-human, half-animal hybrids. Thick fur covers their humanoid bodies, and they have ugly, snout-like noses. They converse in a language of their own which consists of what sound like grunts and barks. However, they can also converse with humans in a coarse guttural tongue which echoes hollowly inside their helmets.

**WARHORSE:** (see Dragon Warriors, p 101).

## WEREWOLF

Werewolves are human beings who transform into ravening wolves after nightfall. Werewolves during the day take on all manners of personas; anything from a cringing peasant to a bold Knight. Towards dusk, however, they will attempt to slope off alone so that their transformation to wolf shape can occur unobserved. If the party encounter a werewolf in human form, he will be carrying a small phial hidden in his cloak: this is a potion of *lycanthropy*: this will induce werewolf form on the creature during daylight hours. If anyone else drinks the potion, assume it has a **MAGICAL ATTACK** of 8; anyone succumbing to its effect will themselves be prone to lycanthropy (shape changing) at nightfall; there is a 90% chance of this occurring to a player of 1st rank per night, 80% at 2nd rank, 70% at 3rd, 60% at 4th, 50% at 5th, 40% at 6th, 30% at 7th, 20% at 8th, 10% at 9th and 1% from 10th rank upwards.

Werewolves as NPCs have average Adventurer stats during the day (see Dragon Warriors, p 149) and average Wolf stats at night (see Dragon Warriors, p 116). However they are partially immune to non-magical weapons in wolf form and have a basic AF of 4 except against enchanted weapons or those made from solid silver. If a player succumbs to a *potion of lycanthropy* as above, he will still be able to progress in rank by day from his present level, and at night in his new wolf persona! Werewolves who were once human keep all their knowledge skills.

In wolf form, werewolves are basically antagonistic to all humans.

Werewolves regenerate all their possible Health Points during their transformation from human to wolf or vice versa.

## CENTAURS

These are half human and half horse creatures that dwell in woodlands. They sport long white beards that are often tangled with moss and twigs. They are normally extremely shy and will flee the minute they spot a party of humans approaching. Unfortunately they have a predilection for a heady alcoholic brew made of woodbark which is sold to them by the mischievous forest goblins. The centaurs become quite out of control when under the influence of this drink (which is about a third of the time). They will then become overtly friendly when sighting a party, and will frolic around with mock stampedes at them singing jolly centaur songs; their mood will soon turn foul however, and they will attempt to bear off any female in the party (if a lady is present) or demand a payment of gold for more drink. If the party resist they will attack them, using their hooves as weapons.

ATTACK 12    Hooves (d8, 3)  
DEFENCE 5    Armour Factor 0

MAGICAL DEFENCE 3

EVASION 4

Health Points 2d6 + 9

Movement 15m (30m)

Rank-equivalent 2nd

## WHITE LADIES

These are creatures from the demonic planes that take the disguise of beautiful women dressed in gowns of white samite and adorned with costly pearls and bejewelled circlets. They are actually disgusting worm-like entities, servants of the grim demon Fengris who stalks the planes beyond, slaving for the souls of men.

White ladies seek to trap potential victims of their master's soul-lust by using a potent version of the Enslave spell. Unlike the spell cast by sorcerers, however, this form of it can be used on more than one victim at a time and is not subject to the usual Spell Expiry Rolls. The spell will hold its victim in unreasonable subservience for exactly a year and a day. During this time, the souls of the victims are spirited away to a pool in a lichen-covered tower. This tower will appear magically in any secluded place within a mile of where the white lady is encountered, usually in shaded groves or swamps or other unvisited places. Anyone touching the water in the pool will activate a Banish Rune at its bottom; anyone failing to save against the spell (MAGICAL ATTACK of 22) will be transported to the nether planes. If anyone casts Dispel Magic on the surface of the water, the enslaved warriors following the lady will immediately be released from their spell.

Once the White Lady has collected ten victims she will return to the demonic planes with them where their souls will be consumed by Fengris.

If the party encounter a White Lady in this scenario, she will be protected by 1 - 6 average 2nd rank warriors. She may pretend that she is being attacked by her guards to lure the party into trying to rescue her. If the lady is slain, she will slowly turn into the image of a

hideous worm before disappearing from this plane altogether; not a trace of her will be left behind. If the lady is slain and the party do not find her tower and release their souls from the pool, the warriors will wander the lands like crazed loons for the remaining length of their servitude.

White ladies are powerful magic users:

### 7th Rank Sorcerers

ATTACK 13

DEFENCE 7

MAGICAL ATTACK 22

Dagger (d4, 3).

MAGICAL DEFENCE 12

Magical points 25

EVASION 4

Health Points 11

### IGNIS FATUUS

These are false lights that burn over treacherous boggy ground. A party seeing them in the distance will imagine they are looking at a torchlight procession, and the noise of chatter and laughter will carry to them on the night-time air. If they follow the lights they will not draw any closer to them. After a mile or so, they will come to a quagmire where many unwary travellers have perished. Here the party will quickly become bogged down in a thick swamp out of which there is little hope of return. The leading members of the party will be sucked in automatically. Match the Strength of anyone sucked in against the Strength of the bog of 18. If anyone is helping to pull the victim out, add their Strength to the victim's Strength. If the victim fails to roll under the difference between the swamp's Strength and their friends Strength **THREE** times, the victim is assumed to have been sucked under and drowned.

## Gallows Wood

### LIGHTING

It will be murky daylight for most of the first part of the party's adventure. However, whenever they go into places where the daylight does not penetrate, they will have to light torches or lanterns to see. (See Dragon Warriors, p 54). This includes all subterranean places like dungeons, crypts etc. Lanterns and torches will be obligatory when the time elapsed table indicates that darkness has fallen.

### HISTORY:

At the centre of the Vale of Shadows stands the village of Ereworn, hard by a river of the same name. To its east, as far as the eye can see, forests roll away over the aptly named Grey Hills. The village is a ramshackle affair, fallen from prosperity into adversity. It is governed by Duke Darian who allows no-one to enter the forests on pain of death. This he does because he is afraid that someone may stumble across the graves of his elder brother and his family whom he had murdered one night in a fearful area of the woods known as Hellglade. On the death of his own father, Darian seized the reins of power and now his Black Riders scour the realm extorting taxes, murdering and torturing.

When the forests were prohibited to the people, they soon became infested with vagabonds, bandits and evil monsters. One particularly spiteful Hobgoblin has chosen the village as the object of his malice and on many a dark night his shadowy form can be seen cursing the crops in the field, shrivelling the udders of cows and poisoning the wells. Most of the villagers, after two years of this are on the point of starvation, others have moved away for good leaving their houses





derelict. The villagers are themselves too timorous to enter the forest to track down the monster in the daylight hours, and the corpses swinging on the village gibbet attest to the fact that those who are caught trespassing there by the Black Riders are dealt with summarily. Entering the wood at night-time is known to be the equivalent of suicide. The villagers have now made a pact between themselves to hire the next strangers who enter the village and send them after the monster; without, of course, mentioning the other fearful dangers that entering the forest entails.

All sections in italics may be read directly to the players.

*The first leaves of Autumn are swirling down as your party enter the village of Ereworn, in the Vale of Shadows. To the west you can see a river meandering down from some distant, wood-covered hills. The margins of the forest come right up to the boundaries of the village. It is obvious to you that all is not well with the land: fields that should be ripe with harvest stand untended and wild, emaciated cattle huddle forlornly on a windswept hill, many of the doors to the huts in the village swing open and shut to the vagaries of the wind. On the skyline, blackly silhouetted, three figures clank in chains on a gibbet, black crows feeding on their eyes.*

*You notice the few inhabitants who are outside scurrying into their huts as you approach, and soon the central street is utterly deserted apart from the fallen leaves that dance madly in the blustering wind. You approach the only tavern where a blistered sign creaks on rusty hinges. You can dimly make out the name of the inn: 'The Horned Satyr'. It seems that the place was at one time more prosperous than it is now; trailing woodbine hangs over a broken trellis that once must have shaded summertime drinkers, stools lie broken and lichen covered in a backyard where a fierce dog howls and leaps at you from the extremity of its chain. You hurry inside and find yourself in a cold, dust-filled parlour. Your eyes meet those of four taciturn, grim-*

*featured men who sit at a table. They gesture for you to seat yourself next to them, which you do. You are served some bitter-tasting ale. One of them seeing you grimace at the beer's harsh taste addresses you:*

*"Aye, it has not always been so with the ale of Ereworn: once it was the sweetest drink in all the Vale of Shadows. But now it is tainted by the curse of an evil hobgoblin that dwells in yonder forest. The same stands for all our meat and drink, the very well is cursed by this creature's breath whilst our children are born blind or with six fingers."*

*"My name is Eldron, chief of this village. There sits Gond, keeper of this Inn, and there Smilch and there Garfas my advisers. Together we have decided to pay the sum of twenty gold pieces to any party that dares enter the forest and return with the head of Old Ned the hobgoblin. We will pay five gold pieces in advance and a further fifteen gold pieces if you return having successfully completed your mission." He throws five gold pieces down on the table. "Accept our money and our good wishes. Rest tonight at our expense. Tomorrow you will be able to pick up the creature's tracks in the morning dew."*

*You accept Eldron's terms and split up the money as best you can. You are then served a meal by the innkeeper's buxom daughter before being shown to some rather cheerless, draughty rooms. You wake early when it is still dark with the banging and thumping of Clothilda, the innkeeper's daughter, preparing for another day's trade. The backdoor opens as she goes out to fetch some water. Suddenly there is a scream and looking out of the window you see a bizarre sight: Clothilda has been bundled into a beer barrel and is being rolled away up the hill and into the forest by a spindly hobgoblin with a tassled cap. You grab your weapons and prepare to follow them. The innkeeper rushes in, his face is chalk white and his hands are trembling as he blurts out: "The devil! Ned has taken my daughter, I will offer a further twenty gold pieces to*



*anyone who brings her back alive."* Although it is still an hour to dawn you follow the hobgoblin's trail through the light frost on the ground. Soon you find yourself on a barely perceptible track winding its way beneath ancient oak trees.

### 1. THE BEGGAR IN THE WOOD

The party encounter a leprous beggar in the first clearing of the forest. They are surprised as he emerges from the mists. He is basically harmless apart from the terrible disease he's carrying, and will exchange a valuable riddle written on a parchment for any alms he's given.

*Players: You are soon deep in the forest: ancient oak trees soar above your heads into the grey pre-dawn sky.*

*Huge black crows caw at you mournfully from the boughs. A thick ground mist whirls about you, but when it clears you can see the marks of the barrel in a trail through the morning dew on the grass. Two miles to the south you can see an ancient black tower sticking up from the forest. After half a mile the path you're following enters a clearing. Mist hangs here like a blanket and your visibility is reduced to torchlight range. You are surprised when a figure swathed in bandages and moaning lowly stumbles towards you through the mists. You have one round to react before it closes with you. You cannot see any exits from the clearing through the mist.*

#### BEGGAR

ATTACK Not applicable

DEFENCE Not applicable

MAGICAL DEFENCE 3

EVASION 3

Health Points 3

ARMOUR None

Cash: None

Weapons: None

Equipment: An old parchment  
(Seebelow)

As he will explain if the players give him a chance, this old man once served the magician Fabian who lived in a tower in the forest (see section 10). He now presents a hideous sight, swathed in grey, stained bandages and extending fingerless hands towards the players, moaning for alms in a low voice which becomes louder and louder the more the party hold out from doing so. Anyone actually placing money in the leper's hands stands a 10% chance of contracting the

disease himself. (For the effects of leprosy, see Additional Rule No 3, p 184)

*(a) If the players ignore the beggar:*

He follows them to the end of the clearing, moaning louder and louder. Suddenly there is a loud flapping sound and two FOREST HARPIES who have been attracted by the noise, drop out of the sky towards the party. They have one round before they close with them.

FOREST HARPY No. 1

ATTACK 9

DEFENCE 6

MAGICAL DEFENCE 4

EVASION 5

Health Points 12

Armour: Thick

feathers/Leathery  
skin.

Armour Factor: 2

Equipment: None

(All the Harpies'  
TREASURE is in their  
nest in section 12).

Rank: 3rd rank  
equivalent.

Weapons: Grapple with  
claws. A successful  
strike attempt means  
that the Harpy has  
grappled successfully.  
Characters may have  
one attempt to break  
loose before the Harpy  
becomes air-borne. To  
break free roll under  
strength on D20.

FOREST HARPY No. 2

ATTACK 9

DEFENCE 6

MAGICAL DEFENCE 4

EVASION 5

Health Points 12

Armour and Armour

Factor: as above.

Rank: 3rd rank  
equivalent.

Weapons: As above.

Harpies are hideous hybrid creatures with the bodies and faces of old women, but the wings and plumage of large crows. They converse with one another in loud caws. They will attempt to grapple any oppo-

nent in their claw-like arms and legs and bear them off to their nest where they will devour them having stripped them of their treasure. In ancient times a curse was laid on these creatures by a powerful magician and all harpies now emit a sickening stench which can be detected at 10m. It is therefore very unusual to be surprised by a harpy. On the other hand, harpies have such a horrible appearance that a morale check is necessary when in combat with them, (see Rules 1 p 180).

These harpies will fly off if one of them is killed or if they manage to bear off one member of the party. Any-one borne off will have to fight the harpies back at their nest in section 12.

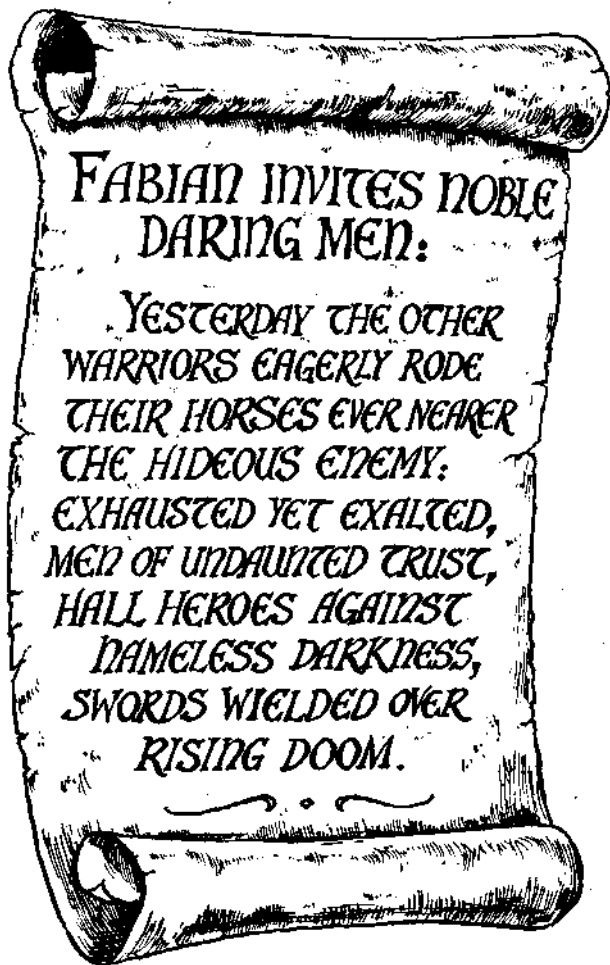
Once the harpies have gone, the players will notice the old beggar has slipped away into the mist and is nowhere to be found. There is nothing else of interest in the clearing.

EXITS: The path to the N by which the players entered the clearing. There is a path to the S which snakes off through the mist into the heart of the forest.

*(b) If the players give the beggar alms:*

*The beggar thanks you and points to a ruined tower that sticks out of the forest like a broken, black tooth about two miles away to the S:*

*"Because you have helped me, I'll now help you; in my youth I served a powerful magician named Fabian that lived in yonder tower, fighting the forces of evil that even then lurked in this forest. On his deathbed he gave me this parchment and this stone". (He holds up an ancient vellum parchment and a sparkling gem the size of a large pebble). "He told me that if I ever fell on harsh times or I was badly treated I should seek out a wise man who would decipher the message on the parchment and with the power it gave me I could wreak terrible vengeance on my enemies. Come, take my parchment and this stone in reward for your kindness."*



The old man will offer the parchment and gem to the first person who offered him alms (don't forget the 10% chance of contracting his disease if his skin is touched.) Without waiting to hear any questions the players may have, he melts back into the mist as mysteriously as he appeared and is nowhere to be found if the players search for him.

EXITS: As above.

(c) *If the beggar is slain by the players*

They will soon realise that the old man was harmless. They will find the parchment and the gem as described above.

EXITS: As above.

TREASURE:

The Parchment

This appears to have an old heroic poem written on it: in fact, the first letter of each of the poem's words form an acrostic with a secret message relating to various parts of Fabian's ruined tower. (Section 10).

GM: show the players the illustration opposite:

*Fabian invites noble daring men: yesterday the other warriors eagerly rode their horses ever nearer the hideous enemy: exhausted yet exalted, men of undaunted trust, hall heroes against nameless darkness, swords wielded over rising doom:*

Decoded this reads: 'Find my tower, then the eye, mouth, hand, sword.' The last four items refer to features of the tower. (See section 10).

**The Gem:**

A semi-precious stone worth about 5 Crowns. It has to be fitted into the empty eye socket of the stone gargoyle over the fountain in the ruined tower. (Section 10).

## 2. THE HOLLOW OAK

The party finally catch up with Ned the Hobgoblin. He is hiding in the trunk of a hollow oak tree with Clothilda the serving wench. However, he disappears with her before the party can close with him.

*After another half an hour of trudging along the path the light amongst the trees has improved slightly, and you can see the pale yellow circle of the Autumn sun trying to dissipate the ghostly mists that wreath the forest. You enter a small grassy clearing, the leading members of the party stopping dead when they notice the barrel lying abandoned in the middle of it. Suddenly you hear a shrill cry of distress coming from a hollow oak tree standing in the middle of the clearing, and you see Clothilda's blond head poke up over the top of it. Her cry is stifled instantly however and she is pulled down into the trunk again. For a brief second you see the face of her kidnapper: a grey hobgoblin looks at you from under puckered, hooded eyes, his sharp yellow teeth sticking out from his lips in a malevolent grin. Then he is gone.*

If the players rush up to the tree they will find it utterly empty. There is no sign of the Hobgoblin or Clothilda apart from a fragment of torn cloth from her dress snagged on some bark. Both of them seem to have disappeared into thin air.

### EXITS:

A thin trail snakes off through the trees to the W. It seems to be seldom used judging by the untrampled grass and ferns growing in the middle of it. It leads to Section 3.

There is a muddy path leading off to the E; some imprints of a human boot are noticeable. It leads to Section 13.

## 3. THE WEEPING WILLOW TREE

An evil witch has set a curse upon a weeping willow tree hard by the river that flows through the woods. Anyone who steps underneath its shade is subjected to a powerful sleep spell. Every evening at dusk she returns to spirit away the sleeping bodies of her victims. So far today a woodgatherer named Garth has wandered under the tree and fallen instantly into a profound slumber. Seeing his sleeping body, a hungry wolf has sneaked up from the undergrowth, but just as it was about to sink its jaws into him, its bite turned to a yawn and it, too, fell asleep.

*The small trail doesn't get any bigger as you follow it; after an hour or so it emerges on the bank of the river that you recognise as flowing through the village of Ereworn. In a clearing by the bank there is a strange sight. Under the boughs of a drooping weeping willow tree you see a sleeping woodgatherer with a bundle of faggots and an axe by his side. A large wolf sleeps next to him, its teeth slightly bared as it snores. Two paths lead from the clearing; one to the S., and another back into the forest to the E.*

Anyone stepping under the shade of the weeping willow tree to investigate the sleeping bodies will automatically be subject to a sleep spell with the equivalent MAGICAL ATTACK of 20. Anyone succumbing to this will fall into an enchanted slumber that will last exactly 12 hours unless a 6 Magic Point spell of Dispel Magic is used on him, in which case he will regain his senses. Nothing will rouse the woodgatherer or the wolf unless someone casts the above spell and both of them are within the maximum radius of the effect of that spell. (5m).

The woodgatherer will react favourably to anyone who rouses him from his slumber. The wolf will attack instantly.

GARTH the  
Woodgatherer

ATTACK 12  
DEFENCE 5  
MAGICAL DEFENCE 3  
EVASION 4

*Health Points 5*

Armour: Padded  
Leather (AF 1)

Equipment: Bundle of  
faggots, 1 silver  
florin (hidden in  
shoe), 1 copper  
penny.

Weapon: 2 handed  
forester's axe (d8, 6).  
Dagger (d4, 3).

Strength 14  
Reflexes 11  
Intelligence 6  
Psychic Talent 10  
Looks 10

Garth will be extremely grateful to anyone for releasing him from the effects of the spell; so grateful, in fact, that he will join the party as an extra member. He is a reasonable fighter with his axe which he has wielded in many an unpleasant woodland scrape before. The GM should run him as an NPC. He is fairly strong, but also a bit dim-witted. Although he has not explored the woods thoroughly, Garth will relate the following information:

- the local Duke's men will summarily execute anyone they find wandering about in the woods.
- there is a ruined tower to the S.
- a mad forester stalks the woods to the E and must be avoided at all costs.
- the ruined monastery which stands on an island in the river to the S is reputedly haunted.

WOLF

Rank: 1st rank  
equivalent.

ATTACK 15  
DEFENCE 3  
MAGICAL DEFENCE 1  
EVASION 3

Health Points 10

Fangs (d4, 5)

Movement: 12m(25m)

The wolf will attack the nearest person in sight when it wakes from the spell.

If the players linger until evening they will encounter the WITCH who will fly into the clearing and snatch up any remaining victims under the tree.

WITCH

Rank: 3rd rank  
SORCERER

ATTACK 11  
DEFENCE 5  
MAGICAL ATTACK 17  
MAGICAL DEFENCE 7  
Magic Points 12  
EVASION 3

*Health Points 8*

Dagger (d4, 3)

She is dressed in tattered black robes, and a crumpled, high-peaked black hat. She is frighteningly ugly, with wispy white hair and a permanent malevolent scowl on her face. If she realises she can't defeat the party, she will attempt to fly away, offloading her most unpleasant, offensive spell while doing so.

EXITS:

- The river looks too deep to ford here. If they liked, the party could cut loose some tree trunks and drift downriver to the village of Ereworn.
- There is a neat path bordered by little white boulders leading off to the S.E. See Section 4.
- A winding path heads S. See Section 6.
- The path back to the hollow oak tree. See Section 2.

#### 4. THE FOREST IMP

A mischievous imp sits on a toadstool in the centre of the path. He is intent on playing pranks and will direct the party straight towards a trap laid by Knutt, the mad forester (see Section 13).

*The broad path is pleasant to walk along and the sun momentarily comes through the mist, brightening the dark groves around you. After a mile or two you come across a tiny green forest imp sitting on a toadstool in the middle of the path. He stares at you with black, crafty eyes, his pointed ears sticking up to either side of his green cap. There is an old sign tacked to a tree next to the path which leads on to the E. It reads "Trespassers will pay with their lives. By order of Duke Darian". Another broad path leads to the S where you can see the mist hanging thick and low on the ground.*

*The imp stares at you and then laughs derisively: "Ha! Scared of Duke Darian's notice are you? Why, the blond-haired wench who passed south but an hour ago was not afeared of that. Belike she were more worried 'bout old Ned, the Hobgoblin who was carrying her." He laughs in a high-pitched titter. He leaps onto a dragonfly hovering nearby and whirrs away through the forest.*

#### EXITS:

Path to the E. A broad path 6m wide that leads into a thick bank of mist. See Section 5.

Path to the S. There are no tracks immediately visible. See Section 4a.

### 4a. ANIMAL TRAP

A spiked pit has been placed across the width of the 3m wide path. The front rank of any party will fall into the pit unless they can successfully roll under their Reflexes on a d20. The pit is 5m deep and will cause 1d6 damage for the fall; there is also a 20% chance of anyone falling being impaled by one of the long spikes set at the bottom of the pit, for an additional 1d8. Knutt, the mad forester will arrive to inspect his trap after an hour if the players have failed to extract themselves from the pit (for stats, see Section 13).

As the lips of the pit overhang, climbing out of the pit without a rope and grapple will involve a climbing roll, difficulty factor 18.

#### EXITS:

The path continues to the E. for about half a mile and then stops abruptly. If the players wish to continue E, roll for a random encounter and strike another hour off the 'time elapsed table'. They will emerge in the clearing in Section 13. The players may retrace their steps back to Section 4 if they wish.

### 5. THE UNICORN and the BLACK RIDERS

The party are soon lost in a thick band of mist. After a while they hear a hunting horn and minutes later a huge white shape looms at them out of the mist. This is a beautiful white unicorn being hunted by Duke Darian's Black Riders and a pack of Hell Hounds. The unicorn is being hunted for its horn, which when ground down into a fine powder, temporarily increases ones intelligence by 4 pts. (See TREASURE below).

*You are soon lost in the thick bank of mist. You stumble on S for a while longer and then you hear the muffled sound of a hunting horn and the distant baying of hounds. The noise seems to be coming in your direction. After a minute you see a white form looming out of the mist in front of you.*

#### UNICORN

ATTACK Not applicable

DEFENCE Not applicable

MAGICAL DEFENCE 5

EVASION 2

Health Points 12

The players will see a beautiful white stallion with a single horn on top of its head leap gracefully across the path just in front of them and bound away into the fog. The baying of the hounds is right on top of them now



and two rounds later two Black Riders, clad from head to toe in jet-black armour and mounted on sinisterly draped black horses, and four foaming mouthed, red eyed Hell Hounds will emerge from the mists. The party will surprise them.

BLACK RIDER No. 1	RANK: 3rd
ATTACK 13	Weapon: Hunting
DEFENCE 8	spears (d8, 6)
	Sword (d8, 4)

MAGICAL DEFENCE 5  
EVASION 4

Health Points 15

Armour: Chainmail  
(AF = 4)

Treasure: 3 Gold, 3 silver, six copper pieces.

BLACK RIDER No. 2	RANK: 3rd
ATTACK 13	Weapon: Hunting
DEFENCE 8	spears (d8, 6)
	Sword (d8, 4)

MAGICAL DEFENCE 5  
EVASION 4

Health Points 15

Armour: Chainmail  
(AF = 4)

Treasure: 1 Gold, 5 silver, 1 copper pieces.

HORSE 1	
Health Points 16	MAGICAL DEFENCE 2
HORSE 2	
Health Points 20	MAGICAL DEFENCE 2

The Black Riders are Wadwos, the half-human henchmen of the local lord, the evil Duke Darian. They are humanoid in appearance, but their helmets, which they wear at all times, hide a ghastly secret. They are, in fact, the hybrids resulting from a sorcerer's failed experiment in the distant past. Their faces and the rest of their bodies are covered by a thick, coarse hair, and

they have snouts where their noses should be. They have been excluded from human society ever since their inception because of their violent tempers and animalistic tendencies. They have consequently a deep hatred for humans and will fight to the death without giving quarter.

HELLHOUNDS	Rank 1st
ATTACK 12	Bite (d4, 5)
DEFENCES	

MAGICAL DEFENCE 3

HELL HOUND 1 *Health Points* 5

HELL HOUND 2 *Health Points* 10

HELL HOUND 3 *Health Points* 8

HELL HOUND 4 *Health Points* 7

Hell hounds are the size of Dobermann Pinchers. They have black lustrous fur, and are distinguishable from other dogs by their particularly eerie baying and their blood red eyes which burn, it is said, with the fires of hell. They hunt in packs and once their leader has selected a victim, all the hounds will attack that victim at once.

TREASURE: (See EXITS below).

EXITS:

The party are now totally lost and cannot find the path they came by.

- If they would like to strike off into the thick of the forest: *roll once* on the random encounter table and strike another *half an hour* off the 'time elapsed table'. Use the map of Gallows Wood to determine at which section the party will arrive.

- If they would like to follow the tracks of the unicorn to the SW they will find its horn lying on the ground after a few metres. Its track mysteriously vanishes into thin air at this point. If the horn is ground down into a powder it will make 4 potions of *intelligence* which, if dissolved in water and drunk, will put up a character's Intelligence by 4 points for 1 hour. If the party follow the general direction that the unicorn would have



taken before it disappeared they will arrive after 2 hours (strike this off the 'time elapsed table') at the ruined tower in section 10.

## 6. THORN FOREST

The path S leads through a thorn forest inhabited by a band of Thorn Demons (see below for description). The party may try to avoid the thorn forest by taking a path that appears to skirt the thorn thicket to the E.

*The deciduous trees in the forest gradually thin out and you find yourself on the edge of a thick thorn forest. A path leads off to the W towards a cliff set into a hill. The track in front of you narrows to a single file path as it enters the thorns.*

EXITS: If the party decide to go E, turn to Section 7, otherwise continue with this section.

*You head into the thorn forest in single file. Suddenly you are surprised as the branches of the trees surrounding you seem to reach out briar-covered claws and rip at you with them. You notice the whole of the thorn thicket around you has become animate and that the trees are not trees at all, but thin, insect-like beings with ebony-coloured, stick-like arms and legs and dark, knotted domed heads, with what look like conker husks for eyes. They screech at you in a horrible bony chatter. They have surprise for the first round.*

THORN DEMONS

Rank 2nd

ATTACK 11

Weapons: Raking Claws

DEFENCE 6

(d6, 4)

MAGICAL DEFENCE 5

EVASION 3

Armour factor = 0

Thorn Demon 1 HP 7

Thorn Demon 2 HP 10

Thorn Demon 3 HP 9

Thorn Demon	4	HP	9
Thorn Demon	5	HP	7
Thorn Demon	6	HP	6

If a Thorn Demon successfully penetrates the armour of a character wearing leather armour three times, it is assumed that that armour has been reduced to shreds and now has an Armour Factor of 0.

#### EXITS:

It will take a *full* hour for the players to struggle through the thorn thickets to reach section 9. There is a 20% chance of anyone wearing either padded leather or hardened leather armour of having that armour's Armour Factor value reduced by one point as it is shredded by the thorns. Anyone not wearing armour has a 20% chance of receiving 1-4 Health Points damage.

### 7. KILLER BEES

The party have to pass through a cave filled with a swarm of deadly killer bees. They guard a great treasure concealed in the giant honeycomb which hangs penduously from the ceiling. The entrance to the cave is one abreast; the first player through will be attacked instantly. Torchlight will be required in the cavern, otherwise the bees will have surprise.

*The path starts climbing up the side of a narrow gorge, and you are soon in one abreast battle order. There is a sheer drop of several metres to the left and an overhanging cliff to your right. You soon come to a point where the ledge disappears altogether and you are left standing in front of the dark entrance to a cave. You can see nothing inside the cave, but you can hear a loud buzzing hum coming from the darkness.*

20 KILLER BEES

Treat as single entity of 5th rank.

ATTACK 10  
DEFENCE 5

Sting (d4, 1). The sting acts as a medium strength poison

MAGICAL DEFENCE 1

Health Points for all 20 Bees = 20

Armour Factor 0

Killer Bees are approximately twice the size of normal bees. The swarm will attack one victim only. They will fight until the party have been driven at least halfway back down the ledge towards Section 6.

The cavern is 30m by 30m with a rough, stalactite-covered ceiling. Hanging from one of the stalactites at the height of approximately 5m is a large bee hive 1.5m across.

EXITS: There is a low tunnel at the back of the cave. Daylight can be seen at the end of it and by crawling down it the players will emerge on another ledge facing east over the forest. There is no path down into the forest as such, but one member of the party (roll for whom randomly) notices a giant footprint on some soft ground not far away. If the party wish to follow this track, turn to Section 8. If they wish to retrace their footsteps to the thorn forest, turn to Section 6.

#### The Beehive:

Many years ago an Elf named Ornas hung his magical lyre on one of the stalactites hanging from the cavern ceiling. Later a foul goblin slew him as he slept, but left the cave without noticing the lyre suspended high up in the air. When the wind blew through the lyre it emitted a beautiful magical note and a swarm of passing killer bees, attracted by the sound, swarmed on it, building a large honeycomb around it in which their queen lives.

Anyone tampering with the beehive will be attacked immediately by the Queen Bee.

QUEEN BEE  
ATTACK 13  
DEFENCE 7

Rank equivalent 3rd  
Damage rating of sting  
(d4, 3)  
The sting acts as a  
medium strength  
poison.

MAGICAL DEFENCE 3  
Health Points 7  
Armour factor 0

The Queen Bee is about twice the size of the other bees and will also fight to the death.

If the honeycomb is split in half, the party will find the lyre inside it (see below).

#### TREASURE:

##### *The Lyre of Ornas*

The lyre will attract unintelligent living creatures to it when it is moved about or if it is put in a place where the wind can blow on its strings. Both these actions will make it produce an inaudible magical hum. To represent this in game terms, allow one random encounter roll for the particular type of terrain the party are in at the time per hour and ignore any result involving intelligent beings. Creatures attracted in this way will remain neutral to the person carrying the lyre and anyone standing around him, although they may attack anyone who approaches the party. The creatures will depart immediately someone plucks the strings of the lyre. The party may be rather unnerved at being surrounded by an assortment of wild animals. Remember that it may take the party some time to learn to use the lyre to their advantage. Ornas used to control creatures attracted to the lyre by a Command spell (see p 26 *The Way of Wizardry*).

## 8. MAD OLD MAN

The party follow a false trail made by a lunatic. This wastes another *full* hour and another random encounter must be rolled for. Anyone stopping to inspect the footprints on the trail may be perplexed by the fact that there are only right-hand footprints visible. There is also a faint trail of a single human size foot next to them.

*You follow the track of the large footprints for an hour. Then you hear a high-pitched singing coming from ahead of you. You eventually reach a glade where you find an old man wearing some tattered rags with leaves and other foliage tangled in his matted white hair. He leaps to his one good foot when he sees you, preparing to defend himself with his crutch. You notice the crutch has a large ape-sized foot stuck onto the bottom of it. It is obviously this which has left the trail through the woods which you have been following.*

If questioned, the old man will rave about the ghostly monks of Moaning Island. See Section 21. (An encounter with them many years before added the man's brains). If pressed, he will reveal that he knows the whereabouts of a secret treasure cache. If the party are foolish enough to follow him, he will lead them in a wide circle through the forest back to the same glade as they're standing in now. This will take another hour and another roll on the random encounter table will be required. Once they're back in the glade, the old man will proudly walk over to a hollow bole in a tree and bring out a handful of acorns and nuts: his treasure cache!

#### EXITS:

The party will have completely lost the old man's original trail and will be unable to find it again. Check the direction they chose to take against the area map on pp 20-21; they will arrive at the clearing or encounter section closest to their line of advance. This

will take another hour, and another random encounter must be rolled for.

9. BOOBY-TRAPPED BRIDGE

The players come to a rickety looking bridge which crosses a bubbling mire. It will take another hour to find a way around the bog (roll for a random encounter). The bridge will collapse under a cumulative weight of 20 Strength points on it at any one time. A colony of swamp folk live in the mud underneath waiting to drag any unfortunate victim beneath the mire. They only emerge on dry land in order to repair the bridge after it has collapsed.

*The ruined tower you saw from a distance now looms up in front of you through the mist. Just before you reach it, however, you come to a rickety bridge spanning a bubbling quagmire. There doesn't seem to be any obvious alternative route around this obstacle.*

If the bridge does collapse, those players remaining on the bank will see a number of green heads pop up from below the level of the mud.

SWAMP FOLK	Rank equivalent: 2nd
ATTACK 12	Grapple (See below)
DEFENCE 6	
MAGICAL DEFENCE 3	
EVASION 4	Average strength = 10
Armour factor 0	
<i>Health Points:</i>	
Swamp man 1 = 7 HP	Swamp man 3 = 8 HP
Swamp man 2 = 7 HP	Swamp man 4 = 8 HP

Swamp folk have wrinkled green heads like toads and yellow blinking eyes. They reach out webbed hands to drag their victims down into the quagmire. They will take three rounds to wade towards their

victim. (They will attack one victim at a time: roll randomly to see who this is). Each one must make a successful attack roll to be able to *grapple* a victim. Each round compare the combined average Strength of all the swamp folk grappling with the Strength of the victim: if it is greater the victim will have been *half-submerged*. If this happens twice the victim is presumed to have been dragged beneath the surface and will have drowned within a turn. Anyone falling into the swamp wearing metal armour of any kind will sink beneath the surface in 4 rounds unless rescued.

EXITS:

- Around the swamp: see above.
- Across the bridge to the tower (see Section 10.)

10. THE RUINED TOWER

The party may possess the parchment with a riddle on it from *Section 1*. The riddle ought to point them successively to the eye of the stone head above the fountain, the mouth of the head, the hand of the statue in the well in which there is an enchanted sword (see below). Many years ago the sorcerer Fabian summoned one of the enchanted beings known as a Titan from its extra-terrestrial plane. He ordered it to guard an enchanted sword in his possession. After he had placed the sword in the Titan's upraised hand he cast a powerful *Fossilizes* spell both on the sword and the Titan. They have remained in the well of his tower for the last few decades in a petrified form, accumulating moss and lichen. Only a Dispel Magic spell will release sword and warrior from their stony vigil. Such a spell is written on a scroll hidden in the mouth of the grotesque head over the fountain.

Unfortunately, Fabian didn't give any instructions to the Titan apart from the order to guard his sword; it will therefore attack anyone who attempts to take it from its hand. The only safe way of getting the sword is

to attach a rope around it and yank it out of the Titan's hand at the instant it is defossilized. The Titan will pursue anyone with the sword for its allotted time on this plane, (fractionally under 1 hour). Conversely, it will remain motionless for one hour if no-one tries to take the sword. After one hour it will return to its own plane with the sword.

There are other additional dangers around the tower. A stone statue by the door is actually a gargoyle, whilst in the well area of the tower lurk a troupe of ghastly skeletons.

*The tower is set on top of a small hillock which sticks up from the level of the forest. It would appear that the tower is all that remains of a castle. Ruined walls lie in heaps in the brambles all around you. The sides of the tower are matted with ivy and climbing plants. There is an arched entrance at its base; its door has long since vanished. A single statue of a grotesque being covered with ivy stands to the left of the door. You can see what looks like a fountain and a well within the tower. The floors of the tower all seem to have collapsed, leaving the inside open to the elements. A thick layer of grass and weeds has overgrown its ancient flagstones.*

*The statue is in fact a Gargoyle: the party will have 3 chances in 6 of being surprised by it (see Dragon Warriors p 89).*

#### GARGOYLE

ATTACK 15

DEFENCE 8

Talons (d10, 3)

Armour factor 7 (but only 2 v magic weapons)

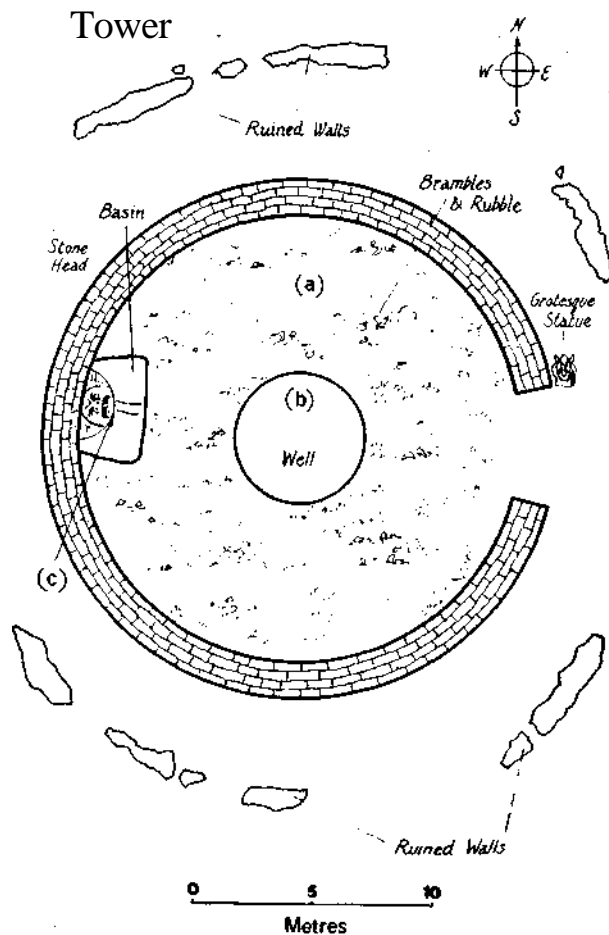
MAGICAL DEFENCE 6

EVASION 4

Health Points 14

#### Inner Courtyard of Tower:

This is a fairly large circular area open to the sky above. In the centre of it is the low parapet of a well which must have been used in ancient times to supply water during sieges. Set into the far wall is an ornamental water spout with a carved, grotesque stone



face. The water issues through its mouth into a large stone basin supported by a stone griffin. The floor of the circular area was once covered with flagstones, but weeds and grass have now grown over them.

(a) A search of the overgrown courtyard will eventually reveal a flagstone with a rusted circular metal ring set into it. When this is pulled up, it will reveal a flight of steps descending into the darkness of the well. A dripping noise can be heard from below.

(b) Anyone leaning over the parapet will hear a melancholy dripping sound below. From the sound of the echo they will be able to deduce that the well is actually a large underground area. During the day they will just be able to make out the form of a titanic statue immediately below the circular hole of the well. It holds a sword up to the sky in one of its hands.

(c) The grotesque head of the fountain has a semi-precious stone set into one of its eye sockets. The other eye socket is empty. A gout of water issues from its mouth into a stone basin in front of it.



The flow of water from the stone mouth will stop if a gem of 5 Crowns value or more (like the one the party may have picked up from the beggar in *Section 1*) is placed in the empty eye socket. This will also have the effect of deactivating the mechanism of the trap which will be sprung if anyone puts their hand (or any other object) into the stone mouth.

**TRAP:** Anyone placing their hand or any other object into the stone mouth of the fountain will activate a spring which will cause the stone teeth to crash together. For damage, treat as a broadsword: (d8, 6). The teeth will remain locked together unless prised apart by a metal implement.

**TREASURE:** Inside the stone mouth is an ornately carved tubular bronze scroll case (itself worth 1 Crown). Inside the case is a *scroll of Dispel Magic*.

**Underground Chamber:** (Unlit apart from a small patch of light from the well-opening during the day).

This is a dripping subterranean crypt, with serried ranks of skeletons lying on stone shelves on the wall. Other skeletons lie under the knee-deep water. The walls are dripping wet and covered by a slimy moss. There is a black statue of a warrior 3 metres tall standing in the centre of the room, directly under the well-opening above it. It holds a stone sword aloft in one of its hands.

Anyone wading through the water for more than *one round* will have their ankles grabbed by the bony fingers of the animate skeletons beneath the surface. Assume the character is held in place unless he can successfully roll under or equal the difference between his Strength and the combined Strength of two skeletons (16). Skeletons lying on the stone shelves will also get down from their perches and advance towards anyone who remains in the crypt for more than two rounds. They carry antique, rusted swords.



## SKELETONS

ATTACK 11

DEFENCE 3

MAGICAL DEFENCE 3

EVASION 3

Armour Factor 0

*Health Points* = Skeleton no 1 : 3  
 Skeleton no 2 : 3  
 Skeleton no 3 : 4  
 Skeleton no 4 : 4  
 Skeleton no 5 : 4  
 Skeleton no 6 : 4  
 Skeleton no 7 : 6  
 Skeleton no 8 : 6

The skeletons will not attempt to chase anyone up the stairs.

The statue is the Fossilized form of a Titan. See above.

## TITAN

ATTACK 25

DEFENCE 20

Rank: 15th

Weapons: Sword  
 (d8 + 4, 9); Fist  
 (d3 + 4, 6)

MAGICAL DEFENCE 15

EVASION 5

Health Points 5

Armour factor 5

An immense bronze warrior glowing with occult flames, the Titan usually resides on another plane until called to earth by a powerful spell.

**TREASURE:** The Titan carries a Fossilized + 2 magical sword in its hand.

It will chase anyone with the sword remorselessly for its allotted one hour on this plane. If it ever catches up with the person carrying the sword it will pulverise them before picking up the sword and returning to the tower. A Titan will always walk in a direct line, swot-



ting aside any obstacle in its way. Stone walls or trees will not present any grave obstruction to its progress. EXITS: There are stone stairs up to the flagstone in the inner courtyard. The area surrounding the tower holds nothing of interest.

EXITS: A path winds off from the foot of the tower into the woods to the S (see *Section 11*). The bridge over the swamp in Section 9 can be seen to the N.

## 11. ELVEN GRAVES

The party enter a clearing reserved by the elves for the burial of their dead. It is protected by day by elemental forces and at night by Elf warriors.

*You emerge at the edge of a clearing from which all the ground has been cleared of grass, leaving bare earth. There are five low mounds protruding from the earth; small saplings are growing on top of them all. There is a low, rough-hued stone altar at the S end of the clearing, upon which some apples and acorns have been placed. A small fire burns underneath the altar. You can smell the fragrance of some aromatic wood on the smoke as it drifts towards you. The clearing is otherwise empty apart from the whirling Autumn leaves that are blown across it.*

The party may skirt the clearing if they wish, but it is surrounded by thick foliage which will take half an hour to get through. If the party decide to take this route, don't forget to roll for a random encounter. If they do decide to go around, they will eventually emerge under the rocky hill in *Section 12*.

If the party enter the clearing by day they will get about halfway across then they will notice that the leaves blowing about on the ground are forming into a humanoid shape and bearing down on them. At night two Elves lie in wait, ready to ambush any intruders. (Take their Stats from *Random Encounter Table*).

**Air Elemental** (a shifting manlike outline containing leaves and particles of dust).

ATTACK 19  
DEFENCE 14

Attack (d10, 6)  
Armour factor 0, but  
immune to non-  
magical weapons

MAGICAL DEFENCE 8  
EVASION 8

*Health Points 14*

Air elementals are difficult to see with any clarity because of their shifting, transparent form. As a consequence any one fighting one will do so at - 1 to ATTACK and DEFENCE. It can deflect any arrows or light weight missiles with its control of the wind. This elemental was bound within the confines of the bare patch of burial ground. It will fight until it is totally destroyed or it has driven off the intruders from the area. The elemental will not follow anyone off the burial ground. Fortunately for the party they have encountered an Air Elemental with relatively few Health Points!

Each mound contains an elven burial, with the bones wrapped around in wood bark and an item of treasure laid across the skeleton's chest. If anyone desecrates the graves however, the 2 elves (see the *Random Encounter Table*) will ambush the party at nightfall wherever they happen to be at the time.

**TREASURE:** (The uses of some of the articles should not be made immediately apparent.)

Mound 1: A pair of green elven boots. Anyone putting these on will find they can move silently at all times, even when walking on twigs and leaves. (Value 20 Crowns).

Mound 2: A hazel divining stick. Once a day the person carrying this stick may ask it to point to a particular thing or person. For example, it will point in the direction where the nearest water may be found. Unfor-

unately, if the diviner is in the middle of the desert, the stick may be pointing to a well many miles away! It will also point to specific people: for example if it was asked to point to someone's murderer it would either point to a specific person who was visible or in the direction in which they could be found. Unfortunately, the stick is not infallible and will only divine correctly 80% of the time. If it fails to work correctly, keep the results of your roll secret: the stick will point in a random direction which you may determine by rolling a D8. The stick points due N on a 1, NE on a 2, E on a 3, SE on a 4, S on a 5, SW on 6, W on a 7 and NW on an 8. (Value 50 Crowns).

Mound 3: An ornately carved yew longbow. With a quiver of six enchanted, +1, silver-tipped arrows. (Value 30 Crowns).

Mound 4: An elven mirror. The Looks rating of anyone looking into this mirror will seem to them to have improved by 6 points. (Value; 10 Crowns).

Mound 5: An elven cloak. A mottled green and brown drape. Anyone who puts it on and remains motionless has only a 5% chance of being spotted at any range above 2 1/2m in woodland. (Value 25 Crowns).

EXITS: A path continues on towards a rocky eminence about 1 mile to the S. (See *Section 12*).

## 12. HARPY LAIR

There is a lair of the forest Harpies that the players may have encountered in *Section 1* at the top of the rocky hill beside the path leading S. The body of anyone borne off by the Harpies in *Section 1* will be found in the grotesque nest of human bones at the top. There are always two Harpies stationed in the nest and they will attack anyone attempting to climb up the side of the hill.

*The path eventually brings you to the base of a hill covered with boulders and rocks. Its sides are steep*

*and it looks like it could be quite a difficult climb to the top. From a distance away you thought you could make out ghastly creatures half woman and half crow, flapping around the top of the hill. They are no longer visible. You can glimpse a road running through the woods to the S at a point about half a mile below you down a gentle slope.*

Any member of the party with *Reflexes* of 12 or more won't have any difficulty climbing the slope. Make a normal climbing roll for those with *Reflexes* under 12 wishing to climb. (The *difficulty factor* of the slope is 12).

The Harpies will attack anyone halfway up the slope; they will attempt to grapple their victims. Two consecutive successful Hit rolls will indicate that they have succeeded in picking up their victim. They will then proceed to fly up and drop them from a great height.

At the top of the crag is a gruesome nest made entirely of human bones. The party will discover any previous victim of the Harpies from their party here. Ragged bits of armour will be found still clinging to the bones. One suit of magical armour is still usable (see below).

### TREASURE:

Scattered around the nest are 9 GPs, and 130 SPs.

Set of + 1 magical hardened leather armour.

A Potion of Dexterity.

### EXITS:

A path leads around the base of the crag and then descends a forested slope to the road which passes through the forest. Turn to *Section 20*.

## 13. THE HUT OF THE MAD FORESTER

The party find a warning nailed to a tree. Continuing, they enter a clearing in which stands the hut of a mad forester. If they enter the hut they will find the forester's wife cooking a meal. She will appear to be

terrified when the party enter, but her terror is not of them, but of her husband who is likely to return any second. He habitually attacks any strangers found wandering the woods. Duke Darian's Black Riders who also range the woods looking for intruders, have long ago decided to leave this dangerous psychopath alone.

*The path seems to be well used and you stroll on as the sun struggles up over the trees and shines dimly through the mist. Soon you come to a notice tacked to a tree. It reads; "Trespassers will answer with their lives". It is signed by a 'Duke Darian'. Suddenly the mist gets thicker and you can hardly see a metre in front of you.*

*Soon you emerge into a clearing. You can see lamp-light pouring from a window set into the wall of a low wooden cabin in front of you. You can smell the scent of wood smoke in the air.*

*(a) If the players want to investigate the hut:*

Looking through the lamplit window they can see a woman in simple rustic clothes preparing some food in a kitchen. She seems rather careworn; her face is creased with wrinkles and she seems prematurely old. She will not be very welcoming if the players enter the hut. She will keep insisting that her husband will be returning in a minute and that they had better get out. She will look nervously towards the door and wring her hands as she does so. This is not a false bluff; her husband is returning and is a dangerous psychopath who will attack anyone he finds in his hut with his two-handed foresters axe (with surprise if all the members of the party are staring at the woman instead of at the door).

KNUTT, THE MAD

FORESTER

ATTACK 14

DEFENCE 5

Rank: 4th

Two-handed axe (d8, 6)

Armour factor 2

MAGICAL DEFENCE 3

EVASION 3

Health Points 14

The mad forester will attack the party in a berserk rage and will give no quarter: he will pursue anyone who flees into the woods. His wife will plead with him to stop fighting, but this will prove to be futile. If he is killed, she will rush out of the hut shrieking and will never be seen again.

TREASURE:

The mad forester has roamed the woods for years murdering innocent travellers. He has stacked their bodies in the woodpile at the back of his hut. Anyone sifting through the logs and bones will find a few tattered leather purses containing some coins, total value: 11 Crowns, 115 Florins.

They will also discover a small phial in one of the skeleton's pockets: the liquid inside it is a Potion of Healing although only an alchemist or someone who has already possessed a Potion of Healing will be able to deduce this.

*(b) If the party decide to skirt around the hut and continue:*

They will be able to see the wood pile containing the foresters previous victims, and may investigate it if they wish. (See above). If they linger for long they will see the forester returning to his hut through the mist. EXITS: There is one path leading away to the S at the end of the clearing (it leads to section 14). However, there is a 20% chance that the party will miss this in the thick mist. If they do, deduct half an hour from the 'time-elapsd table' and roll for a random encounter. The party will eventually make it back onto the path leading S to section 14.

## 14. HELLGLADE

The villagers of Ereworn have awarded this name to this glade deep in Gallows Wood for a reason. Restless ghosts and supernatural happenings occur night and day at this place. It is here that Duke Darian had his brother, his brother's wife and their children foully murdered so that he inherited the baronetcy of Ereworn. The victims of this deed now flit around the glade as ghosts attacking all intruders unless they pledge to avenge them by killing Duke Darian. The mist always hangs thickly around this part of the wood and visibility is poor.

*The mist is still extremely thick all around and you can barely see the person in front of you. Suddenly you sense that the path has opened out into a large clearing, and a moment later a gentle gust of wind rolls away the bank of fog to reveal a glade about 100m long. A small stream meanders down the centre of the glade and there is a dark mere in the middle of it. Three low mounds can be seen by the edge of the mere. The mist seems to hang back at the edge of the wood. A path crosses and recrosses the stream running down to the mere. A small boat is moored to the side of the mere. The mere is about 20m across.*

**The Mere:** The surface of the mere is a uniform jet black. Nothing is reflected in it, and anyone throwing objects into it will find that no ripples are caused by doing so. As the party approach it, a pale arm, wound about with white samite breaks the surface. Its hand clutches a sparkling jewel on a golden chain. It will remain in view, even if the players decide to get into the rowing boat moored to the side and row over to it. (The boat takes four people). If they do so however, the hand will vanish as abruptly as it appeared. Those in the boat and those remaining on the shore will notice a bubbling whiteness floating up from the bottom of the mere. It will burst the surface of the mere and the



players will see the ghastly form of a Spectre looming over them. There are 4 chances in 6 that they will be surprised.

#### SPECTRE

ATTACK 18

DEFENCE 12

Touch (d12, 5)

Armour factor 0 (but  
immune to non-magic  
weapons)

MAGICAL DEFENCE 11

EVASION 4

Health Points 12

Everyone (both in the boat and on the bank) will be subject to a *fright attack*. However, the Spectre will not physically attack the party immediately, but will parley with them in a low, moaning voice. It will tell them how it is the tortured spirit of a woman murdered by the infamous Duke Darian. If one member of the party agrees to avenge her murder by travelling to Darian's castle and killing him, she will not attack the party. However, if no-one agrees to help her, she will attack with all her powers. The first person to agree to avenge her will find that a Sword of Damocles (The *Way of Wizardry* p 35) has appeared above his or her head. This will not disappear until Darian has been killed. If Darian has not been killed within a week, the Sword will descend on the victim. The Spectre will tell the party that a magical glove will be found in the grave to the W of the mere. This will enable anyone to pick up an enchanted spear in a clearing just off the glade. The spectre will disappear with a low moan. If the spectre is defeated in combat or the party agree to do its bidding, they will notice they can now see reflections in the surface of the mere.

#### TREASURE:

If anyone dredges the bottom of the mere with a rope and grappling hook, they will bring up a hideous, slime covered skeleton, with a few rotten vestiges of a rich satin dress, still clinging to its bones. A bright jewel on

a golden chain is still hanging around its neck (value 10 Crowns.)

#### The Mounds:

These are actually the graves of Darian's brother and his two children. The restless ghost of the Duke of Ereworn hangs about the graves waiting for someone to approach them. Unless they have already made a pact with his wife (see Spectre section above), the ghost of the former Duke will rise up in front of anyone who approaches the graves and demand that they avenge his murder by slaying Darian. (The Ghost will drive a similar bargain to the Spectre above): he will also tell the players to dig up his grave, the westernmost of the three and retrieve the gauntlet they find there. (See previous section). If the intruder or intruders refuse to accept his terms, he will attack them immediately. At this stage, the Ghost will use its *fright attack*.

#### TREASURE:

The three graves contain three skeletons: two are small and one adult-sized. The adult skeleton is dressed in extremely rusty chain mail. The chainmail gauntlet in its right hand will enable anyone to pick up the enchanted spear safely. (See below).

#### The Enchanted Spear:

Although the mist boils round the edge of the clearing, it never drifts over it. A gap is visible in the western side of this ring of mist. If the players walk up to the edge of it they will see a tunnel in the mist leading to an old oak tree. A spear glowing with a supernatural aura has been stuck into the side of the tree. There is a pile of skeletons right underneath the spear. Others are scattered about the woods for 4m. The Duke of Ereworn thrust the spear into the tree as he was being

murdered. Anyone grasping the shaft of the spear and not wearing the Duke of Erewn's glove (see **Mounds: Treasure**) will be subjected to a sudden bolt of flame which will burst out of the hilt of the spear. Treat as a *Deathlight* spell. The charred skeletons lying around the tree are all victims of the spear.

**TREASURE:** The spear is +2. If it is touched by anyone not wearing the gauntlet mentioned above, the equivalent of a *Deathlight* rune will be activated.

**EXITS:** Two paths lead off to the S. of Hellglade. One to the S, (see *Section 16*) and one to the SW., (see *Section 15*).

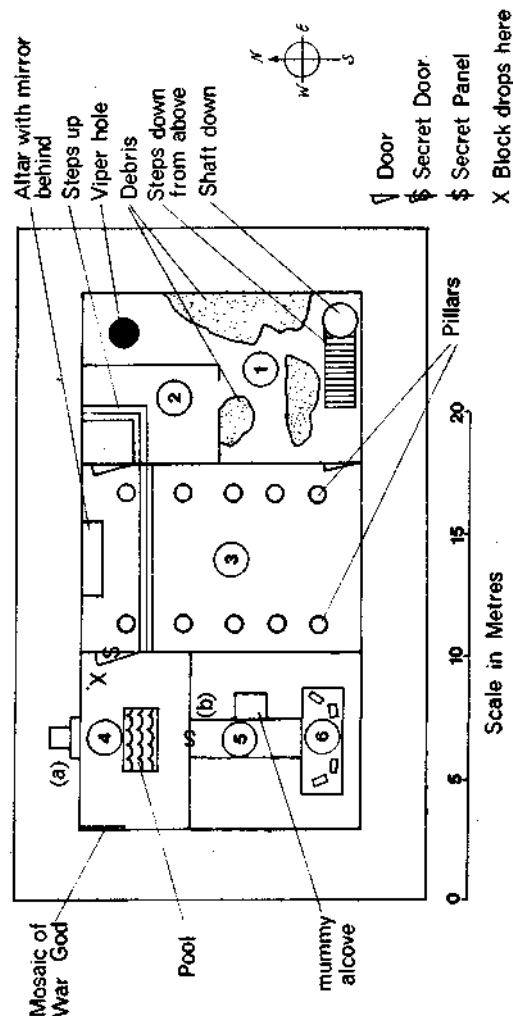
## 15. A RUINED VILLA

This was once a pleasant villa with an orchard set in its grounds. The orchard and the villa are now in ruins. The only part of the building left intact is its basement where there is a secret treasury guarded by various traps, a giant viper and a Mummy. The ancient wizard who once lived here was buried in the orchard; his skull reputedly has great occult powers but it is guarded by a ghastly Hydra, the poisonous breath of which has polluted the orchard, making it a grey and brown wasteland filled with sulphurous gases.

*You come to a low, partially ruined wall that runs along the overgrown pathway that you are following. After a few minutes you find the wreckage of a weed covered gate and an opening in the wall where it once stood. You can dimly see the ruins of a building at the end of a driveway flanked by withered trees.*

- If the players would like to investigate the ruin, continue with the description below.
- If they wish to ignore the ruin and continue along the path, turn to *Section 18*

## A Ruined Villa



*Unlike the buildings with which you are familiar, (all ramshackle, wooden or rough stone affairs,) this structure has the remains of smooth stone slabs on its walls. Two ornately carved, fluted columns have fallen into the middle of the ruin. You recognise it as one of the buildings your fathers and grandfathers told you were built by a god-like race of men who ruled the world long ages past, leaving wondrous buildings scattered across the land. The intricate mosaic patterns on its floor are now covered by grass and brambles and anything of interest in the place seems to have been removed hundreds of years ago.*

Hidden behind the brambles in the SE. corner of the rectangular hollow of the ruin is a rubble-filled shaft that used to be a stairway to the basement area of the building. Anyone sliding down the shaft will find themselves on the ruined floor of a paved room. Although a small amount of light filters down from the shaft above, the far corners of the room are in total darkness: some sort of light will have to be produced by the party.

Numbers refer to those on the map above:

1. A wooden door with the carved visage of a war-like god stands immediately to the W of the shaft. To the N the room is in a complete ruin with great piles of churned-up earth and blocks of shattered masonry. If the party investigate, they will find a large hole the size of a man in the NE corner. A wall still stands in the NW corner: a small hole leads to 2. If the players spend more than thirty seconds investigating the room a giant viper will slide out of the hole in the NE of the room and attack.

GIANT VIPER

ATTACK 13

DEFENCE 5

MAGICAL DEFENCE 1

EVASION 2

Rank Equivalent: 2nd

Bite: (d3, 2) Treat the venom from its bite as a strong poison.

Armour Factor: 0

Health Points 12

2. This small chamber used to be the robing room of the priests of the war god Mars who was worshiped in room 3. Ceremonial robes hang from worm-eaten pegs around the walls. These are now parchment-thin and will crumble to dust if touched. The floor is covered with a layer of fine white dust. A skeleton lies on the floor dressed in a ceremonial maroon robe. (This too will crumble into a fine dust if touched).

TREASURE:

The only treasure in the room is a bronze key the players will find still hanging from the skeleton's rotting leather belt.

EXITS:

There is a single wooden door in the W wall of the room. It leads to the E side of the altar in room 3.

3. This is a long, rectangular room. Pillars run down its E. and W. sides. There is a raised dais at its N. end with an altar dedicated to the war god Mars in its centre. The floors and walls are covered with intricate mosaics depicting scenes of war and slaughter. The room is empty and covered with a thin layer of dust. There is a mirror with a tarnished silver frame hanging on the wall over the altar.

TREASURE:

The mirror casts an illusion which will make it appear to anyone looking into it that one of their companions is sneaking up behind them with a dagger and is about to stab them in the back. Don't forget there is only a 5% chance of anyone seeing through an illusion. (See *The Way of Wizardry* p 27). Otherwise if the player subjected to the illusion responds aggressively to it, he will certainly get a surprise attack on anyone standing in his near vicinity for one combat round. He will realise his mistake by then of course, but his companions may take his aggressive action as a premeditated assault on them.

The mirror may be taken down from the wall and carried around, although it is a bulky object 1m high and 0.5m wide. If the glass is removed from its frame, the illusion is immediately dispelled. The silver frame is worth about 5 Crowns. Anyone removing the frame will be subject to a curse within a **MAGICAL ATTACK** of 12. - See Additional Rules 2.

**EXITS:** There are two wooden doors; one in the NE corner of the room, one in the SE.

There is a secret door set into the NW. wall. The wall is covered by a mosaic depicting dead warriors rising up from the battle field and striding off into the land of the dead. One of the soldiers seems to extend a hand out to anyone in the room, as if inviting them to follow him. If the mosaic is touched where the soldier's hand has been painted, a panel concealed to one side of it will slide up revealing room 4.

4. A rectangular room running E-W. There is a small pool set into the stone floor in the centre of the room. This is filled with some water covered with a green sludge. A large mosaic of the war god on the W wall glares menacingly at anyone entering the room. If anyone does enter the room, a voice, apparently coming from the mosaic, will order them to halt immediately. At the same time a large stone block set into the ceiling at X will drop down. Anyone who is under it when it falls (i.e. players who have stopped at the command), will have to make dodge or be hit by the block. The block has a **SPEED** of 13 and will do 3d6 HP damage.

The walls of the room are bare granite apart from the large mosaic on the W wall. There seem to be no obvious exits from it. However, anyone looking closely at the centre of the N and the S walls will discover parallel hair line cracks running down them. A section of the wall will swing round if it is pushed on either side of a central vertical pivot.

**TRAPS:** The pool at the centre of the room is inhabited by an evil spirit. It will attempt to take over

another body if anyone immerses any part of their body in the stagnant pool. Ten gleaming gold pieces are spread across the bottom of the pool to tempt the unwary. The spirit attacks its victim with a spell that drives the latter's soul from its body.

**SPIRIT:**

**MAGICAL ATTACK:** 12

The spirits attacks will cease the moment the character's hand is removed from the water.

If someone is taken over by the spirit, they cease to be a player character, their soul having been driven from their true body. However, the GM should not allow the other players to be aware of this fact. There is only a 5 % chance that the party will have noticed any change in his behaviour: for example a slight start as he placed his hand in the water or a certain change in his voice when they talk to him after he has been taken over by the spirit. The spirit will use its new body to attack the rest of the party as soon as it has a clear advantage over them. (i.e. when they are already in combat with another enemy etc.)

(a) *The panel to the N:* The gap left after the panel has swung round is just wide enough to admit one person. When this person has slid through the entry, the panel will suddenly slam to (unless it has been wedged open). The person who slid into the small gap will find himself in a tiny room with bare granite walls. With the door shut there is barely enough air to breathe in the confined space. The air supply will run out in one hour. The stone partition will take two man hours to break through from the inside if the person trapped has a suitable implement such as a sword.

Those members of the party left outside the door when it slams will hear the grating of rock from beyond the wall and then a terrifying high-pitched scream suggesting that the character who has just gone inside has been horribly crushed. The members of the party left outside will be unable to hear any noises made by the



trapped character, and may presume him to be dead. The door will take one man hours to break down with sharp instruments such as swords etc. The party will find their comrade gasping for air but otherwise unharmed if they manage to break down the door within one hour.

(b) *The secret door to the S:* There is a secret door in the South Wall.

EXITS: The secret door leads to section 5.

5. If the secret door in the centre of the S wall of room 4 is operated, the party will emerge into a long corridor running to the South. The corridor ends in a blank wall and there are no obvious exits from it. The walls of the corridor are of white plasterwork. Judging by the dust on the floor, no one has passed along it in a very long time.

TRAPS: Halfway down the corridor and hidden behind the thin layer of plasterwork in the E. wall is the mummy of a long-dead centurion of the war god Mars worshipped in room 3. It will burst through the plasterwork wall as soon as two people have walked past its alcove and down the corridor, or if one person walks down the corridor past it and returns again. It will surprise anyone standing in the corridor next to the alcove.

MUMMY	6th rank equivalent
ATTACK 17	Shortsword (d8, 3)
DEFENCE 12	Bronze plate armour: AF = 3

MAGICAL DEFENCE 9  
EVASION 4

*Health Points* 16

The Mummy is dressed in antique bronze plate armour, with a bronze helmet with a short plume. If it is slain he will place a Doom on the character who slew him. The Doom is a type of curse with a MAGICAL ATTACK of 18. If it takes hold, the slayer of the mummy

will die within a month unless certain steps are taken. (See Dragon Warriors, p 119).

TREASURE: There is no treasure in the corridor, although the centurion's bronze armour is worth about 5 GPs.

EXITS: Although the corridor ends with a blank wall, anyone rapping on it will discover it to be hollow. Behind is room 6. It won't take long to break down the plasterwork between the corridor and the room.

6. This is a small treasury packed with six chests. Their contents are as follows (roll on a d6 for which one the players open first.)

1. A golden cup. When this is picked up it will automatically fill to the brim with wine. This will happen once a day only, (value 10 Crowns).

2. A +1 magical shortsword similar to the one wielded by the centurion.

3. A purse with one gold coin in it. The same gold coin will automatically return to the purse five minutes after it has been removed from it. A character who owns this item will always have at least one Crown (apart from the five minutes it takes the Crown to return to him).

4. A suit of bronze plate armour, suitable for someone of Strength 16 upwards.

5. An old leather-bound book, mouldering away at the corners. It tells how Master Edas the magician was buried in a nearby orchard many hundreds of years ago; how his skull is meant to have immense magical powers and how a many-headed hydra was placed over his grave to prevent it falling into the wrong hands.

6. TRAP: A Tarantula spider will race up the arm of the character who opens this chest, at the same time a cloud of poisonous gas will pour out of it.

TARANTULA

Bite (d4, 2) (treat as  
strong poison)

## MAGICAL DEFENCE 1

Health Points 2

Any sudden movement to escape the gas will result in the tarantula biting its victim. If the victim remains stock still he will have to inhale the gas (treat as strong poison). The spider however, will soon be overcome by the gas itself and fall to the floor dead. Any other character who does not leave the treasury within 2 rounds will also have breathed in the fumes and be subject to the poison.

### EXITS:

There are no other exits from the dungeon.

The ruins of a mist-filled orchard can be seen at the back of the villa (see *section 17*). A path leads SE through the trees to *section 18*.

## 16. NIGHTMARE HUT

The party come to an apparently disused rickety hut standing in a woodland clearing. Anyone entering it however, will find that it is a hideous trap: the hut is an animate being which devours anyone who enters its woody maw!

*You pass through the clinging layer of mist around Hellglade and emerge into a deserted woodland clearing. An old rickety hut covered by climbing plants and moss stands in the middle of it. You can see a path out of the clearing to the S. The hut is 2m high by 3m x 3m.*

### NIGHTMARE HUT

ATTACK (see below)

DEFENCE 0

MAGICAL DEFENCE 5

EVASION Not Applicable

Health Points 40

Anyone stepping into the hut will suddenly be engulfed as the wooden jaws of the Nightmare suddenly clamp shut; they will be slowly crushed unless they can free themselves. This is done by subtracting their Strength from the Strength of the hut (which is 14). The character must then roll equal to or under the resulting figure on a d20. After the Nightmare has successfully crushed its victim, it will raise itself up on stilt-like legs and scuttle away through the forest.

### EXITS:

A path leads of the S. to *Section 18*.

## 17. HYDRA

A hydra lurks over the grave of an ancient holy man who was buried in the orchard of his nearby villa. (See *Section 15* above.)

*The orchard is now totally blighted: white worms crawl in rotten apples and a choking mist hangs between the brown leaves of the trees.*

Breathing in this air for more than two Combat Rounds will subject any victim to a mild poison attack. Because of the thick fog of smoke the party will be surprised when they stumble on the Hydra a few minutes later.

### HYDRA

ATTACK 13

DEFENCE 2

Rank Equivalent: 7th

Bite of nine heads (d6, 2)

(Subsidiary damage done by breath: treat as medium poison).

Health Points 9 (But see below).

The Hydra is a green hued nine-headed woman with a serpent's body. She stands on a small knoll (the grave of Master Edas). She is bound to this area by a potent magical spell and will not move away from the tree



around which her body is wound. When one of her heads is destroyed, two spring up in its place. To represent this in game terms, instead of deducting 1 *Health Point* for damage done, add 1 *Health Point* to the Hydra's total *Health Points*; this represents the addition of a duplicated head. The hydra can therefore only be destroyed by a single blow or by a spell.

**TREASURE:** The gall in the hydra's spit and in its tail is highly poisonous and can be applied to weapons and arrows as a strong poison.

Six foot under the tree on the knoll lies the body of Master Edas.

### MASTER EDAS'S SKULL

Master Edas was one of the foremost sorcerers of all time, his knowledge of the magical arts is legendary and even in the players' day people still refer to him as the epitome of a golden age of learning. Rather than seeing his lore going to waste at his death, Master Edas consigned his knowledge to a fire-blackened skull, now buried under the mound protected by the hydra in Gallows Wood. There is the imprint of a cloven hoof on the blackened part of the skull and some say that Edas made a pact with the Devil to achieve the state of immortality that he now enjoys in the skull.

The first person who touches the skull will find that it has attached itself to them as if by an invisible chain some 10m long. Although the skull can float in the air and fly about it can never go further than 10m from its owner.

The skull may confer at any time with the character who owns it on the subject of the magical arts. Its knowledge is equivalent to that of a tenth rank sorcerer, and it will always be able to identify sorcerous problems that the character may be confronted with (eg it will be able to recognise that a door is locked with a *Portal* spell, that a pool needs a *Dispel Magic* spell to

release its spirits, this room is protected by a Death-light rune etc). By flying up in the air or scouting around corners it can help spy out the land for its owner. Unfortunately, Master Edas was not a good man, and will feel disinclined to go out of his way to help any one of a saintly or beatific nature. The skull will deliberately answer such a character's questions evasively or with riddles and it will try to incite them to mischief by lying about the motives of the character's friends in the party. On the other hand, Master Edas will aid and abet ne'er-do-well characters who have control over it. The GM however must remember that Master Edas ultimately will want to destroy anyone who owns his skull, not withstanding how wickedly they act.

#### MAGICAL ATTACK

None

Armour factor 2

MAGICAL DEFENCE 17

EVASION 8

Movement: with owner

Health Points 10 (regenerates 1 point per round).

**EXITS:** There don't seem to be any paths leading out of the sulphurous mist in the woods, so unless they want to wander off and become lost, the party will have to return through the ruined villa to the roadway in *section 18*.

### 18. THE EERIE CARRIAGE

The party emerge on a partially overgrown road that passes through the centre of the wood. An eerie carriage pulls up opposite them. If they enter it, it will seem that the horses drawing the carriage will suddenly gallop off at breakneck speed. The sensation of rapid movement and the sight of the landscape flashing past outside the windows of the carriage are all in a sophisticated illusion. If the players don't get off the coach it will eventually take them into the courtyard



of Duke Darian's castle (see *The Castle of Terror*, p 105).

*You emerge at the edge of an empty stretch of partially overgrown road that runs in front of you from the NE to the SW. Suddenly you hear the sound of hooves and the rumble of wheels. Round a bend in the road to the W comes a black carriage drawn by four black horses. The carriage slows, then draws up opposite to where you stand hidden in the undergrowth of the forest. No driver or groom are visible on the driving seat of the vehicle. The four horses are jet black stallions, with black feather plumes set into their manes. They champ at their bits, snorting fiercely. One of the carriage doors is open and black curtains drift out of it in the forest breeze. The interior of the carriage is completely dark.*

If anyone steps into the coach, it will seem to them that the coach has suddenly lurched away and is travelling at great speed. This is actually an illusion and anyone subjected to it has the usual 05% of seeing through it. In reality, the coach is rolling along at a gentle canter. Treat anyone who jumps out of it as if they had fallen 2m-4m (1d4 damage). Anyone wishing to jump onto the moving coach, must roll under their Reflexes on 1d20. If the party want to try to stop the horses, they will find them to be Hippogriffs; winged war-mounts that will fight any human that gets in their way. (You will find their stats on p 103). If the players remain with the carriage, they will find it travels for a couple of hours and then deposits them in the courtyard of the castle of Ereworn. (see p 105 of the next scenario).

*If the party do not get into the coach, see EXITS below.*  
EXITS:

If the players decide to walk to the E they will eventually come across the old man in the scenario *The Castle of Terror* on p 105. However, to the W they find

a puddle with the imprints of a hobgoblin foot and a dainty little one, obviously Clothilda's, stamped into it. The trail seems to lead to the W In confirmation that the hobgoblin passed this way at some stage, the party find a small fragment of cloth from Clothilda's dress snagged on a nearby bush. If the players decide to follow this route, turn to *section 19*.

## 19. GALLOWS GHOULS

The party come across three gibbets standing on a small knoll by the road. These gallows have given their name to the wood. Here Duke Darian's Black Riders string up trespassers and let them hang until they die of hunger and exposure, or the Forest Harpies sweep down on them and carry them off. At the moment there is only one old man hanging here. His hands are tied behind his back and they in turn are attached to a rope suspended from the gallows. Greedy gallows ghouls lurk in the undergrowth waiting for the old man's demise so they may feed on him. They will attack anyone who attempts to snatch their prey from them.

*You walk along the road, the forest trees looming over you on either side. Cresting a rise, you find yourself overlooking three gallows set on top of a small mound. An old man hangs from one of them. He is dressed in the coarse, woollen cloak of a monk. He hangs from a rope tied behind his back and he is moaning softly. You hear him muttering something about 'them' getting him. Looking around you fancy you see dark figures inching towards you through the undergrowth.*

(a) *If the party help the old man down:*

The old man thanks the players profusely, but almost immediately the party is surrounded by a horde of ghastly ghouls ravening for the old man's flesh:

## SIX GALLOWES

### GHOULS

4th Rank Equivalent.

ATTACK 17

Claws (d6, 3)

DEFENCE 9

MAGICAL DEFENCE 7

EVASION 4

Armour Factor 0

Health Points

Ghoul no 1:11

Ghoul no 4:14

Ghoul no 2: 11

Ghoul no 5:15

Ghoul no 3:16

Ghoul no 6:14

The ghouls have dark, sunken eyes, skull-like faces, and expose dirty yellow teeth in a horrible grimace. They fight with their sharp rending claws. None of them wear any armour. They are dressed in tattered rags and attack with their sharp talon-like claws. The old man is too weak to help his saviours but the ghouls ignore him as they struggle with the players. The ghouls will flee if they see they are losing the battle.

If the party fight off the ghouls, they will find that the old man is dying. Before he does so however, he explains that he was travelling to the ruins of a monastery situated on an island in the middle of the river just a mile to the W. The monastery was once a sanctuary for all that was good in the world, but was finally corrupted and all the monks were then turned from the good and began to lead evil lives. Now only the shattered ruins of the monastery are left standing. Every night in the great chapel the ghosts of these evil monks assemble, moaning and howling around the last vestige of goodness in the monastery - a holy chalice which is said to have magical powers, and to be a potent relic. The old man expires and the party may continue W to Section 20.

(b) *If the party leave the old man:*

As they trudge down the road they will hear the ghouls whooping with joy as they move in to feast on him.

## EXITS:

- A path leads S. The muddy footprints are visible leading in this direction, Section 20.
- E to the Castle (see p 91).

## 20. THE DEATH'S HEAD ON THE RIVER

A death's head lurks in wait for the party as they emerge from the forest by a broad river. They may recognise the river as the one that, looping N, flows past the village of Ereworn.

*You emerge from the forest by a silently flowing river. There is a dark island in the centre of the river. Dark crumbling ruins dominate it. There are some noticeable imprints in the mud by the river bank. It looks like this is where the hobgoblin and Clothilda crossed over to the other side of the river. A rowing boat large enough to take all members of the party is moored in the reeds.*

(a) *If the party arrive at the river during the day:*

The party will come across a cloaked man standing by the boat. He has a well-moulded face, but his body is completely covered by his dark cloak and some gauntlets. He holds a sword in one hand. A sickly smell hangs in the air around him and it would seem that he has just doused himself with a whole bottle of perfume. This is a Death's Head in its day time incarnation as a zombie. (See Dragon Warriors, p 80).

The horrible smell is coming from the decomposing host body that the Death's Head acquired for itself three days ago. It is now anxious to obtain another one, and to this end will attack a victim as soon as possible after dusk, preferably having lured away a single member of the party just before darkness arrives so that it can attack them on their own using its *Spellbind* ability. (See Dragon Warriors, p 81).

## DEATH'S HEAD/

### ZOMBIE

Rank Equivalent: 6th.

ATTACK 10

Shortsword (d8, 3)

DEFENCE 4

MAGICAL DEFENCE 7

EVASION 1

Health Points 16

(b) *If the party arrive at night:*

They will hear cries of help as they row across the river. They will be able to see in the light of their torches the head of a man sticking up from the level of the water quite close to them. (This is the night-time incarnation of the Death's Head.) It will fly up and attack the party in the boat with surprise if they go to rescue it. If they don't attempt to rescue it, it will attack them anyway, but without surprise.

There is a fishing net in the bottom of the boat. If a player successfully throws it over the Death's Head (treat as a thrown weapon with a speed of 17, with the Death's Head having a chance to evade) then the monster will be caught and rendered harmless.

DEATH'S HEAD

6th rank equivalent

A = 14

Horn(d10,4)

D = 18

Armour Factor 3

MAGICAL DEFENCE 7

EVASION 7

Health Points 6 .

Movement: 30m (flying).

## EXITS:

The party may either disembark from their boat on the island in the middle of the river (turn to Section 21), or on the far bank of the river, turn to Section 22.

## 21. THE RUINED MONASTERY

There is only one interesting building amongst the many ruined ones on this island. Roll for a random encounter as the party explore the buildings. After about *half an hour* they will discover the chapel. During the day the chapel is deserted and the party will see a beautiful silver chalice standing on the ancient altar stone to the E of it. The sun streams through one of the arched windows of the chapel throwing a pool of light on the altar. A minstrel's gallery runs around the chancel at the height of 5m passing directly over the altar. This is wide enough to take one person abreast at a time.

At night the lower part of the chapel is filled with howling ghosts. They approach to within a 2m semi-circle of the chalice but seem to be unable to come any closer. The steps up to the minstrel's gallery are on the outside walls of the chapel, with a small arched entrance into it. The ghosts will attack anyone trying to pass through their midst to reach the chalice. However, it is possible for someone to walk along the minstrel's gallery at the top of the chapel, throw a rope around the chalice, and pull it up. The character must roll under his Reflexes on 1d20 to achieve this. The ghosts do not fly but they can swarm up the walls and will reach anyone in the gallery within 3 rounds. They will not attack anyone within a 2m radius of the chalice, however (see Treasure below) and characters within this circle will be immune to their Fright Attack.

## TREASURE: The Silver Chalice

This is a holy relic which converts all water put into it into holy water.

*Holy water:* - Undead creatures cannot pass over a line of holy water, therefore a circle of it drawn around an area is a guarantee against the approach of vampires and other undead creatures.



: - The water if given to any undead creature as a drink will automatically 'slay' them.

: - Holy water is needed to consecrate burial ground.

No undead creature will be able to approach within 2m of the chalice itself.

EXITS: The party may pass over to the riverbank to the S using the rowing boat. Turn to *Section 22*.

## 22. THE WOLF PACK

Old Ned the hobgoblin has summoned a wolf-pack. They will attack the party as they disembark from the rowing boat.

*There is a landing stage on the far side of the river. Beyond this is a clearing fringed by a dark ring of trees. As you disembark you hear a dreadful howling and then the crashing of undergrowth under animal weight. A split second later, a party of wolves break cover and head towards you moving at breakneck speed.*

SIX WOLVES  
WOLF

Rank equivalent: 1st.

ATTACK 13  
DEFENCE 3

Fangs (d4, 5 points)

MAGICAL DEFENCE 1  
EVASION 3

Movement: 12m(25m)

Health Points:	1	2	3	4	5	6
	11	12	11	10	10	11

EXITS: A winding path leads off from the clearing to the SE This leads to *Section 23*.





### 23. THE WELL IN GALLOWS WOOD

The party have finally tracked Ned the hobgoblin down. However, the well in which he lives is his home territory and he is not going to give up Clothilda or the treasure he has stashed away around the place without a fight. His first likely action when encountering the party is to throw his spider-silk net, (see 'Hobgoblins', Dragon Warriors p 99) trying to entangle as many members of the party as possible before dealing with the others.

*You eventually reach a dank clearing in the middle of which you can see the lichen-covered stones of an ancient well. It is overhung by the drooping branches of a weeping willow tree.*

*The footsteps of the hobgoblin are clearly visible in the mud: they lead up to the edge of the well and then disappear. Looking over the edge of the well you can see an ancient brick shaft descending to an earth floor. Thick tendrils of ivy cling to the wall all the way to the bottom. No exits are apparent at the bottom of the shaft. The shaft is roughly 10m deep. A mouldering rope hangs from a wooden crossbar.*

The climb down is of a difficulty of 14 (anyone with Reflexes of 14 will have no problem with it.) For falling damage, see below.

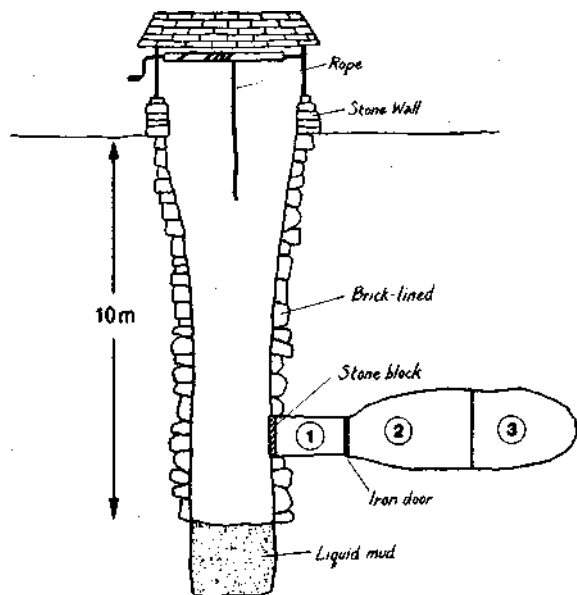
#### TRAPS:

The 'earth' at the bottom of the shaft is actually only a thin crust; underneath there is a pool of viscous mud which will suck anyone down who is foolish enough to let go of the ivy or the rope they have used to descend the shaft. The mud will engulf its victim within three rounds unless he manages to struggle through the mud to the side of the shaft. To determine whether a character reaches the side successfully, he must roll under his Strength on 1d20.

EXITS: A moss covered stone about 1m x 2m about two thirds of the way down the shaft is actually the door-

## The Well in Gallow's Wood

CROSS-SECTION



way to the hobgoblin's underground lair. It swings in if pushed.

*Numbers refer to numbers on the cross-section map.*

1. A Moss-covered passageway (unlit) leads to an iron door.

2. The door is unlocked and leads to a room hollowed out of the earth. Gnarled roots of trees protrude like ghastly monsters extending claws into the room. There are several mysterious holes that could be crawlways that lead away into pitch darkness from this room. The room is stuffed full of the hobgoblin's thefts from the village: old rocking chairs, iron utensils, battered chests, an assortment of clothes, rotten bits of food, mirrors, and even a wooden table. A tattered cloth curtain partitions this area from 3. Shrill cries for help will be heard coming from behind the curtain.

3. Clothilda is tied to the gnarled root of a tree in this room. It is she who has been crying for help. The only furniture in here is a foul-smelling straw pallet. Large cobwebs hang from roots sticking through the ceiling and there is a stoup of sour wine on the floor. Many strange holes, similar to the ones found in room 2, disappear into the darkness. Clothilda will tell the party that the hobgoblin has just disappeared down one of these bolt-holes but when they look down it they will find it to be empty. Meanwhile, the hobgoblin has doubled back using the tangle of underground tunnels around his underground hideaway. He will slip through one of the tunnels and back into room 2, surprising the party unless someone has had the presence of mind to say they were keeping an eye on the partition curtain. For a full list of spells, see *Dragon Warriors* p 100).

NED, THE HOBGOBLIN: Rank equivalent: 4th.

ATTACK 16

DEFENCE 10

Shortsword(d8,3)

4 Puffballs (range 10m).

See *Dragon Warriors*  
p 99

MAGICAL ATTACK 17

MAGICAL DEFENCE 7

Armour Factor 1

Health Points 15

Ned will fight to the death. As has been mentioned, he will first try to throw his spider's web over the party followed by his Glissade spell. He will also almost certainly use his puffballs in the confined space.

TREASURE:

Buried under the floor of room 3 is Ned's treasure cache. This consists of:

- A glowing, orange crystal shard; it appears to have been broken from a large block. It has a strong magical aura.

The glowing crystal shard is the first part of the Elven Crystal. The other two fragments of the crystal block will be found in the next two adventures. When they are reunited, they will form an *astral gate* through to the barrow of Elvaron the Elf where the party will find great magical treasures (see Adventure 4).

- 1 suit of + 1 ring mail armour.
- 2 potions (roll on potion table) 1 medium strength phial of poison.
- 3 jewels worth approximately 30F, 80F and 90F respectively.
- 68 Gold pieces, 490 Silver pieces.

There are no further rooms to explore here. The party will have to say they are digging up the floor of room 3 to find the treasure: if the party don't think to do this, Clothilda may have seen the hobgoblin playing with his booty.

Finishing the adventure:

This adventure is effectively over. You may allow the players to return to the inn with no further trouble. On the other hand, it would be more realistic to roll for one or two random encounters during the long trudge to the

village. The innkeeper will be overjoyed to have his daughter back, the citizens of Ereworn will also be delighted that the hobgoblin has been defeated. Not only will the party receive the 35 Gold Pieces due to them, they will be given two horses equipped with saddles.

The villagers have been heartened by the players' success and tell them of the evil Duke Darian who lives in Castle Ereworn to the E. The party may already have reasons to visit the Duke anyway, (especially if they have encountered his Black Riders in the woods), but the villagers will tell them of the incredible treasures hidden away in the castle.

# The Castle of Terror

## Overview:

An intermediate level scenario for 4-6 1st-2nd rank characters.

On a lonely crag overlooking the Old Kingdom of Ereworn stands a castle of frightening aspect: it is the seat of the evil Duke Darian whose emissaries stalk the land terrorising the populace and extorting money from them. Like the hobgoblin in the Gallows Wood scenario, the Duke possesses one of the fabled magical crystals of Elvaron the Elf. He has sought long and hard for the other two but has never found them.

This scenario may be a tough one to survive, and the party might want extra help. Two characters are provided below, with brief descriptions. These may join the party at some stage of the adventure and may be run as NPCs (see Dragon Warriors, p 145) or by the players themselves.

GONDRIC	3rd rank Knight	
STR 13	ATTACK 15	
REF 9	DEFENCE 8	
INT 5		
PSY 10	MAGICAL DEFENCE 4	
LKS 12	EVASION 4	
Armour: plate	Equipment:	Weapons:
(AF:4)	Basic Knight	Shortsword
Health Points: 15	equipment	(d8, 4)
	+ shield	Crossbow
		(d10, 4)

Cash: 6 GPs  
14 Florins

Gondric used to be a local lord, but was stripped of his fiefdom by Duke Darian and his Black Riders. Gondric's mansion is now just a pile of rubble inhabited by a tribe of vicious orcs; his family and

retainers are all dead or scattered to the four corners of the earth. He has sworn vengeance on Darian and will go to any lengths to achieve his goal. Gondric is rather dim-witted and will always willingly thrust himself into the most dangerous situations: he will insist on always being in the front rank of any battle order. As a consequence, the Gamesmaster may find that his survival time in the castle is only a few minutes.

MAZIRIAN	2nd rank Mystic	
STR 13	Health	ATTACK 13
REF 14	Points 11	DEFENCE 7
INT 15		MAGICAL
PSY 11		ATTACK 15
LKS 8		MAGICAL
		DEFENCE 5
		EVASION 4

Armour:

Hardened

Leather(AF:2)

Equipment:

Basic Mystic  
equipment

Weapons:

2-Handed sword  
(d10, 5)

Cash: 2 GP

11 Florins

Mazirian is a tough fighter-mystic who will not flinch from doing his fair share of spellcasting or combat. However he will insist on a large share of any treasure discovered by the party, demanding a quarter of everything, no matter how many other characters there are in the party. He will fight to defend his right to this share and may therefore turn out to be more of a burden than an asset.

Arriving at the Castle:

There are three ways of reaching the castle: two of them originate from the previous scenario Gallows Wood:

1. The party may have encountered the spectre or the ghost in Section 14 of Gallows Wood. If so, they may also have struck a bargain with one of them that they would kill Duke Darian. It is likely, if this is the case, that the party will be anxious to set out for the castle, if not immediately, as soon as they have rescued Clothilda from Ned the hobgoblin.

2. The party will reach the castle if they either follow the road to the West in Section 18 of Gallows Wood or stepped into the eerie coach they came across there.

3. Duke Darian is feared and hated in the village of Ereworn; after rescuing the land10rd's daughter, the party may find themselves hired by the villagers to attack the Duke. The players may already have enough of an excuse to journey to the castle if they have encountered the evil Black Riders in Gallows Wood.

Unless they have stepped inside the eerie carriage in Section 16 of Gallows Wood, the party will reach the castle by travelling West along the road that goes through the forest. Roll once on the Gallows Wood random encounter tables to see if they have any difficulties in the first part of their journey.

## 1. THE GREY HILLS

The party meet the ghost of an old Sorcerer wandering an area known locally as the Grey Hills. He was foully slain by a pack of Darian's Hell Hounds many years ago while fleeing from the castle. He offers them shelter for the night. When they wake they find his desiccated skeleton at the end of the cave in which they have slept. Next to it lies a rusted chest full of magic potions.

*You follow a winding road; it would seem by the Jack of tracks on it that it isn't used very much. After ten miles it enters some bleak, unvegetated foothills. Snow-capped mountains rise up to the N. The wind starts to moan over the hills and you see a sudden rain squall*

*heading your way. Soon you're engulfed in it, rain coursing off your tunics; the rain turns in a moment to a blinding snow-blizzard and visibility becomes extremely bad. Suddenly you hear a different moaning sound of a semi-animal nature and blundering out of the storm in front of you, you see a huge, white-haired creature standing 3m tall, it moves in to attack you straight away.*

YETI	Rank Equivalent: 5th
ATTACK 18	Claws (d8, 6 points)
DEFENCE 10	Armour Factor 3
MAGICAL DEFENCE 8	
Health Points 21	

Yetis are shambling two-legged, white-haired creatures with a permanent hoar frost dripping from them. They have blue ice for eyes and their teeth and claws are like iron-hard icicles. They are permanently surrounded at a distance of 10m by a magically created snowstorm. The temperature automatically drops below zero in this area. Once the yeti is slain, the blizzard will suddenly abate and a ghostly howling will be heard echoing through the hills. There will be no sign of the yeti's body on the snow-covered ground.

*You realise you have lost the path during the blizzard and all the features you might have recognised in the landscape have been completely obliterated by a thick covering of snow. It is now getting dark and the sun has just dipped below the line of the Grey Hills. To your surprise you see a small campfire burning next to a cave mouth in a cliff ahead of you. An old man, dressed in white robes sits in front of it, staring into the flames. Without looking up he calls to you.*

If the players decide to ignore the old man: They rough it out for the night on the mountainside; roll twice for encounters on the Hill Encounter Table in Dragon Warriors, p 138. Even if they survive the

encounters, party members will find they have suffered exposure in the bitterly cold night air: each character must roll under his Strength on a d20 or lose 1-3 Health Points from the exposure. The party will stumble across the road leading to the castle in the morning. (Turn to Section 2).

If the party decide to speak to the old man:  
*The old man invites you to sit with him by the fire. He tells you he has travelled from Castle Ereworn to the North. He quarrelled with the Duke there who set his hounds upon him. The old man gave the hounds the slip and found his way to this cave. He tells you that he will help you in your mission when you wake up. As you are listening his words become an indistinct murmur and you feel very tired.*

The players are being subjected to a sleep-inducing spell with a MAGICAL ATTACK of 22. Anyone resisting the spell will see the old man slowly fade from view and then disappear. The fire will burn with magical flames all night long, before it, too, vanishes. Everyone else will remain fast asleep until dawn.

When the players explore the cave in the morning, they will find a skeleton lying at its far end, beside a small wooden chest. The skeleton looks like it has been savaged by some wild animals. A rusty key will be found in the tattered white cloak wrapped around the skeleton. This will open the small chest. Any attempt to force open the chest will smash its contents.

TREASURE: If the players open the chest with the key they will find four magical potions. They are labelled.

1. Evaporating Potion.
2. Healing Potion [five doses].
3. Potion of Strength.
4. Dust of transformation: (sabre-tooth tiger),

(for descriptions, see The Way of Wizardry, p 89)

EXITS: The party will now be able to see the road to the castle winding through the foothills below them.



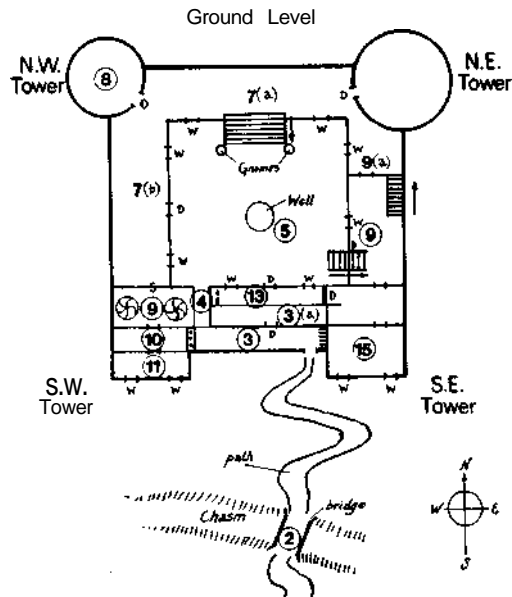
## 2. BRIDGE OF ILLUSIONS/HELL HOUNDS

The players get their first sight of the castle set high up on a lowering crag. They reach a very thin, narrow stone bridge at the foot of the crag. It spans a mist-filled chasm. This bridge is actually an illusion (only 5% chance per player of seeing through it). Unfortunate players at the front of the party may find themselves plunging into the chasm, although those behind should be able to check themselves (unless of course they are riding their horses towards it at breakneck speed). The drop is 10m. Four of Duke Darian's Hell Hounds roam in the mist-filled chasm. Players falling may be cushioned by the snow however (see below).

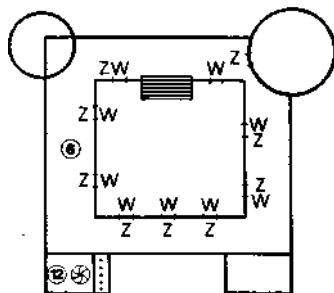
*After six hours of travel, you find yourselves amongst the towering peaks of the Pagan Mountains. The road winds up and up through narrow passes and by the side of steep cliffs. Soon you see a bleak castle atop a black crag in the middle distance. A track leads to it, passing over an extremely narrow, arched stone bridge and up a steep incline. A gate stands in the crenellated wall facing you. There are four towers at each corner of the square construction. The two immediately in front are only slightly taller than the surrounding walls and are crenellated at the top. The tower in the NW corner is slim and minaret-like with a conical peak. The tower in the NE corner also has a peak at its top with attic windows set into it. There is a large iron-banded, double gate set into the curtain wall immediately in front of you. The landscape is snow-covered and you can see the marks of carriage wheels and hoofprints leading towards the bridge.*

If the party approach the bridge with caution, they will notice that the carriage tracks and the hoofprints are not visible on the bridge itself. Anyone stepping onto the bridge will fall 10m to the bottom of the chasm. However their fall will only be the equivalent of a fall of 5m as they will land in a bank of soft snow (1d6 HP

# Castle Ereworn



### ⑥ First Floor



KEY

S= Secret door

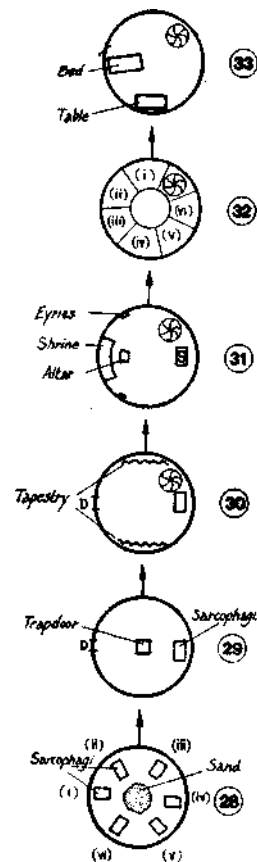
 Spiral staircase

D = Closed door

 Staircase  
[arrow down]

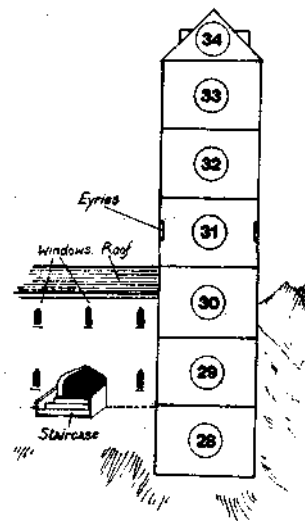
O= Open entrance

W=Window



0 10 20 30 40  
Metres

Side Elevation  
of N.E. Tower



damage). The illusion will be dispelled immediately someone falls over the edge.

### The Chasm:

Thick mist reduces visibility to 2m in the chasm and nothing can be seen of its bottom. Its sides are steep



and covered with loose scree and ice. Treat as having a *difficulty factor* for climbing of 11. (see Dragon Warriors p 64). The blood-curdling howling of the hell hounds can be heard echoing through the mists. The hounds will attack anyone at the bottom of the chasm.

FOUR HELL HOUNDS      Rank Equivalent: 2nd  
 ATTACK 16              Fangs (d4 + 1, 5 points  
 DEFENCE 3              and strong poison,  
                                  see Dragon Warriors,  
                                  p 68).

MAGICAL DEFENCE 8      Armour Factor 1  
 Health Points      HELL HOUND 1      10  
                              HELL HOUND 2      15  
                              HELLHOUNDS      13  
                              HELL HOUND 4      9

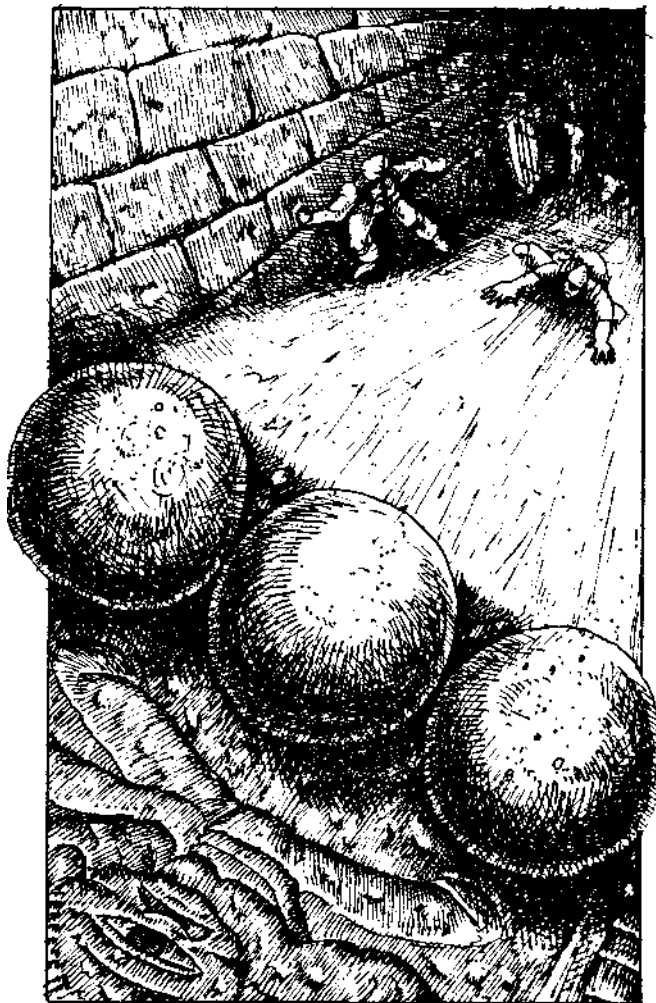
Anyone attacked by the hell hounds will be surprised by them. Hell hounds are black mastiffs with burning red eyes, reeking of sulphurous flames.

EXITS: The road zig zags up to the double gates of the castle. Turn to Section 3.

### 3. AN ICY RAMP/HIPPOGRIFF STABLES

The players are at the Eastern end of an icy ramp that rises steeply to the W. Some large stone balls resting on a plinth at the top of the ramp will be released when the party are half way up. Unless the party can evade them they will be knocked back onto the set of vicious stakes that have been hammered into the E wall. There are four hippogriffs in the stable behind the door half-way up the ramp on the N side. These are untamed creatures who will attack humans on sight before flying away. Only those who can throw a magical harness over them can control them (see below).

*The gates swing open at your touch. A steep ramp leads up immediately to your left just inside the gate, ft*



*is surrounded by high walls. It is entirely covered with ice. A row of vicious metal spikes are set into the E wall just inside the gate. There are two skeletons still wearing leather armour impaled on them. At the top, of the icy ramp you can see a stone ledge with three large stone balls resting on it. There is a stone bas relief above this ledge of a scowling, one-eyed cyclops. The ramp is about 20m long. There is a wooden door set into the right hand wall of the enclosed area about 10m up the ramp. You can see a gateway leading off to the N just next to the plinth.*

If the players take precautions when ascending the ramp they should not slip. However when they have just got to the doorway in the N wall, half-way up the ramp, the three balls on the ledge will suddenly tip forward and come rolling down towards them. Everyone on the ramp must dodge them (match ball's SPEED of 9 vs. character's EVASION). Anyone failing to dodge will have been knocked over by one of the balls and will slide down the slope at breakneck speed towards the spikes. Allow anyone in this predicament one chance of hacking any weapon they happen to have in their hands at the time into the ice (Armour Factor equivalent = 3). If they succeed, the slide will have been adjudged to have been halted. If they fail (or have no weapons ready) treat each metre that the character slides back as the equivalent of a vertical fall of half a metre (see Dragon Warriors, p 66). The damage rating of the spikes at the bottom of the slope is 2d4, 4 points. A falling character will hit 1-4 of them. The wooden door on the right is unlocked; it leads straight into the stables.

#### (a) The Stables

There are four *Black Hippogriffs* stalled inside this long stable building. These are the same type of creature that the players may have encountered in section 18 of Gallows Wood, The hippogriffs will bolt towards

the door immediately they are opened; they will trample anyone who tries to prevent them leaving. They can only be controlled if they are bridled with the four magic harnesses hanging on a rack just to the left of the stable door.

*The door of the stable swings open revealing a brick floored stable filled with mouldering straw and thick cobwebs. You can hear a savage stamping of hooves and a fierce snorting coming from the shadows at the far end of the building: suddenly, four black horses gallop out of the far stalls towards you. There is a rack with various riding appurtenances like bits, reins and saddles on your left.*

FOUR BLACK HIPPOGRIFFS	Rank Equivalent: 5th
ATTACK 17	Bite (d6 + 1, 5 points)
DEFENCE 4	Kick (d10, 6 points)
MAGICAL DEFENCE 5	Armour Factor 0
Health Points:	HIPPOGRIFF 1 26
	HIPPOGRIFF 2 21
	HIPPOGRIFF 3 21
	HIPPOGRIFF 4 24

Hippogriffs are savage, untamed flying horses who can sprout wings for an hour each day and fly their riders through the air. However only a potent spell like Enslave or the magical bridles hanging in the stable can bend them to a human's will. The bridles look like ordinary bridles, although they give off a faint magical aura. The hippogriffs will only attack people obstructing their progress.

To successfully bridle a hippogriff, a character must roll a successful attack roll against the beast's DEFENCE. It will then be directed by whoever holds the bridle. However, if the rider relinquishes his grip on the bridle for even one second, the beast will be freed from the spell. It will then try to throw off its rider at all costs (match its ATTACK against the riders DEFENCE)

and then try to escape. Unless they are prevented, the hippogriffs in the stable will rush through the stable doors and, sprouting their magical wings, fly off into the distance.

There is nothing else of interest in the stables.

#### TREASURE:

Four enchanted bridles. (See above). These will control any other unintelligent creature they are thrown over, but their effect automatically wears off after 24 hours.

#### *The Plinth at the top of the ramp:*

The plinth normally rests at a horizontal angle, but is now slightly tilted in the direction of the ramp (unless of course someone has reached the top of the ramp unseen). Anyone looking closely at the bas relief of the cyclops will notice that its eye is actually a spy hole. If they sneak up on the spy-hole unexpectedly they will see a bloodshot human eye behind it. The eye belongs to the guard in room 10 (p 113). The mechanism for operating the tilt on the plinth is also in this room.

### 4. AN ARCHED GATEWAY

There is an arched gateway to the right of the plinth. A brick-lined tunnel leads via another arch into a courtyard.

*You can see the spikes of a portcullis protruding from a slit behind each arch. A smell of burning oil is in the air. There are six murder holes set into the roof of the tunnel. These are circular apertures through which burning oil can be dropped, or missiles fired, in a siege.*

The burning smell comes from the vat of burning oil in room 12. Once the majority of the party are in the tunnel, the guard in room 12 will drop both portcullises, trapping them. The portcullises are made of heavy iron, and will take 6 man hours to break through.

The guard will then proceed to fire crossbows and pour the oil on any players visible below the murder holes. Players may attempt retaliatory missile fire (because of the narrow aperture of the murder holes treat as a long range shot) or spells. The guard will not necessarily be able to see anyone leaning flat against the walls of the tunnel, although the oil (not the crossbow bolts) will fall on all areas of it. If you want to check where the next load of oil is going to be poured down, roll D6 to obtain the correct hole reading 1 at the S to 6 at the N. Characters may attempt to evade the oil: it has a SPEED of 12 and a damage rating of d4 + 2, 4 points.

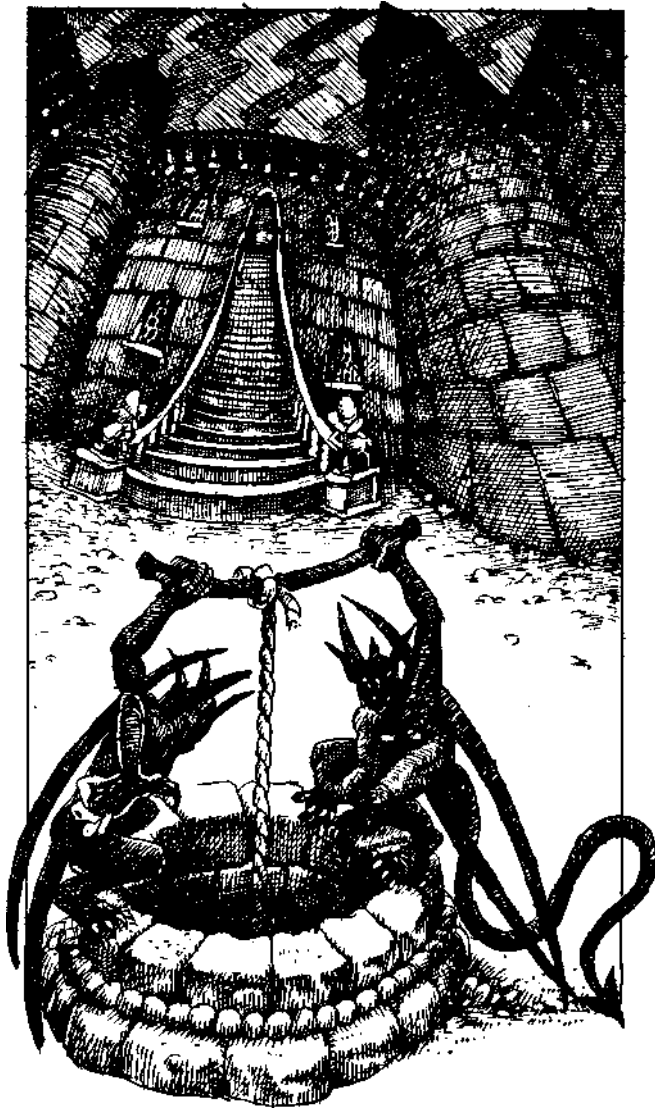
EXITS: Into the courtyard (Section 5) or back down the ramp (Section 3).

### 5. THE COURTYARD

There are a number of exits from this area and it might be a good idea to provide the players with a rough sketch map of it.

if the players have arrived in the carriage from Gallows Wood, section 18, you will have to read out the section below before continuing with the general description.

*The coach wheels into the courtyard of a bleak mountain castle. High towers soar up into the night-time air to the N. Suddenly, there is the clank of a chain being released and a portcullis drops down, blocking off the only exit to the courtyard. Torches burn fiercely on brackets set into the walls; the flames bluster in the cold night wind.*



The courtyard is bounded by two storey buildings on all sides with towers in the four corners. Zombie archers are stationed on the second floor and will shoot at anyone visible in the courtyard (see Section 6 for their stats.). The courtyard area is 30m x 30m. The low parapet of a well can be seen in the centre of the yard. There are two wrought-iron demonic figures mounted onto it; they support a twisted iron bar which has a rope tied to its centre; the rope disappears down the well. A broad staircase with an ornate balustrade leads up to the second floor of the building in the N wall, it is 4m wide. Two statues have been placed on plinths at the end of the balustrade.

The tower in the NE corner of the courtyard is five stories high with a peaked conical roof. Dark apertures are visible high up on the fourth floor and as the players watch they fancy they can make out the sound of beating wings and shrill inhuman screeches coming from them. There are some attic windows set into the conical roof itself. The NW tower is about half the height of the one in the NE corner, and has no windows.

As well as a hail of arrows from the zombies lurking on the second floor, the party will be attacked by the grey gnomes who sit motionlessly on their plinths at the end of the balustrade. They will use their Embog spell as soon as someone approaches the staircase.

#### EXITS:

*North Wall:* On the NE corner the semi-circular wall of the tower abuts into the square courtyard. There are two arched, latticed windows at ground level, one on either side of the staircase.

*West Wall:* On the W wall there are two open latticed windows at ground level.

*East Wall:* There are two closed windows south of the tower at ground level. There is a door half-sunk in a rancid looking pool of mud at the bottom of a short flight of steps.

*South Wall:* There are two locked windows either side of a door (unlocked)

There are a number of open, latticed windows around the first floor. All the buildings around the courtyard have steeply gabled roofs.

THE GREY GNOMES            Rank Equivalent: 3rd.  
ATTACK 15                    Claws (d8, 5)  
DEFENCE 9                    Armour factor 3  
MAGICAL DEFENCE 8  
EVASION 4

*Health Points:* Grey Gnome 1:10 Grey Gnome 2:14

Unlike their woodland brothers, grey gnomes frequent the sides of buildings and plinths, where, like gargoyles, they lie in wait for passers-by. Unfortunately, their extreme ugliness is such that they are seldom overlooked by potential victims; as a consequence, they have only a 1 in 6 chance of surprise. These particular gnomes will unleash their *Embog* spells as soon as they are detected and flee while the party try to extricate themselves from the quagmire they have created in the centre of the courtyard.

**6. THE STAIRCASE AND THE FIRST FLOOR**

The staircase is 4m wide and will take 4 players abreast. It has curiously rounded steps which spin round when stepped upon, acting as rollers. Normal progress is halved for anyone trying to struggle up them. They are 10m in length.

There are 8 Zombies stationed at the 8 windows overlooking the courtyard on the first floor. They will continue to shoot their bows at the party as long as they remain in the courtyard, but once they have reached the staircase and begin to climb up it, they will slowly move round (movement rate 6m) to attack with short-swords. There will be at least two zombies at the stair-

case head shooting their arrows as the party make their ascent.

EIGHT ZOMBIES                    1st rank equivalent  
ATTACK 10                        Short-swords (d8, 3)  
DEFENCE 4                        Bow (d6, 4)  
    ARMOUR FACTOR 0  
MAGICAL DEFENCE 1            Movement 8m  
EVASION 1

Health Points:            ZOMBIE 1: 20  
                                  ZOMBIE 2: 21  
                                  ZOMBIE 3: 20  
                                  ZOMBIE 4: 23  
                                  ZOMBIE 5: 18  
                                  ZOMBIE 6: 19  
                                  ZOMBIE 7: 17  
                                  ZOMBIE 8: 20

All the Zombies will eventually Close in on and attack the party.

The first floor is totally empty apart from the zombies and 2 suits of armour mounted on stands outside an embossed bronze door leading into the NE tower.

EXITS:

- The bronze door leading into the NE tower (Section 30).
- A single wooden door leading into the SW tower (Section 12).

TREASURE:

The suits of armour are plate armour (Armour Factor 5). However they are not attractive acquisitions:

Suit no 1: Anyone putting this on will be subjected to a curse (see additional rules no 2 p 181) with a MAGICAL ATTACK value of 15.

Suit no 2: Anyone putting this on will be subjected to a spell with a MAGICAL ATTACK of 20. If the victim succumbs to this he will be taken over by an evil intelligence and become intent on the destruction of the rest of the party. The character will attack his fellows

after one turn, with surprise (if they haven't been watching him carefully.). The GM should not make it obvious that the player has become antagonistic to the party before he attacks them, (he may for example take the player out of the room to tell him he has been 'taken over', but should have him sit with the other players, running his character as normal until the time comes for him to attack; the GM should then run the character as a NPC). The spell is subject to normal Spell Expiry rolls, and may be dispelled with a 7-MP Dispel Magic cast on the controlled character.

**7. GROUND FLOOR**

If the party climb through any of the windows on the N or W walls, or if they open the door in the W wall, they will find themselves in a vast, L-shaped hall. This hall extends along the whole length of both the N and the W wall. Only a small amount of light filters through the heavy dark velvet curtains that cover the windows.

*(a) North part of the Hall:*

The floor is covered with dust and broken furniture. A foul animal odour hangs in the air. To the E there is a single, metal-studded door set into the semi-circular wall of the NE tower. This is locked. The entrance to the NW tower is visible at the W end of the hall. There is nothing else of interest here, but if the party lingers too long, they will hear a low animal growl and see a huge wolf lope around the W corner of the hall towards them (see below).

*(b) West part of the Hall:*

This must once have been the banqueting chamber of the castle; overturned tables and other pieces of smashed furniture lie scattered around. The S part of the hall is in deep shadow. Portraits of the Dukes of

Ereborn line the walls. There is one labelled 'Duke Darian' on the Southern wall (see below: EXITS). The arched entrance to the NW tower is visible in the N part of the hall.

The party will hear a low growl and a huge (2m tall) and shaggy-haired wolf will materialise from the shadows and lope towards them, baring huge, yellow fangs. This is one of the demonic incarnations of the demon-wolf Fengris (see p 177) which stalks the hall battenning on the corpses of slaughtered adventurers thrown in here by Duke Darian's henchmen.

DEMON-WOLF	6th rank equivalent
ATTACK 19	Fangs (d6 + 1, 7)
DEFENCE 5	Armour Factor 2
MAGICAL DEFENCE 12	
Health Points 33	

The demon-wolf attacks any intruder in the hall with a berserk fury. If it is slain, its carcass will suddenly dissolve into a stinking mist: no trace of the wolf will be found once it has dispersed. The demon will return, completely healed, in exactly one day. Anyone passing through here again after that time will have to fight it again. Anyone fleeing from the wolf up the NW tower will believe that it is following them up it (see Section 8).

EXITS:

- The tower in the NW corner (see Section 8)
- If the full-length portrait of Duke Darian on the S wall is pushed, it will swing round, revealing a secret door to Section 9.

## 8. THE TOWER OF FEAR

There are no windows or arrow slits in the tower. It is illuminated by torches burning on brackets at every 90° turn of its circular stairwell. These torches cast illusory shadows that, like the illusion spell, are 95% convincing. Similarly the walls of the tower are enchanted, giving off strange noises. Once the party have gone round the first angle of the staircase, they will see the shadow of the demon-wolf cast in giant relief on the wall behind them, at the same time they will hear its savage snarls and grunts. (This will happen whether or not they have already slain the demon wolf in the hall) If the party stop ascending the stairs for any length of time, the sounds of pursuit will get closer and then abruptly cease. At that instant the torches on the wall will snuff out.

If the party continue to ascend the tower, they will eventually come to a carved oak door with a bronze handle set into it. The stairs terminate in a dead end at this point. The carving on the panel seems to be a curious allegory; wild beasts with spears held in their paws and hooves are slaughtering warriors garbed as hunters lying at their feet.

Three skeletons lie on the stairs just in front of the door: anyone who takes the time to inspect them (the sounds of pursuit are right behind the party now) will notice that all the skeletons have had their rib cages smashed in at approximately the same height as one another.

Anyone twisting the handle of the door will release a spring that activates a secret panel behind the carving on the door. A number of sharp spears will spring out of the panel at chest height. The character who twisted the doorhandle will have to make an EVASION throw against the spear's SPEED of 16. If the character fails he will be hit by 1 -6 spears (2d4, 4).

EXITS: There is only a blank wall behind the door. The party will have to turn back.

## 9. GUARDHOUSE ENTRANCE

An empty room: a spiral wooden staircase descends to the right, another ascends to the left (a faint bubbling sound and the smell of burning oil emanate from it). There is a closed wooden door right in front of the secret door through the portrait in Section 7. There is a large jar resting on a table next to the secret door.

TREASURE: this jar contains four doses of wolfsbane. When this evil-smelling herb is thrown in front of a wolf, (even the demon-wolf in Section 7), it will force the animal to cringe away. It will be unable to approach within 5m of the area for at least an hour.

EXITS: As above.

## 10. SPY-HOLE ROOM

A table and chair are set against the right-hand wall of this room. On the E wall at eye-level is a spy-hole with a good view down the icy ramp in Section 3. There is a lever set into the floor next to the spy-hole. This tilts the stone plinth at the head of the ramp.

The party will be surprised when a warrior clad from head to toe in black armour springs from behind the opened door to the party's right. He is wielding a two-handed sword. This is one of Duke Darian's Black Riders. He heard the players enter room 9 and hid behind the door waiting to ambush them.

BLACK RIDER

ATTACK 13

DEFENCE 8

MAGICAL DEFENCE 5

EVASION 4

Health Points 15

Rank Equivalent 3rd

Two-handed sword

(d10, 5)

Armour: Chainmail (AF = 4)

If the party defeat the warrior and remove his helmet, they will find that he is in fact only half human, having thick facial hair and a snout similar to that of a boar. (See Section 5 of *Gallows Wood*)

EXITS: There is another wooden door in the S wall. (See *Section 13*).

## 11. A DESERTED HALL

This is a much larger room than the previous two, consisting of a large stone hall with a fireplace at the E end. Two large bay windows look out over the snowy peaks of the Pagan Mountains to the South. There is a sheer drop of 20m underneath the windows. The room is full of dusty junk. There is a large ornate marble fireplace at the E end of the room which has not been used for some time.

TREASURE: Stuffed up the fireplace, wrapped in a mouldy cloak is a hunting horn that, if blown, will summon the hell hounds from the misty chasm in front of the castle in *Section 1*. If the horn is blown twice the hounds will attack anyone not in the immediate vicinity of the player holding the horn. One blast of the horn will make the hounds return to the person holding the horn. Three blasts and the dogs will vanish into thin air, never to be seen again.

EXITS: There are no other exits from this room.

## 12. THE MURDER HOLES

This extends over Sections 9,10 and 11 below. Six murder holes have been set into the roof over the entrance corridor to the castle, and a large tub of burning oil bubbles away over a wood fire next to them. There is also a rack of four crossbows (d10, 4) set against the E

wall. They are all loaded. There are two windows in the S wall looking out across the mountains to the South. There is an unlocked wooden door in the N wall. If the players have fought the guard in room 2, the Black Rider stationed here will ambush anyone coming up the stairs with his crossbow. The Black Rider will be surprised by anyone coming through the door in the N wall from Section 7,

BLACK RIDER	Rank Equivalent 3rd
ATTACK 13	Sword (d8, 4)
DEFENCE 8	Crossbow (d10, 4)
MAGICAL DEFENCE 5	
EVASION 4	

*Health Points* 15

Armour: Chainmail (AF = 4)

EXITS: Back down the stairs or through the door in the N wall to Section 7.

## 13. POLTERGEIST ROOM

The door in the S wall opens into the centre of a long hall which serves as the castle armoury: racks upon racks of every type of imaginable weapon are stacked against the wall. At the W end of the 25m long room there are target butts with a number of arrows sticking out of them. At the E end of the hall is an alcove with a gleaming sword on a stand in it. The room is devoid of inhabitants apart from two black armour-clad corpses lying on the floor halfway to the alcove. The figures have practically every weapon in the armoury sticking out of their armour and somewhat resemble human pin cushions.

The room is protected by a Poltergeist, an invisible entity which has the power of hurling material objects through the air. If anyone attempts to reach the magical sword in the alcove, the Poltergeist will begin





to hurl weapons at them. It is 10m to the alcove, roll once for every 2m the character traverses on the table below. Treat any blows from the Poltergeist normally; the Poltergeist has an ATTACK of 25.

Roll d100

01-45	No effect
46-50	1 Dagger (d4, 3)
51-55	2 Daggers (d4, 3)
56-60	1 Sword (d8, 4)
61-65	2 Swords (d8, 4)
66-70	1 Axe (d8, 6)
71-75	2 Axes (d8, 6)
76-80	1 Halberd (d10, 5)
81-85	2 Halberds (d10, 5)
86-90	1 Volley of six arrows (d6, 4)
91-95	2 Volleys of six arrows (d6, 4)
96-00	3 Volleys of six arrows (d6, 4)

The Poltergeist can not be driven from the room.  
TREASURE: The sword in the alcove is a + 1 magical shortsword.

#### 14. THE KITCHEN

The door to the kitchen from the courtyard is partially blocked by a pool of evil-smelling mud. The door, which opens outwards, is jammed solid and will require a combined Strength of over 25 to open.

If the door is successfully opened, the liquid mud will ooze into the kitchen. It will gradually solidify and start to take on an octopoid form with tendrils of weeds and refuse. The players may not notice this happening as they may be busy exploring the rest of the rooms. It will take ten rounds to form into a ghastly jellified brown mass. This will ooze after the party and attempt to trap them in a position where it can attack them.

MUD MONSTER: 2nd Rank Equivalent  
ATTACK 16 Claws (d6, 4)

DEFENCE 2  
MAGICAL DEFENCE: 3  
EVASION: 1  
Health Points: 16

The kitchen is faintly illuminated by a window high up on the wall at the level of the courtyard outside. There are a number of rusty kitchen utensils lying around on dusty tables and sideboards and some mouldy food.

Some stairs lead down into the darkness of the E wall. There is a door to the N and one to the S. The N door leads to the pantry (*Section 14a*) and the S door to the SE tower (*Section 15*). Both doors are unlocked.

#### (a) *The Pantry*

This room is crammed with rotting food. There is absolutely nothing of interest in it. Anyone who lingers here will breathe in the poisonous fumes that hang in the air and will be subjected to the equivalent of a medium poison attack. There are no exits from here.

### 15. THE SOUTH-EAST TOWER

There are two large chambers in the tower; these have not been entered for a long time and are thick with dust and cobwebs. A particularly large cobweb hangs across the centre of the ground floor room. A figure clad in antique rusty armour hangs motionless in the web. If anyone tries to disentangle the figure they will become enmeshed in the web. This is a web of a Giant Spider (see *Dragon Warriors*, p 93).

#### GIANT SPIDER

ATTACK 13	Bite (d6, 3 points and
DEFENCE 2	normal poison)
MAGICAL DEFENCE 4	
EVASION 4	

*Health Points* 11

The bite of a Giant Spider carries a powerful venom. Anyone wounded by the Spider must attempt to roll less than or equal to his Strength on 3d6. If he fails, he will be paralyzed within 2-12 Combat Rounds and be dead within ten minutes.

The room is lit by two dust-choked windows looking over the mountains to the S. There is a drop of 10m under the ground floor windows. There is a similar room above this one. There is nothing of interest apart from some dusty furniture and discarded military banners, now rotting on their poles.

#### TREASURE:

There is a skeleton inside the suit of armour caught up in the cobweb. There are 3 GPs in its money pouch and a Vial of Smoke. (See *The Way of Wizardry*, p 91).

There are no other exits.

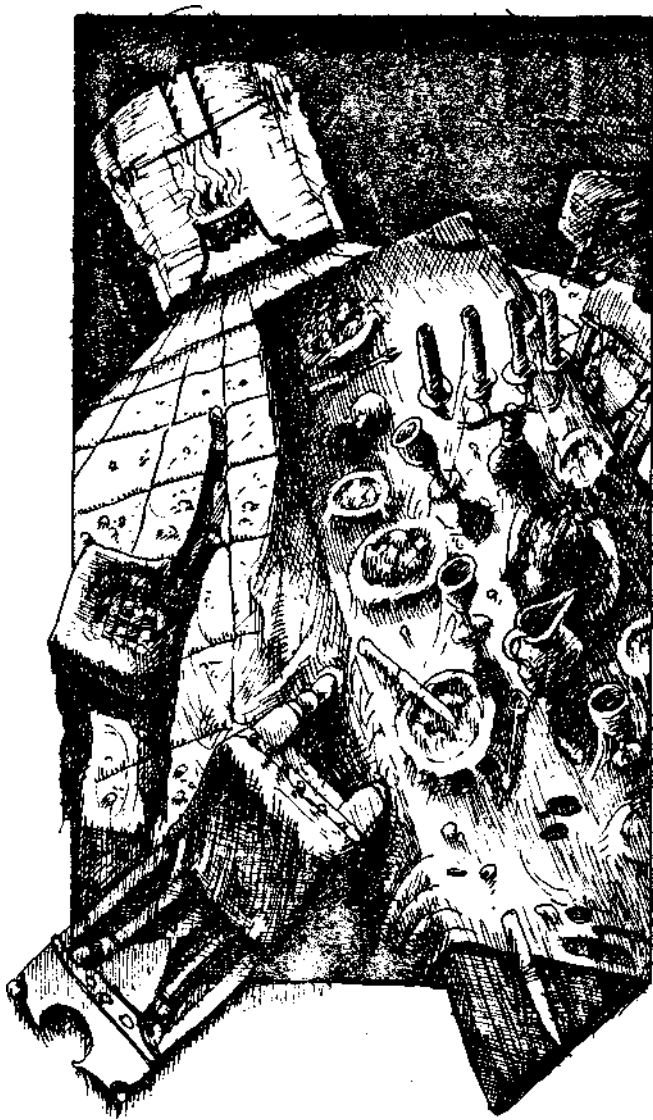
### DUNGEON LEVEL

There is a large underground area underneath the castle. Some of it is still used as Duke Darian's dungeons and is staffed by some of his ghastly undead servants. However, there are other parts which even these servants never enter: these places are guarded by fierce monsters from a bygone age.

### 16. THE BANQUETING HALL

This is reached by two long flights of rickety stairs plunging into the depths of the castle. The staircase has a landing at its dog leg. There is a mirror set on the N wall of the landing facing up the staircase.

The mirror will not reflect undead beings (ie any undead members of the party such as vampires etc). The mirror is a secret doorway into the basement level of the NE tower. Anyone trying to touch its surface will find that their hand passes right through it. Anyone stepping through it will find themselves in Section 28



*There is a wood panelled dining hall at the bottom of the stairs. A ghostly fire burns in a large fireplace set into the S wall and there are a number of pots on the mantelpiece. The fire casts flickering shadows over the walls of the room. A long cobweb-festooned table rests in the middle of the hall, mouldy chairs are scattered around the floor as if whoever was dining here years ago left in a hurry. Mouldy food lies on a tarnished silver dinner service. There is a rusted bell resting at the top of the table. The panelling extends around the room and the only ornaments are some halberds held onto the walls by brackets.*

The bell, if rung, will summon the servants in room 17.

### *The Fireplace*

The fire burns without giving out any warmth. Anyone touching the flames will receive d6 damage *automatically*. Anyone stooping down and looking through the flame will see that there is a passageway leading off into the darkness behind the hearth. Anyone trying to pass through the flames will receive one d6 damage and then find themselves in the passage marked 18 on the map.

### **TREASURE**

There are 5 pots on top of the mantelpiece; they contain the following:

Pot 1: A white powder

Pot 2: A blue-black fluid (Potion of Night Vision)

Pot 3: A black powder (pepper); buried in this is a ring with a stylised flame insignia carved into it. This is a ring of protection against flame: it will absorb the first 4HP damage caused by a flame attack (eg Dragons-breath, Firestorm etc). This includes the fire in the hearth below the mantelpiece. The value of the ring is 100 Crowns.

Pot 4: A grey powder (this is very strong snuff, anyone sniffing it will be rendered helpless by a sneezing fit for 2 rounds.

Pot 5: A blue liquid (this is a medium poison if anyone drinks it). There is only one draught in the pot.

The silver service once it has been cleaned is worth about 50 Crowns. However anyone trying to carry it all alone would be severely encumbered (treat as ten items for encumbrance purposes).

EXITS: Through the fire to 18.

## 17. SECRET ROOM

There is a secret room concealed behind a panel in the SW corner of room 16. If the panel is rapped it will sound hollow. If the wall bracket holding a halberd to the right of the panel is yanked down, the panel will slide up revealing six liveried and very pale-faced servants staring sightlessly into the room. They will remain motionless unless someone rings the bell on the dining room table. They will then suddenly lurch into the room and start to clear up the dinner plates from the table. If anyone has taken any part of the dinner service, they will attack them with the halberds on the wall. They will react similarly if anyone attacks them or tries to obstruct them. If no one interferes with them, they will pick up the empty plates and stump up the staircase towards the kitchen. (Don't forget they may run into the mud monster which even now may be oozing down the staircase.) They will return if the bell is rung again and will obey simple orders issued by whoever is holding the handbell.

### SIX UNDEAD

#### SERVANTS

ATTACK 10

DEFENCE 4

Rank Equivalent: 1st

Weapons: Halberds  
(from the wall) (d10, 5)

Armour Factor: 0

## MAGICAL DEFENCE 1

### Health Points

SERVANT 1	15	SERVANT 4	14
SERVANT 2	15	SERVANTS	21
SERVANT 3	21	SERVANTS	15

## 18. CORRIDOR OF DEATH

*After two metres the crawlway from the fireplace opens out into a 3m high corridor. There is room for two people to walk abreast. There is no light so torches are obligatory. The corridor you're in continues for 10m to the S and then turns to the right. There is a pile of skeletons lying about halfway down the corridor.*

### TRAPS:

The whole corridor is in fact a trap. A 1m wide section of the floor about halfway down the corridor sinks into the ground if someone stands on it. The section drops down onto a spike which drives into a bag filled with poisonous gas below it. If the person removes their foot from the section of the floor, the poisonous gas will rush into the corridor from around the edges of it. This is a strong poison. (See Dragon Warriors p 68). As the gas bag below the floor retracts, pulleys attached to either end of it are pulled in, operating catches set into the ceiling which will drop concrete blocks down on either side, trapping anyone in the middle of the corridor. The skeletons are victims of the trap and if the players inspect the floor and ceiling around the first pile of bones they come to, they will spot the slot out of which the slab will fall. The gas will dissipate after three rounds: it will take one man hour to break down one of the stone slabs. The gas will not escape from the floor if whoever stepped on the panel keeps their foot on it.

EXITS: The right hand bend in the corridor leads to another corridor to the W.

## 19. DUNGEON CORRIDOR

This corridor is about 10m long and has two doors set into the left hand wall. There is a set of wooden stairs ascending to the ground floor level at the far end of the corridor. A clanking of chains may be heard outside the most Eastern of the two doors. A faint light can be seen coming from underneath it. Nothing can be heard outside the door to the W. The E door leads to room 20. The W door leads to Section 22.

## 20. THE GUARDROOM

A very pale and extremely large man is pacing up and down this room. He is dressed in a leather jerkin and there is a bunch of keys clanking on the end of a chain attached to his belt. He is holding a flail in his right hand and a large stretch of chain in his left hand. The room is illuminated by a solitary torch guttering on one of the walls.

KEEPER OF THE JAIL	6th Rank Equivalent
ATTACK 20	Flail (d6 + 1, 5)
DEFENCE 10	Armour Factor 2
MAGICAL DEFENCE 8	
EVASION 6	
Health Points 20	

The keeper will attack anyone who enters, first throwing his magical chain (see TREASURE below) and then attacking with his flail. The keeper is one of the undead and does not shed blood when wounded. He will attempt to neutralise his opponents and then fling them into one of the cells surrounding the guardroom. TREASURE:

The keeper's chain is a magical one; it can be thrown as a normal missile weapon (short range only; 5m). If the chain strikes the victim, he must roll under his Strength on d20, otherwise assume the VICTIM is

reduced to 0 in both ATTACK and DEFENCE as the chain pinions his arms to his body. If the victim wishes to shrug off the chain, he will be allowed another attempt to break its grip the next round. (Repeat the process above).

The keeper has all the keys to the cells on his belt. EXITS: There are 3 cell doors opening out from the Guardroom.

Cells:

There are four cells in all, some with interconnecting doors.

They contain the following:

(i) Has one prisoner. He is thin and gaunt and when the party manage to get him to speak, all he can tell them is that he was chased down in to the dungeon areas by the demon wolf in Section 7. He was then captured by the Keeper of the jail and thrown in here. He had one companion, but he was taken out of the cell a few hours ago and he hasn't seen him since. Although feeble and unarmed he will accompany the party.

PRISONER

ATTACK 9

DEFENCE 4

WEAPON: Any supplied  
by the party.

Armour Factor: 0

MAGICAL DEFENCE 3

EVASION 3

Health Points 3

(ii) and (iv) are empty apart from skeletons and rags,  
(iii) An empty room: cries of pain can be heard coming from a door in the S wall. This door leads to the Torture Chamber (see below).

21. TORTURE CHAMBER

This room is lit by a brazier and torches along the walls. Four skeletons are ranged around a gaunt looking man stretched on a rack. It is his cries of help you heard through the door. Various sinister looking tools of the torturer's trade hang in racks around the walls. There are doors in the E, NE and W walls. The skeletons will pick up red hot iron brands from the fire and will attack the party with them.

SKELETONS:	1st Rank equivalent
ATTACK 11	Red hot brands (d4, 5)
DEFENCE 5	AF:0
MAGICAL DEFENCE 3	
EVASION 3	
<i>Health Points</i>	Skeleton 1                      Skeleton 3    6
	Skeleton 2                      Skeleton 4    4

The man on the rack is in a bad way. He mutters something about the Elven Crystal 'at the top of the tower' and then expires with an anguished groan.

22. OUBLIETTE ROOM

This room is lit by torches ranged around the walls. It is a plain stone chamber with four 1m wide holes set into the floor at regular intervals. A basket with a rope attached to it is lying near the lip of one of them: it contains very stale bread and some water in a pitcher. The party recognise the holes as the entrance to underground chambers, called oubliettes, down which prisoners are cast who have been ordained for long and enervating deaths. Numbering from the N.:

(i) As the party lean over this one they will hear a voice call out from below: 'Help me! I am a prisoner of Duke Darian's'. A particularly repellent monster with the powers of ventriloquism is trapped down this oubliette. It will seize any rope thrown down to it and allow

itself to be hauled up out of the darkness. Once it comes into the party's view it will be able to crawl up the narrow funnel of the hole that remains. Once it is out it will run amok trying to slaughter the party.

THE NARGUT:	6th Rank equivalent
ATTACK 16	Acid bite (d10, 3)
DEFENCE 4	Claw (d8, 5)
MAGICAL DEFENCE 6	
EVASION 2	

*Health Points 25*

Narguts are grey, seething, glutinous masses with eight toad-like eyes, four legs and four arms with claws on them and four gaping mouths filled with acidic spittle at each cardinal point of their squat, bullish heads. Their skin is a grey mottled colour.

These creatures can imitate any voice they have heard (even if they have only heard it once). They often lure their victims to their dooms by trickery. Narguts lurk in dark places where their four eyes are shielded from the light of the sun, which is injurious to them. They take 1 HP damage per round when exposed to sunlight or any other form of intense light,

(ii): There is the skeleton of a knight in full armour at the bottom of this oubliette. There is nothing else of interest.

(iii): An endless pit. Anyone trying to descend the shaft of this oubliette must save against a MAGICAL ATTACK of 16. If he fails to resist the spell, the character will continue to climb down the rope until he reaches its end and falls off. The pit is apparently bottomless and no sound echoes back from it when objects are cast down it.

(iv): Anyone peering down this oubliette will disturb a swarm of large bats which will fly up and attack them.

SIX BATS	1st Rank equivalent
ATTACK 11	Bite (d3, 1)
DEFENCE 9	Armour Factor 0

MAGICAL DEFENCE 2      Movement 20m (flying)  
EVASION 6

Health Points: All the bats have 1 HP.

#### TREASURE:

Assume a moderate treasure hoard from the table in  
*The Way of Wizardry*, p 76.

EXITS: There are two doors; one in the N wall, and one  
in the SE wall.

### 23. CAVERN OF THE UNDEAD

There is a shaft leading down almost perpendicularly  
from the torture chamber. There is a natural cavern at  
its bottom where lurk the tormented undead victims of  
the torturers of a bygone era. Many of them are hor-  
ribly disfigured from their suffering and present a  
grim spectacle. Their hatred for the living is intense.  
They will attack with an assortment of rusty weapons  
culled from previous victims.

#### EIGHT UNDEAD

ATTACK 10

DEFENCE 4

MAGICAL DEFENCE 1

EVASION 1

Rank Equivalent: 1st

Weapons (see below)

Armour Factor 0

	Health Points	Weapon
UNDEAD No 1	8	Battleaxe (d8, 6)
UNDEAD No 2	6	Morning Star (d6, 5)
UNDEAD No 3	5	Dagger (d4, 3)
UNDEAD No 4	14	Dagger (d4, 3)
UNDEAD No 5	8	2 Handed Sword (d10, 5)
UNDEAD No 6	12	Sword (d8, 4)
UNDEAD No 7	15	Flail (d6, 4)
UNDEAD No 8	7	2 Handed Sword (d10, 5)



EXITS: A series of rough stone steps leads downwards to the NW. A dank dripping sound can be heard coming from the darkness below. (See Section 24).

## 24. SPIRIT POOL

Winding moss-covered slippery tunnels lead to this pool from the SE and the NW. The pool completely covers the cavern floor and is 3m deep in all places. There is a rectangular stone sarcophagus in the centre of the pool. A skull is carved on its lid.

The pool is inhabited by magic-absorbing spirits. Anyone immersing a magical item in the water will find that the item's magical value will have been leeched away (eg a + 2 magical suit will become a + 1 suit and similarly a + 2 sword will become a + 1 sword). All potions will be rendered non-magical by the spirits. Only *relics* will remain unaltered.

If anyone wades across to the sarcophagus and prises its lid up they will find a skeleton clutching a sceptre inside it.

### TREASURE:

Although the party will not be able to divine the use of the sceptre immediately, a high-ranking sorcerer will be able to tell them that it is a *sceptre of necromancy*: This will enable the owner of the sceptre to:

- Revive one person from the dead per year and make that person their zombie slave.
- Spirit talk with the dead once a day. Treat like the *Oracle* spell in *The Way of Wizardry* p 29. The user however may only contact those people he knew who have died and ask them questions pertaining to the time before their deaths.

EXITS: Tunnels to the NW and SE. If it is still daylight outside the party will be able to glimpse light at the end of the tunnel to the NW.

## 25. THE CASTLE WELL

This will be illuminated by daylight or star-light depending on the time of day. It is a 3m radius brick-lined circular area with a floor covered in about 1m of mud all over. Weeds hang down from the walls. A rope hangs down from the circular opening at the top of the well.

### TREASURE:

There is a small copper casket, now covered with blue corrosion hidden behind some loose bricks in the N wall of the well. This contains 20 GPs and a +1 magical dagger.

### EXITS:

A damp shaft leads off to the SE and another to the W. Both walls of the shafts are covered in slimy weeds.

## 26. A MAGNETIC MONSTER

The passage to the W leads to two enormous, blue corroded copper doors. A fierce-looking dragon has been embossed on the door. Anyone wearing metal armour or holding metal weapons will find that these articles seem to be attracted or pulled towards something on the other side of the door.

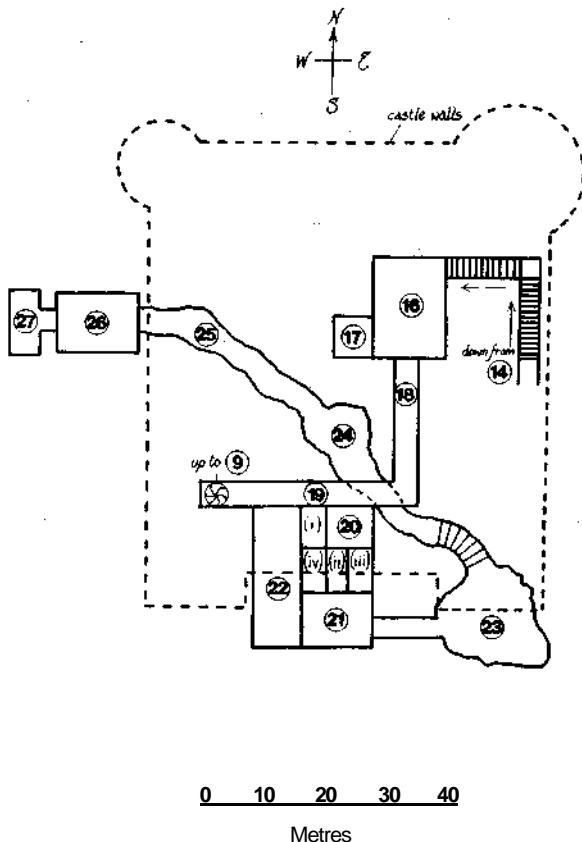
The doors are unlocked; they give onto a long pilared hall (15m). Torchlight doesn't reach the end of it. Bits of tangled metal lie twisted around the floor of the room as if something had been chewing on them.

If the party advance halfway down the hallway they will hear a screeching noise and everyone wearing armour will again feel some invisible force tugging them towards it. Suddenly a creature which rather resembles a giant beetle with a huge black carapace and horn-like mandibles lumbers into view from around a pillar. Characters wearing metal armour will now find it impossible to flee, so strong is the force holding them. The monster lumbers towards them spit-





## Dungeon Level



entered the room. However he will leap out of the sarcophagus surprising them if it looks as though they are about to investigate his tomb. He will get out of his sarcophagus immediately if only one person enters the chamber. He will attempt to mesmerize them and then drink their blood; he belongs to no Profession - when determining the power of the mesmerism, treat him as 1st rank.

*Coffins nos ii-v* These are all empty. Anyone touching the inside of these sarcophagi will find that they are coated with some corrosive substance. Long exposure to this will strip good armour of one point of its *armour factor*, or burn naked flesh so that the victim will lose 2 HP.

*Coffin no vi* If a player gets into this sarcophagus and closes the lid he will be teleported into the sarcophagus on the floor above (see *Section 29*). This will happen so swiftly that the person lying in the sarcophagus will not notice it unless he draws back the lid to peep out.

### EXITS:

Through the mirror (see above) or through the sarcophagus (see above).

## 29. GROUND LEVEL

A totally bare chamber except for some stone plaques bearing carved armorial designs which are set into the walls. There is a stone sarcophagus with a lid leaning against it opposite the door in the E. A circular spiral staircase leads upwards in the NE corner.

### TRAPS:

Anyone walking directly between the door and the stone sarcophagus will step on a concealed trapdoor set into the floor. They will fall 7m onto the sandpit below in the dungeon section of the tower. Characters falling will only take *half* damage because of the cushioning effect of the sand.

### EXITS:

The staircase leads to the first floor of the tower (see below). If anyone gets into the sarcophagus and pulls the lid over themselves they will be teleported down to sarcophagus (vi) on the floor below (see *Section 28*).



### 30. FIRST FLOOR

All the walls of this chamber are covered by tapestries showing demonic flying beings extending their claws in bellicose attitudes. There is an ornate throne at the end of the room. It has a high backrest (about 2m high) with the Ereworn coat of arms carved onto it. There is a high tubular hanging behind the throne which reaches to the ceiling.

Anyone stepping into the centre of the room will be attacked by the drapes on the wall. These will suddenly spring into life becoming three dimensional beings. Their cloth surrounds will float down to the ground behind them as they attack with sharp claws.

#### TWO TAPESTRY DEMONS

Rank Equivalent: 2nd

ATTACK 13

Claws (d6, 3)

DEFENCE 9

Armour Factor 0

MAGICAL DEFENCE 4

EVASION 6

Health Points:	TAPESTRY DEMON NO 1	9
	TAPESTRY DEMON NO 2	12

These will return to a two dimensional shape when slain. There is nothing else of interest in the room apart from the throne.

#### EXITS:

The door in the W wall.

There is also a secret door through the backrest of the chair. If this is activated by pushing up one of the arms of the throne, it will reveal a metal spiral staircase that winds up to the next floor through the middle of the hanging at the back of the throne. The spiral staircase ends in a stone slab. If someone listens they will be able to hear a ritual chanting coming from the room above.

### 31. SECOND FLOOR

The only entrance to this floor is by a concealed stone slab behind an offering table in the E of the room. The room is a shrine room to an evil demon Rimfax. Rimfax is represented in popular mythology as a skeletal horse within a seething mass of small greenish-black snakes. Duke Darian worships this forbidden demon whose chief interests on the human plane are the propagation of disease and death. Rimfax not only controls the bodies of his servants but also their minds (see below). He has ordered the destruction of the land surrounding Castle Ereworn, and Duke Darian slew his brother under the evil demon's edicts.

The demon is represented in this room by a lichen-covered equine skull placed on an altar underneath a stylised representation carved onto the wall. Snakes ooze in and out of the skull's eyes and mouth. The demon will cast spells through this unholy relic with a **MAGICAL ATTACK** of 22. Treat the skull as a seventh rank Sorcerer. Anyone striking the skull with anything except a magical sword or a holy relic will be cursed (see additional rules no 2) with a **MAGICAL ATTACK** of 22. The demon will not attempt to intercede in the fight between the priest and the party apart from releasing the hellrots from their chains allowing them to leave their perches and join in the fight.

The party will push up the concealed slab behind the offering table. If they don't make much noise about this, (the character who is pushing up the slab must roll under his *Reflexes* on a d20 to succeed), then he will have surprise on the priest.

*You have pushed up a stone slab concealed behind a low stone offering table covered by rotten fruit and rancid worm-eaten vegetables. A man dressed in purple and blade robes and holding a silver dagger aloft in his right hand is standing in front of a stone altar. This is a lichen-covered skull resting on the middle of it. There is a stylised representation of a*



*hideous Jeering face carved out of the wall above the altar. High up near the roof of the chamber are two deep recesses with windows. Looking up you can see the silhouette of batwinged creatures with humanoid arms and torsos. They have a leathery skin and their feet end in claws. As you watch, the chains holding the creatures to the bars covering the windows suddenly fly asunder and they swoop down on you screeching horribly.*

The party will have to fight both the priest and the creatures.

PRIEST	(a 5th rank Mystic)
ATTACK 15*	Dagger (d4 + 1, 4)
DEFENCE 9*	*Includes adjustment for dagger.

MAGICAL ATTACK 18  
MAGICAL DEFENCE 8  
EVASION 4

*Health Points 10*

The priest is a fanatic and will fight to the death, killing himself rather than divulging any information about the demon or Duke Darian.

TWO HELLROTS	Rank-equivalent: 2nd
ATTACK 13	Claws (d8, 4)
DEFENCE 7	Bite (d6, 2) carries the plague (treat as Strong poison)

MAGICAL DEFENCE 4	Armour Factor 2
EVASION 4	

*Health Points*

HELLROT NO 1	15
HELLROT NO 2	18

Hellrots are the earthly emissaries of the demon Rimfax. They are released at night when they flap across the land infecting crops, polluting water, and snatching children from their beds and devouring

them. Outbreaks of plague in areas many miles from the nearest plague area are often ascribed to the bite of a hellrot on vagabonds lying asleep in ditches.

Anyone touching the skull on the altar will be attacked by spells (see above) if they manage to touch the skull, or cast a *Dispel Magic* on it, or throw holy water on it, it will lose its magical properties and the demon will depart from it with a high pitched scream of laughter. Anyone touching the skull will be cursed with a MAGICAL ATTACK of 22. (see additional rules no 2, p 181).

TREASURE:

The ritual dagger in the priest's hands is + 1 magical. Unfortunately it is covered with signs evoking the demon and anyone showing it to a superstitious person may find a lynching mob coming after him as a demon worshipper.

TREASURE:

There is a hidden panel in the front of the altar. There are various items sacred to the demon kept here:

A spare ritual robe (black and purple).

A censer which when swung emits a pungent poisonous gas (treat as a strong poison).

A small jewel case with six black gems inside of it each worth about 20 Crowns. Anyone possessing any or all of these will be subject to a curse (see additional rules, p 181) with a magical attack of 12.

EXITS: There is a spiral staircase in the NE corner of the room. This leads to a heavy oaken door; if this is opened the party will be able to hear the faint voices of people in the room behind it.

## 32. THIRD FLOOR

This is a barracks room for the Black Riders. The door gives onto a circular room lit by a number of stumpy candles stuck onto the middle of the table. Six doors lead off to all points of the compass from this room. There is a spiral staircase just to the party's

right. Two Black Riders sit with their backs turned to the door, crouched over the table. There is a pile of Gold Coins on it, the ownership of which seems to be in some dispute following an arcane gambling game that these creatures indulge in but which, like their language, no human can understand. This argument has prevented them from hearing the struggle going on downstairs. The party will have surprise on them.

TWO BLACK RIDERS	Rank 3rd
ATTACK 13	Sword (d8, 4)
DEFENCE 8	Armour Factor 4

MAGICAL DEFENCE 5  
EVASION 4

<i>Health Points:</i>	BLACK RIDER NO 1	15
	BLACK RIDER NO 2	15

After three Combat Rounds, one more Black Rider will burst into the room from a side chamber (no ii). He may surprise the party.

BLACK RIDER

ATTACK 13	Sword (d8, 4)
DEFENCE 8	Armour Factor 4

MAGICAL DEFENCE 5  
EVASION 4

*Health Points:* 15

TREASURE: There is pile of 33 Florins on the table. The six rooms contain the following as well as beds etc:

1. 12 Crowns hidden under a mattress.
2. A marked pack of cards.
3. A *Potion of Healing* concealed in a wine pot.
4. A sword and shield hang on the back of the door.
5. A *Potion of Strength* concealed under a pillow.
6. This is the privy

(All of the rooms have outside windows).

EXITS: There is a spiral stone staircase up to the next floor.

### 33. FOURTH FLOOR

This is the Duke's bedroom and, as to be expected, is decorated with lush drapes and thick carpets. Four windows overlook the surrounding countryside. A cheerful fire burns in the grate. There is a four-poster bed against the W portion of the wall: a thin, splenetic man stares at the party from under the sheets. This is a *Doppelganger* created by Duke Darian to fool anyone who slays it into thinking that they have in fact slain him. Darian is actually safely hidden in his rooftop eyrie above.

The old man jumps out of bed and rushes at the party holding a long knife in his hand.

DOPPELGANGER

ATTACK 12	Knife (d4, 3)
DEFENCE 6	<i>Reflexes</i> 5

MAGICAL DEFENCE 15  
EVASION 3

*Health Points* 6

There is a selection of interesting magical items arranged around a table on the S portion of the wall: A number of potions, two of which are marked 'Healing'. These are, in fact, strong poison, the other phials contain powders containing light irritants and ground glass which will inflict 1d6 points of wounding on anyone who consumes them.

There is an ornate sword lying amongst the phials. When someone hefts it they will find that it is excellently balanced. Its handle is studded with what appear to be precious gems. These are in fact cheap costume gems. The sword will snap in two the first time anyone tries to use it in combat leaving the owner of it defenceless.

EXITS: There don't appear to be any exits from this chamber, but in fact anyone dousing the fire and looking up the chimney will find a series of iron rungs leading upwards. These lead to a rooftop hideaway.

### 34. FIFTH FLOOR

Duke Darian is an old and infirm man. His sorcerous powers have not diminished over the years, but his fighting prowess has. Hence he lurks in the cold and draughty eyrie at the top of the NE tower, communicating with no one and leaving the Black Riders to deal with any intruders. As a safety measure, he has placed a *Pentacle of Entrapment* (see *The Way of Wizardry*, p 45; this will trap the first two characters) at the top of the rungs leading up from below. The keyword for the pentacle is 'Rimfax'. Darian has used up a number of his Magic Points and will be anxious to finish off the party quickly, moving in to attack with his +1 magical sword if necessary.

DUKEDARIAN 10th rank Sorcerer

ATTACK 13\* +1 magical Sword

DEFENCE 7\* (d8 + 1, 5)

(\*includes adjustment for sword)

MAGICAL ATTACK 25

MAGICAL DEFENCE 15 Magic Points Remaining  
25

EVASION 3 Reflexes 5

Health Points 6

Physically, the Duke resembles the doppelganger on the floor below. He is dressed in ermine edged velvet robes and his face is thin and splenetic.

#### TREASURE

There is a chest lying next to Darian's sleeping pallet. The party will discover that it contains Darian's speculum (used in the Scry spell). A +1 magical suit of plate armour stands on a mount against one wall. 2000 SP, 30 Crowns, 9 Gems and Jewels worth approx 500F, and a *Ring of Teleportation*. The players will find the second fragment of the Elven crystal wrapped in a white cloth at the bottom of the chest. It glows with an unearthly orange aura. It will fit together with the other fragment they picked up in the first scenario.

## Wrecker Island

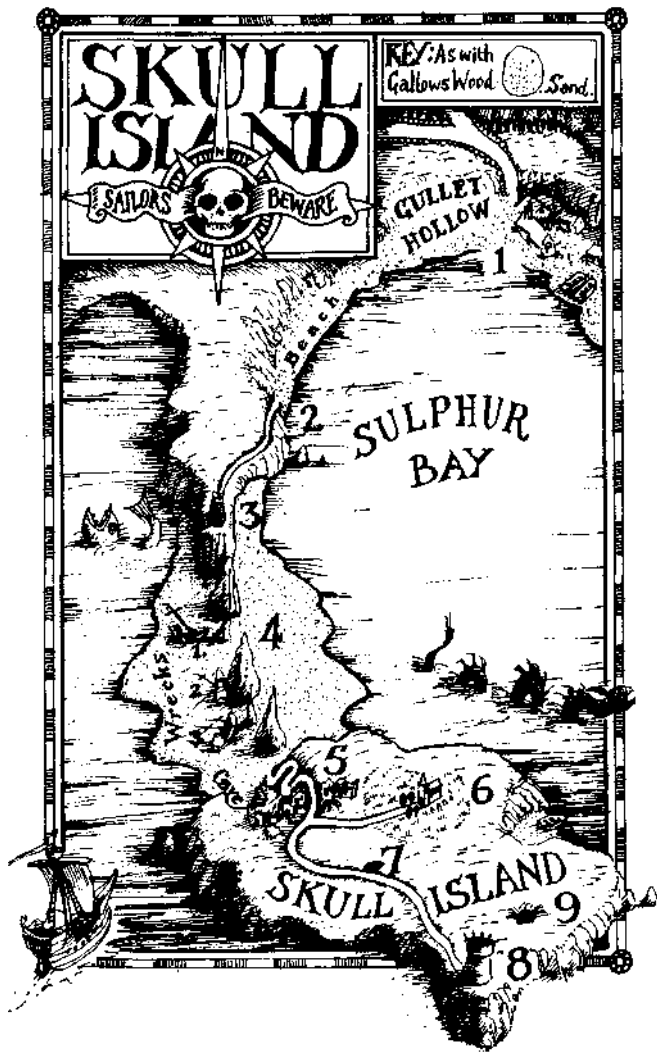
A scenario for about five or six 1st-2nd rank characters.

### OVERVIEW:

The party are told where they may find the third crystal fragment of Elvaron the Elf by an old man they encounter to the SW of Gallows Wood. A merchant ship has been driven onto the rocks of a treacherous reef on the coast, lured there by the false lights of the fisherfolk of the local village Gullet Hollow. The only survivor of the wreck, one Captain Rakehell, has been washed ashore, and now awaits a party to arrive who will be prepared to accompany him back to the reef to salvage anything that is left on the ship.

In fact, Rakehell's ship, having run aground on the reef, has been dragged off to an underground cavern by the fisherfolk; its drowned crew have since become undead zombies. The villagers worship the Kraken, a ghastly sea-monster that periodically rises from the depths of the sea. Even now a priest devoted to the worship of the Kraken is preparing a sacrifice to his unholy god.

*You have decided to make your way to the W to the coast. You have heard that ships depart from there for distant places; you trudge through the mist-filled gloom of Gallows Wood and eventually find yourself on the road leading through it to the SW. Just as you pass over the high arched stone bridge at the W perimeter of the wood, you hear a high pitched voice calling you from below. Looking over the parapet you see a blind old man leaning on an ancient gnarled staff. He has a long white beard and is wearing a coarse woollen cloak. He stares sightlessly into the pond in front of him.*



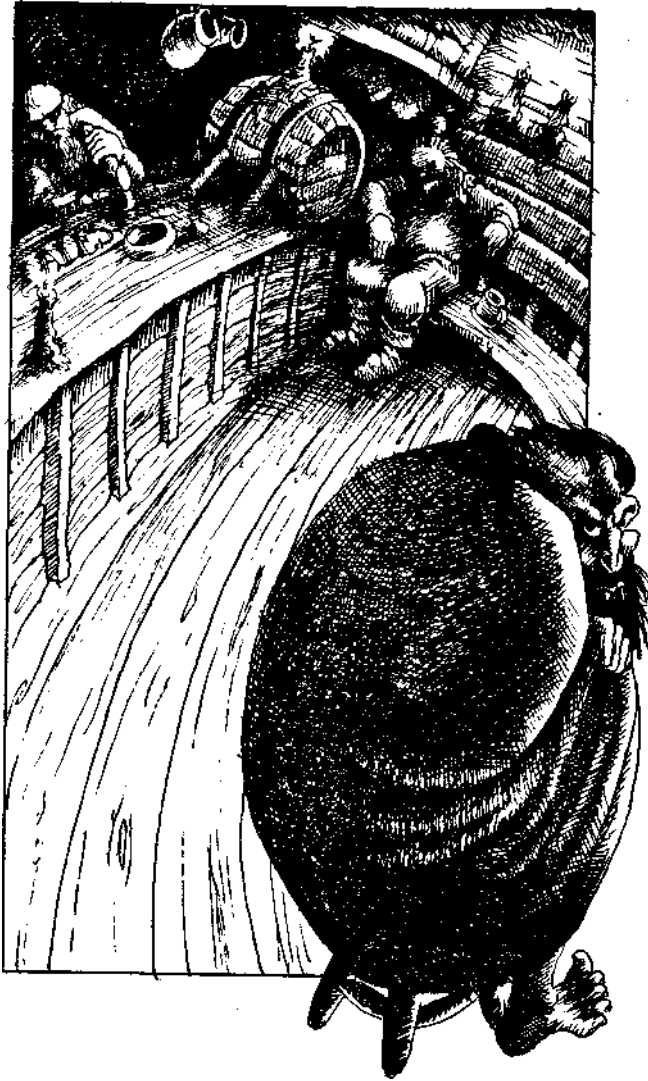
He addresses you in his high pitched voice: 'Strangers, you have encountered many dangers. More danger approaches; look to the North where the stormclouds build and the gales lash the seas' - sure enough, looking to the N you can see dark storm clouds brewing, and a moaning wind begins to play through the trees - 'A great treasure, lost for a hundred years, is even now being borne from the North on the wings of the gale. Hurry to the W to the village of Gullet Hollow: there you will find a man that will lead you to this treasure.'

Although it was clear day but a moment ago, you see spots of rain splashing the surface of the water in front of the old man. Dark clouds bear down on you from the N and the few remaining leaves are torn from the trees. Suddenly there is a blinding flash of lightning over the river near where the old man had been standing. When you look again, the old man is gone and there is only a vine encrusted, gnarled staff buried in the mud beside the river.

Whoever picks up this staff will find it hums with a magical energy. Anyone holding it may create an Astral Gate to a specific place of his choice (subject to the usual spell rules.) The staff will become inactive after one use.

The howling gale with fierce thunder and lightning continues all day. It is growing dark as the trees surrounding you thin out and you emerge on the edge of a high cliff overlooking the sea. Heavy waves are crashing on the rocks hundreds of feet below. You can see a huddled fishing village about a mile to your left tucked underneath the cliffs. To the S you can see a rocky peninsula sticking into the sea with a cliff and reef fringed island at the end of it.





## 1. THE VILLAGE

The village houses are one storey constructions with grey slate roofs. The only two storey building is the timbered, ramshackle inn. A sign rocks to and fro on rusty hinges outside its front door. It reads: "The Silver Halyard". Pushing open the front door you enter a darkened room illuminated only by a flickering log fire on the grate and a few candles. A huddled figure wrapped about in coarse blankets and with tousled wet hair sits on a stool in front of the fire. You order ale from a barman. The barman's eyes have dark rings about them as if he hasn't slept for a day or two. When you make conversational remarks about the terrible weather he remains in a surly silence. He stumps out to the back of the inn after serving you.

Just as you're about to sit down at a table you see that the cloaked figure has turned round and is looking at you. You see a man with a black beard and angular face cast into harsh perspective by the firelight behind. A golden earring sparkles in the light from where it hangs in his ear.

He shuffles over to your table and bangs his tankard down on it, his eyes ablaze with a curious anger.

"Listen to me, laddies", he says, "My name is Rakehell, cap'n of a fair ship I waz but this very morning. Where be that ship now you'll be asking I don't wonder: a likely cap'n I' Well lads, it be driftwood in yonder bay and as fer me crew, they be the food offish in the ocean swells. 'Tis well called that bay, for tis called Sulphur Bay and the fires of hell burn over the bodies of all the drowned sailors that go down in their ships there."

"Natheless last night sailing in a clear sky with more than a mile to the lee I and me crew, we waz happy men - then from North there came a gale and a lightning and a squall such like we never saw and many will never see again. Blown to the leeshore was we. We looked out yonder to where the warning light burns

from Wrecker point". (He gestures to the S where you saw the promontory and the island.) "We saw the light to the port, I'll swear. We didn't tack but drove straight on, our storm-gibb nearsplitting in that wind. Suddenly out of the rainsquall and the sea spume there be the sharp rocks o' the Teeth. We was on them before we could turn about. A wave swept the poop at that moment and I was taken overboard and swept away: I heard the cries of me crew even through the gale, they must have perished to a man for I waz the only one swept into the bay this morning." He lowers his voice. "Now, laddies that ship was carrying not only the usual cargo of corn and furs an' such. Back at port a man came aboard dressed in a brown woollen robe with a long white beard. He said to carry this box to friends in the South, gives me this address in the port of Gorthan, see, whence we're bound and money for me pain. Well I bain't a nosey man see but I were curious 'bout this cargo so I took a look into the box after we set sail. You know what was inside? A beautiful glowing piece of o'rock - worth a king's ransom I guess and now it is for you and I to pick up. I'll offer you half share in it. All we have to do is walk across to the island. There's a sand-bar that connects to it at low tide and as it happens, there be a low tide tonight at midnight. We should be across to the island and back by morning. No word o' this to the villagers mind. They're a scurvy lot an' would cut our throats for this."

If you agree to his plan, you arrange to meet him outside the inn an hour before midnight. You pay the landlord 2 florins for a room.

2. THE BEACH/THE CLIFF PATH

The party are ambushed by some villagers dressed in white sheets to make them look like ghosts. They have overheard the conversation between the party and the captain in the inn and are trying to prevent anyone

reaching the island at all costs. Another of the villagers continues on down the path to release the gargoyle that lurks in the basement of the tower and then to lie in wait for the party and push boulders on them as they inch their way along the narrow cliff path.

As you come down from your rooms there was no sign of the silent landlord. You meet Rakehell outside the tavern. The storm has now abated and a moon shines in a cloudless sky. You notice that Rakehell has a sabre stuck in his belt. He is now wearing long sea-faring boots and a leather jerkin.

Run Rakehell as an NFC:

RAKEHELL		3rd rank	
		Barbarian	
STR	13	Health	ATTACK 16
REF	15	Points 14	DEFENCE 8
INT	12		
PSY	13		MAGICAL
LKS	12		DEFENCE 6
Armour: leather			EVASION 6
(AF2)			Weapon:
			Sabre (d8, 4 points)

Rakehell is a treacherous fellow who will endeavour to steal the Elven Crystal and keep it for himself alone. He will kill other members of the party to achieve this end, but will not attack until the party actually have the crystal.

You set out from Gullet Hollow, trying not to make much noise on the cobbled streets. The road you're following leads down to the sandy beach where fishing nets are laid out to dry on the sand. You don't see any lights on in the houses on either side of the street. The inhabitants seem to have retired early.

Soon you are at the bottom of the promontory to the N that you saw earlier on in the day. A zig zag path leads

up to a cliff top path that runs along the top of the promontory.

*Just as you're about to start climbing the path you see a number of white forms flitting towards you down the beach. They are wailing horribly.*

The party may take these figures to be ghosts. They are actually villagers dressed in white cloaks and sheets trying to scare them off. They will attack with swords if the party haven't fled. They will attempt to retreat if one of them falls in combat. The players may not be too surprised to discover that one of the wounded or dead assailants is the surly innkeeper.

VILLAGERS/  
FISHERMEN

ATTACK 11

DEFENCE 5

MAGICAL DEFENCE 3

EVASION 3

*Health Points*

1st Villager 4

2nd Villager 5

3rd Villager 6

4th Villager 5

5th Villager 4

6th Villager 4

Any surviving villagers will be waiting to ambush the party on their return to the village.

The zig-zag path to the top of the promontory is very steep and is still soaking wet from the storm. As the party get about halfway up there is a sudden rock-fall from above and a landslide of boulders and stones crashes down the slope towards them. The rocks have a *SPEED score of 11*. Everyone in the party must evade the rocks; if not they will have been knocked off the edge of the path. They will have one attempt (represented by throwing under their *Reflexes* on a d20) to catch hold of something before they fall, otherwise they will fall 20m.



When the party reach the top of the cliff it is totally deserted. There are some scuff marks and a large hole in the edge of the cliff overlooking the path below where it seems someone has pushed over a boulder causing the landslide. The party will be able to see a tower a mile away to the South. A narrow moonlit path leads off towards it. The promontory narrows to a few metres across with vertical cliffs on either side to the S.

### 3. THE TOWER

A gargoyle has been released to roam about the tower by the villager who caused the landslide. The villager meanwhile hurries on to the island to warn the priest of the party's approach.

*At close quarters you see that the tower is an ancient partially ruined structure. about 12m high. It is set right at the end of the promontory. A series of ropes leads down to a line of sharp rocks many feet below you. These rocks jut up from a sandbank leading to the cliff-bound island that you saw earlier on.*

There is a single wooden door set into the base of the tower right in front of you. You can hear nothing inside if you listen at it.

#### Ground Floor:

*The walls and floor of this circular room are stacked with driftwood. An axe leans against one of the piles of wood; the pile seems to have been made quite recently. You can see part of the name of a ship painted gaily on one of the planks: it reads "The Rogue Prin-". If Rakehell is still alive he will swear loudly when he sees what he imagines to be the last fractured remnant of his ship being used for firewood. A narrow flight of steps lead up to the next floor.*

**EXITS:** There are no other exits or doors.



#### First Floor:

Another circular room taking up the whole circumference of the tower. There are observation slits at all points of the compass, a wooden bunk with a crude woollen blanket on it, a tin full of flint and tinder and a burnished bronze mirror (used for signalling to the village and to the island on sunny days). A flight of stone steps leads upwards into the darkness. The gargoyle lurks on these waiting to leap out and surprise the party.

GARGOYLE	Rank equivalent: 5th
ATTACK 16	Talons (d10, 3)
DEFENCE 8	Armour Factor 7 (but only 2 vs. magic weapons)
MAGICAL DEFENCE 6	Movement: 8m(15m)
EVASION 4	Flying: 50m
Health Points 16	

#### Second Floor:

Most of the parapet that once stood around the top of the tower has been pulled down. A blackened pile of burnt wood and ash lies in the middle of the circular area and as the party watch, a small whiff of smoke emerges from it. The ashes are still warm. This was the fake warning fire that lured Rakehell into following the shoreline too close, thereby running his ship onto the rocks.

**TREASURE:** There is nothing else of interest in the tower apart from a small, corroded copper chest which is buried under the earth on the ground floor. This contains 12 gold Crowns and a magical talisman. This has a picture of Saint Nautilus of the Waves carved onto its silver surface. This will save the wearer from drowning once in any circumstance: but its magical power will be immediately drained after use. It will take a man-hour to throw aside all the driftwood covering the area of the dirt floor where this is hidden.

#### 4. THE TEETH

This is the name of the sharp pinnacles of rock sticking up from the sand bank between the end of the promontory and the island. The rocks are now totally exposed as it is low tide; the sandbank from which they jut out is also clearly visible. White foam spatters the party as the waves break against it. There are a number of old wrecks still clinging to these rocks; some still contain treasure although two are guarded by fiercesome monsters and spirits.

*You find a long rope attached to an iron ring in the side of the tower on the S side. The rope disappears over the edge of the cliff and looking down you can see a succession of ropes leading down to the sandbank which connects the promontory with the island. Jagged rocks stick out of it. This is now completely exposed as it is low tide.*

There should not be any problem climbing down the ropes. At the bottom of the ropes the party can see freshly made footprints in the exposed sand leading off towards the island. They can also see the sharp needles of rock sticking up about half a mile away, and the black bulks of shattered wrecks lying around them.

There are 3 wrecks in all. They still have the stumps of their masts and the remnants of their decks visible. Rakehell will be anxious to find his own ship as he knows the tide will soon be coming in and the party will be cut off.

**Wreck 1.** A medium sized merchant ship called the *WindFlyer*. Three Barnacle Men still lurk in the hold of his partially smashed hulk. The Barnacle Men will attack anyone who tries to climb down into the slimy and puddle-filled hold of the ship.

BARNACLE MEN	Rank Equivalent: 1st
ATTACK 12	Cutlasses (d8, 4 points)
DEFENCE 6	Armour Factor: 4
MAGICAL DEFENCE 3	

### EVASION 3

Health Points:	1st Barnacle Man	3
	2nd Barnacle Man	4
	3rd Barnacle Man	4

These undead creatures swarm up from the depths of the ocean during storms and cling to the hulls of ships. Their bodies are completely covered with barnacles giving them a high AF. Anyone succeeding in cracking this near-impervious layer will find a calcified white skeleton beneath. Barnacle men will often break through the bottoms of ships in order to get at treasure hoards of jewels and gold, which they then embed in their jewel-encrusted bodies. If the party encounter them they will see at first only a glint of jewelry and gold in the darkness. Barnacle men are reputed to be the ghostly remains of undead pirates who are too rapacious to lie quietly in death where they sank. They are intent on terrorising the merchant ships that ply the shores. These barnacle men are busy ransacking an undiscovered chest of gold and precious stones.

#### TREASURE:

The remaining gold and jewelry not embedded in the barnacle men's skins is worth 400 Florins. The treasure embedded in the barnacle men is worth another 20 Crowns.

**Wreck 2.** The wreck of a fast pirate vessel called the Avatar. It is haunted by the spectre of the infamous Captain Sabre who terrorised the coast for many years before his untimely demise on the Teeth.

#### SPECTRE OF CAPTAIN

SABRE	8th rank Equivalent
ATTACK 19	Touch(d12,5)
DEFENCE 12	Armour Factor 0 (but immune to non-magical weapons)
MAGICAL DEFENCE 11	Movement 12m
EVASION 4	

### Health Points 18

#### TREASURE:

A corroded iron and wood chest has dropped out of the wrecked hull of the ship and is now half-buried in the sand underneath it. A human finger bone is caught in the links of the rusty chain which holds it together. There is, however, no trap on the chest. It contains a musical pipe. Anyone blowing into the pipe will produce a lively tune no matter what their musical skill. Anyone listening to this music (apart from the piper himself) will be subjected to the equivalent of a MAGICAL ATTACK of 8. If they fail to resist the spell they will abandon all else and dance in a frenzied circle until released by a Spell Expiry Roll.

**Wreck 3.** A warship named *The Storm Runner*; it has been thoroughly broken up by the waves and any wealth that it once may have had aboard has long since been washed away by the sea or lifted off by greedy hands.

*The footprints in the sand lead straight into a large cave mouth at the foot of the cliff in front of you. The cliff is about 30m high, and there is a zig-zag path up it to the top. You can just see some ancient ruins on top of the cliff. The tide is now racing in and you can see that the water is now Japping over the middle of the sandbar behind you. Soon you will be completely cut off. There is no sign of Rakehell's ship The Rogue Princess. A curious, deep furrow in the sand leads into the darkness of the cavern.*

#### THE ISLAND

There are the ruins of an ancient church on the island. A holy man lives there and if the party make their way through the dangers surrounding the place he will help them defeat the Kraken. There is also another tower on the southernmost tip of the island. This is the beacon

tower that Rakehell imagined he saw a light on before The Rogue Princess hit the Teeth. In reality a warning light has not been lit on the tower for a long time and the skeleton of the former keeper of the light still lies where he was murdered by the villagers many years ago.

5. THE DESERTED VILLAGE

The party discover an abandoned village at the top of the cliff. One of the houses contains a hidden treasure cache abandoned in the cellar during the destruction of the village by a colossal tidal wave.

*You make your way up the zig-zag path to the top of the cliff without any incident. There are a number of ruined buildings visible on the bare top of the island. Just in front of you stands what must have once been a fairly large village. All the buildings have fallen in one direction as if swept away by some giant hand. There is nothing much of interest in any of the rubble, although in the ruins of one building you see some curious over-large toadstools glinting in the moonlight. Away in the distance you can see a church on top of the only hill on the island. It is surrounded by a graveyard and a grove of stunted looking yew trees. At the extreme south of the island you can see another tower. Dark bird shapes wheel around this and you can hear a ghostly cawing even though you are at a distance of a mile from them.*

THE HOUSE WITH THE TOADSTOOLS:

If the party investigate this house they may disturb the large toadstools sticking up through the broken rubble. If anyone starts to sift through the wreckage of the building, they will almost certainly break off the tops of these plants. Immediately spores will drift away and lodge in bits of buildings and bushes. These will slowly

mutate into crawling insects 2m long with black carapaces which strongly resemble giant cockroaches. These will attack the party on sight. Their bite contains an acidic venom that is a strong poison. Anyone bitten must throw under their Strength on 4d6. Anyone failing to do so will find that some strange alteration is occurring in their body. They may attempt to save again by throwing under their Health Points on 4d6. If they fail again they will suddenly collapse to the ground their skin rapidly thickening into a hard carapace, with a thousand writhing legs and tentacles bursting through their skin.

DEVIL SPAWN Rank Equivalent: 1st  
Roll 2 x d6; this is the number of Devil Spawn created by the players disturbing the toadstools. The Spawn will not approach anyone holding a holy relic, but will attack anyone else.

ATTACK 13 Bite (d4, 2 points plus  
DEFENCE 3 venom)  
Armour Factor 3

MAGICAL DEFENCE 5  
EVASION 4

Health Points: 1st DEVIL SPAWN 3  
2nd DEVIL SPAWN 2  
3rd DEVIL SPAWN 3  
4th DEVIL SPAWN 3  
5th DEVIL SPAWN 4  
6th DEVIL SPAWN 2  
7th DEVIL SPAWN 5  
8th DEVIL SPAWN 3  
9th DEVIL SPAWN 4  
10th DEVIL SPAWN 3  
11th DEVIL SPAWN 4  
12th DEVIL SPAWN 2

The Devil Spawn (including anyone who has become one) will slowly start to ooze into a brownish sludge after ten Combat Rounds. They will eventually evaporate leaving a small smoking depression in the ground where their acid has burnt away the earth.

The players will find a moss covered staircase leading down at the centre of the house. At the bottom of it is a granite slab with a ring set into it. If this is pulled up a dripping and utterly dark cellar will be revealed underneath. If a torch is shone down here, the party will be able to see hundreds of earthenware drinking jugs, some with stoppered mouths. There are some ancient chests from some far distant age stacked against the far wall. The musty odour of decay is thick in the air. The cellar is also the lair of a ghoulish creature that feeds on the rotting bodies in the nearby graveyard.

GHOUL	4th rank Equivalent
ATTACK 17	Shortsword (d8, 3)
DEFENCE 9	Armour Factor 0
MAGICAL DEFENCE 7	
EVASION 4	

*Health Points 13*

It has an olive-hued flesh, puckered and leperous, yellow eyes glinting with the light of insane hunger, its mouth gapes open to reveal the chipped uneven fangs with which it tears its prey.

**TREASURE:** Most of the chests contain items that have long disintegrated into dust. However, one of the chests contains 35 ancient golden coins (worth slightly more than the present gold coins) and a gold idol. This is magical - if held by a Mystic or Sorcerer, he is able to cast a special first level spell, *Light of Truth*, which creates a radiance equivalent of daylight - even underwater, in the middle of a storm, etc. The light has a radius of 3m and lasts ten minutes.

## 6. THE CHURCHYARD AND THE CHURCH

A damp swamp surrounds the knoll on which the church is situated. A narrow causeway leads across it to the church gate. Ancient, moss-covered gravestones stick up at all angles from the swamp. When the party are halfway across the causeway, these graves will burst open suddenly, and the remains of their inhabitants, unfortunate men and women who were buried outside hallowed ground, will rise up as slime-covered skeletons. They clutch a variety of corroded weapons.

SKELETONS	Rank equivalent 1st
ATTACK 11	
DEFENCE 5	Armour Factor 0
MAGICAL DEFENCE 3	
EVASION 3	
<i>Health Points</i>	<i>Weapon</i>
Skeleton 1 5	Sword (d8, 4)
Skeleton 2 6	Battleaxe (d8, 6)
Skeleton 3 5	Spear (2d4, 4)
Skeleton 4 4	Sword (d8, 4)
Skeleton 5 6	Mace (d6, 4)
Skeleton 6 4	Dagger (d4, 3)

The skeletons will not go any further than the church gates: the bones will knit together one hour after combat. If the skeletons have been defeated and crawl back into their graves, waiting to ambush anyone passing down the causeway.

The church is surrounded by a 3m high wall. A gate is set into the wall at the end of the causeway. This is locked, but will open if a member of the approaching party is carrying a relic. There is a line of bleak yew trees inside the wall: these moan and howl when anyone approaches them, lashing out as if they were animate. They will in fact attack anyone stepping within the radius of their branches. They have an **ATTACK** of 12 and a damage rating of d6, 2. They will





only be stopped from attacking the party when the priest appears. The church is moss-covered and dilapidated. Its tower is partially ruined and its windows have been broken in by the gales that sweep the island. Another graveyard is visible within the walls, as is the low wall of an ancient well.

The party will be greeted at the door of the church by an old hermit. They will be surprised to see anyone living in so remote a place, but it is obvious that the hermit is physically tough. He has an iron cross in one of his hands which he doesn't seem averse to using combatively. After he has discovered who the party are, he introduces himself as one Aelfric. He has lived here all his life, attempting to keep the consecrated ground free from the depredations and incursions of the evils all around. The Church is dedicated to the memory of St Crispin whose holy well, said to have magical curative properties, the party have seen on their approach to the church. Aelfric lives entirely on the few vegetables he grows in the overgrown cemetery and the sea birds eggs that he finds as he rambles the cliffs during the day.

He tells the party that the villagers are devil worshippers revering some ancient sea god that their ancestors told them would one day return from the depths of the ocean and consume the land. He believes that there is a shrine to this deity somewhere below the island in the complicated network of tunnels that lead inland from the cavemouth by the Teeth. He has seen the false light of the villagers on the promontory on stormy nights and used to sneak out and light the beacon on the S part of the island. Now this is too dangerous as two giant eagles nest there and attack anyone who approaches. The villagers lurk about the edges of the church walls waiting to ambush him, but so far he has managed to give them the slip. They themselves are too afraid to enter the consecrated ground of the church.

THE CHURCH is completely empty save for a straw

pallet that the hermit sleeps on and one or two ancient wooden benches. A silver cross stands on the altar; an ancient book with beautifully illuminated pages rests on a lectern. A staircase leads up to the bell tower where an ancient and rusty bell groans in the wind on its supports. The well leads down into the darkness. If anything is thrown down the well the party will be able to determine that (a) there is no water at the bottom and (b) the bottom is a long way down.

The hermit will tell the players that the well is where St Crispin miraculously cured foul diseases and desperate wounds using the holy water which has now, alas, seemingly dried up.

#### **TREASURE:**

The hermit will refuse to part with the silver cross on the altar: this is St Crispin's cross. Once a day it will, if it is touched against a sick person's skin, cure them of any disease or heal up to 8 points of wounding.

The book contains the following scrolls:

- Hecatomb
- Resurrect
- Dishearten
- Animate Bones
- Raise Fog
- Dispel Magic

The hermit may accompany the party if they decide to explore the bottom of St Crispin's well. He will take the book and the cross with him if he decides to do so.

#### **AELFRIC, THE HERMIT**

ATTACK 12                      Mace (d6, 4)

DEFENCES

MAGICAL DEFENCE 3

EVASION 3

*Health Points* 9

The hermit is determined to rid the island of the superstitions surrounding the worship of the sea god. He doesn't realise that there is actually a fearsome

monster in the depths below the pool at the centre of the island.

## **7. SINKHOLE**

On the path leading S to the beacon tower at the end of the island, the party will pass a sinkhole in a clump of bramble bushes. Anyone investigating this further will discover a set of stairs leading down into the darkness. This is the route that the villagers use for getting from the top of the island to the caverns beneath. (Turn to p 168)

## **8. THE BEACON TOWER**

No warning light has been lit here for many years. The remains of the last beacon fire have long since disappeared from the top of the tower and have been replaced by a Giant Eagle's nest. The skeleton of the murdered light-keeper is to be found inside the low door of the tower.

The Eagles will attack anyone trying to enter the tower.

EAGLES	Rank Equivalent 3rd
ATTACK 15	Talons (d6, 4)
DEFENCE 11	Movement: Flying 20m
MAGICAL DEFENCE 3	
EVASION 5	
<i>Health Points:</i>	1st EAGLE 8
	2nd EAGLE 8

## **9. LARGE SINKHOLE**

There is nothing else of interest on the top of the island apart from a large sinkhole in the centre of it. This is fringed with creepers leading down hundreds of feet.

The bottom of the sinkhole is not visible; a pebble thrown down will only hit the water at the bottom of the sinkhole after about three seconds. There is no obvious way to climb down; anyone attempting to do so will have to roll under his Strength rating every 10m of descent down the creeper. If he fails, the creeper he is clinging onto will snap and he will be cast into the depths below. The sinkhole is 50m deep, and there is water at the bottom (see p 173). Any falling damage will only be a quarter of the normal because of the cushioning effect of the water.

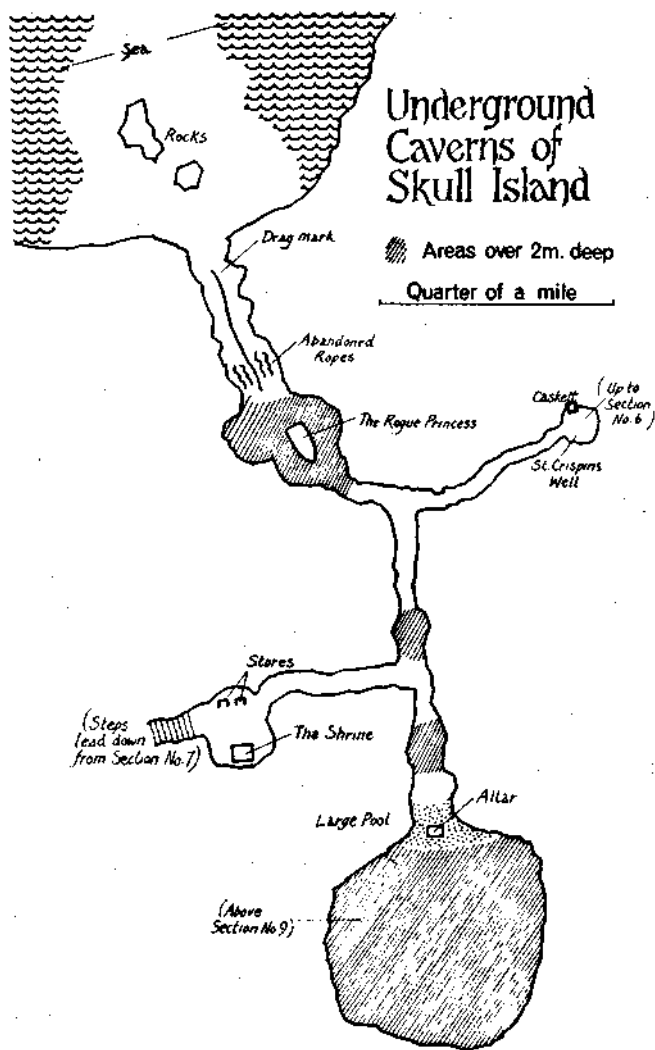
### THE CAVERNS UNDERNEATH THE ISLAND

There are some areas of the subterranean passageways which are covered by water. Areas more than 2m deep are marked on the map. Players may fall into these over their heads. Their swimming chances will be reduced according to the amount of armour they are wearing. The Rogue Princess has been dragged into one of the caverns, its crew have returned as undead zombies who will repulse any attempt to board their ship. Lurking in the dark pool at the bottom of the inky sinkhole at the centre of the island is the dreadful Kraken; the final elven crystal has been taken from the hold of The Rogue Princess and placed on an altar in front of the pool.

### The Cavern Mouth

*The large cave mouth at the end of Teeth is some 15m wide and 20m high. The footsteps you have noticed on the sandbank disappear into the cave. You also notice a single deep groove in the sand that runs into the darkness. There are a number of footprints visible in the sand on either side of the groove.*

Roll for another random encounter at this stage. The groove and the feet marks in the sand have been made



by the villagers of Gullet Hollow dragging the wreck of *The Rogue Princess* into the cave.

The cavern leads on for another 100m and then the party see a green luminous light ahead. Moving closer they see that it is coming from a vast underground chamber, its rocks irradiated by brilliant green lichen hanging in swathes from the ceiling. The floor of the chamber is filled with water. To the party's amazement they see the battered hulk of a merchant ship floating on the water. All its masts have broken off and hang down the side of the ship; the hull has been smashed in by rocks of the reef.

If Rakehell is still alive he will call out to the ship, his voice echoing in the empty cavern. Slowly people will appear on the deck of the ship. He stops shouting when he sees that his ex-crew members are moving unnaturally slowly. Their eyes stare blankly at their former captain.

The party will have to fight the 6 zombie crew members to get onto the main deck of the ship. Someone might try climbing through the rear stern window and into the captain's cabin where the chest containing the Elven Crystal is meant to be.

#### ZOMBIES

ATTACK 10

Cutlasses (d8, 3)

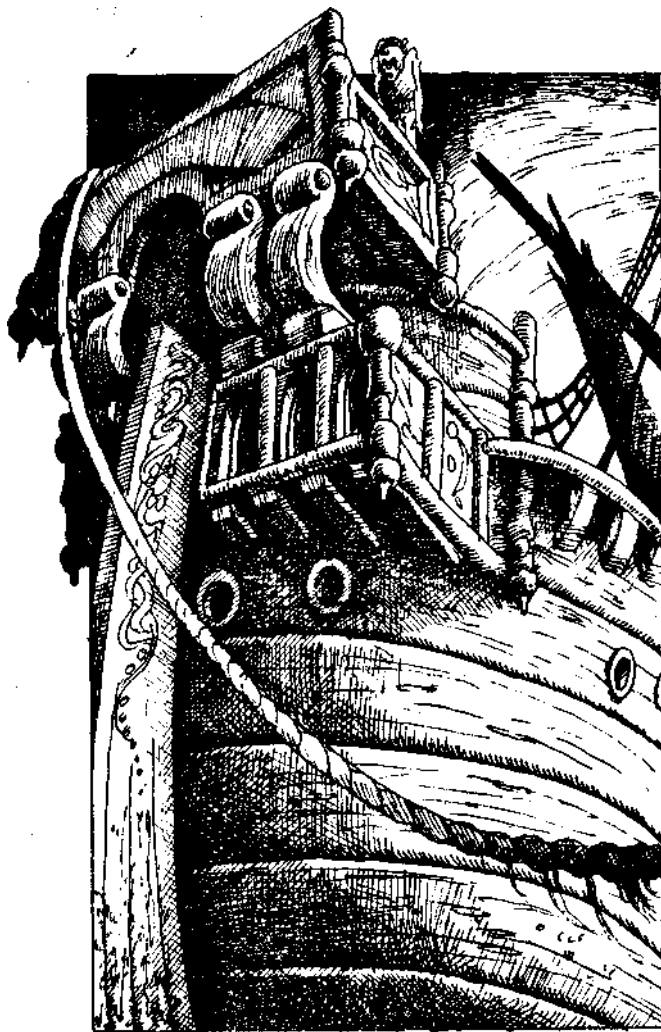
DEFENCE 4

MAGICAL DEFENCE 1

EVASION 1

<i>HealthPoints:</i>	1st ZOMBIE	18
	2nd ZOMBIE	21
	3rd ZOMBIE	25
	4th ZOMBIE	16
	5th ZOMBIE	17
	6th ZOMBIE	20

Rakehell's former crew have no more love for their captain now than they did when alive. Their bodies are covered by the foul weeds of the sea bottom and their skin is all puckered and white where it shows through



the remains of their rock-torn clothes.

The whole ship is waterlogged and the hold is awash. The chest containing the Elven Crystal in the captain's cabin is now missing.

There is nothing else of interest in the cavern.

EXITS: The tunnel winds away into the interior of the island at the back of the cave.

After a while the party reach a junction where the passage splits in two. The main shaft continuing to the right, and a smaller passage to the left. After continuing down the passage to the left for 50m the party will find themselves at the bottom of St Crispin's well. The bottom of the well is covered with corroded coins. They are no longer of any real value apart from 5 Crowns that can be salvaged. There is a corroded jewel casket on a ledge just inside the well, but the casket is now empty. It once held the relic, a small bit of St Crispin's tibula, that conferred the healing properties on the well. The relic is now in the pagan shrine further on down the main shaft of the cavern.

The passage continues for a further 50m and then splits again, the smaller split being on the right hand side this time. After the party follow the smaller of the passages they will find themselves in a pagan shrine room. A flayed stingray skin is stretched above a barnacle encrusted altar on which are displayed various human bones. Offerings of rotting fish are laid out on the floor. The piece of St Crispin's bone from the well is concealed in a vat of stinking fish oil to one side of the room. The villager who has run on to warn the ritual priest of the party's approach will burst through the tunnel leading to the village as the party are searching this room. He is dressed in white robes and is clutching a harpoon.

VILLAGER

ATTACK 11

DEFENCE 5

MAGICAL DEFENCE 3

EVASION 3

Health Points 4

Rank: 1st

Harpoon (2d4, 4 points)

Armour Factor 0

The harpoon is flecked with a weak poison that causes paralysis if a character is wounded.

TREASURE: Even if the party find the fragment of bone in the oil jar, they will not necessarily know that it is a relic. It will however give off a strong aura of magic as well as an unpleasant smell! If the bone is returned to the casket at the bottom of the well, then the spring which feeds the well will suddenly burst into life again filling the bottom of the well with water. The water, if drunk, will restore 1 HP to a wounded or sick character a day.

There is also a jar filled with the *paralysis poison* that the villager had on the end of his harpoon; this will be sufficient for another three doses to be applied to the edges or ends of a weapon.

The tunnel continues on to the edge of a huge underground chamber. It is here that the villagers sacrifice victims to the Kraken in thanks for the wrecked ships that are cast onto the shores of the island. The party will hear ritual chanting from a long way down the central shaft. Eventually they will see a black robed priest in front of an altar just above the water level at the bottom of the hole. He is illuminated by a single white beam of light descending down the central sinkhole of the island. He holds a glittering knife in one hand. Strapped to the altar in front of him is one of the crew members of The Rogue Princess. The priest holds the beautiful orange glowing fragment of the third Elven Crystal in his right hand.

He has nearly finished his ritual incantation: even now the Kraken is rising up from the depths of the ocean underneath the surface of water in the sinkhole. The priest lays the glowing crystal across the chest of the sacrifice and turns to walk back down the tunnel in order to avoid the giant wave caused by the surfacing of the Kraken. He will see the torches of the party if they have not already doused them. If the party have put out their torches they will surprise the priest as he makes his way back down the passageway.



# PRIEST

ATTACK 12

DEFENCE 6

MAGICAL ATTACK 19

MAGICAL DEFENCE 9

EVASION 4

*Health Points 9*

5th Rank Sorcerer

19 Magic Points

Ten rounds will elapse before the Kraken surfaces to take its sacrifice. Three rounds before it arrives the party will feel a violent tremor as something gigantic moves up from the depths beneath their feet and the water at the edge of the pool will begin to wash over the edges.

If the party do not vacate the scene the Kraken will break the surface of the pool causing a minor tidal wave to rush down the tunnel. The tidal wave will move at the rate of 2m per second.

# THE KRAKEN

ATTACK 19

DEFENCE 9

MAGICAL DEFENCE 10

EVASION 2

*Health Points 32*

10th Rank equivalent

Jaws (d10, 10)

The Kraken is a huge sea snake with a ravaging maw that can consume small ships at one gulp. Its sides are covered with spongy growths and sickly weeds. Huge sea worms hang half-devoured in its mouth. Its long snaking tongue can dart out and grasp a man at the distance of 5m. After a successful Attack, the victim will have been assumed to be sucked into the Kraken's maw. The damage that its jaws do is listed above.

The Kraken will attempt to snatch the victim and the crystal laid across the victim's chest if possible. However if it is disturbed by the party in taking the sacrifice it will attack them as well.

## TREASURE:

The third fragment of the elven crystal will fit the other two to make a rectangular glowing stone about 2m x 1m. Once these pieces are fitted together the cracks between them will vanish and the stone will glow with every rainbow coloured hue imaginable. Characters touching it will find that their hands pass right through it. The crystal is actually a dimensional gate through to Scenario 4, **The Dark Hill**.

## Finishing the adventure:

The tide is still in, but the holy man will tell the party of the whereabouts of a fishing boat moored in a small cove on the E side of the island.

The party will find the village uncannily empty. If they enter the inn, however, they will be ambushed by any villagers who attacked the party on the beach and survived.

The party will find the treasure cache of the villagers hidden in a large wine vat in the cellar of the inn. This contains:

Jewels to the value of 3500F

A bale of silk to the value of 400F

Gold pieces (from various countries - worth a total of 2000F)

Two phials of poison (normal strength)

A scroll (The Deathlight spell)

3 potions (Strength, Healing, Sands of Slumber)

# The Dark Hill

## OVERVIEW:

A concluding scenario for anyone who has survived and is in possession of the three crystal fragments of Elvaron the Elf.

*You gingerly fit the three fragments back into one piece. Instead of the intense orange glow that you saw before, the rectangular block that you are left with starts to give off every conceivable colour in the rainbow. Gradually the glowing pattern of colour fades away and the oblong slab of crystal becomes a deep matt black. You feel the cold blast of a wind blowing out of the blackness as if from another world and another time. You pass your hand through the surface of the crystal and feel no resistance. Gradually, you ease all your body through.*

*You find yourself standing in the icy stillness of a moonlit night. In front of you stands a tree fringed burial mound. The rest of the landscape is obliterated by a cloying ground mist. Something tells you that you are no longer in your own time, but have somehow travelled back hundreds of years into the past.*

*The mound in front of you looks like the burial pile of one of the ancient God-kings of the land. As you approach it you see a dark opening in the side of the mound. The edges of the tomb entrance are rimmed with bitter hoarfrost and you feel a terrible chill beginning to take its effect on you. A lichen covered script is etched on the lintel piece of the doorway. You recognise it as being ancient Elvish. It spells out the name of Elvaron. In the distance far away over the mist-covered fields and hedgerows of this ancient time you hear a savage howling; the howling comes ever nearer: then you see looming over a small copse of trees a mile away and outlined by the dying moon the silhouette of a huge demon wolf stalking towards you, its long tongue*

distended, its red eyes burning in the night air. You have no option but to *flee* into the barrow. You rush down peeling, plastered corridors filled with rusted junk, you brush away cobwebs obscuring disused corridors, you feel the sides of the burrow heave as a great weight is brought to bear against it. Earth falls through root entangled ceilings, spattering the curiously etched walls and monuments all around you: the demon-wolf is now burrowing down into the tomb to take its secrets and your souls to the infernal regions of its own plane. You rush onward past leering skeletons chained to dripping walls. Finally you enter a cobwebbed tomb chamber at the heart of the barrow. Suddenly there is a moment of quiet. Lying on a slab in the centre of the room are the skeletal remains of a Great Elf, tattered green fustian still clinging to its mouldered yellow bones. Against the far wall stands a grey granite monolithic statue, wielding a hammer in its hand, it groans on stony joints as it turns round to face you. You are faced with a stone Golem, one of the ancient creations of a vanished race of sorcerers. Next to it lie three shattered crystal shards that correspond to the three crystal fragments that you have collected. A treasure chest stands at the head of the stone sarcophagus on which the skeleton rests. Above you, you can hear the scrabbling of giant paws as the demon wolf begins to scratch away the outer surfaces of the barrow. You will have to fight the Golem to reconstruct the crystal block and return to your own time.

GOLEM	Rank Equivalent: 7th
ATTACK 19	Mallet (d10, 8)
DEFENCE 4	
MAGICAL DEFENCE 5	Armour Factor 5
	(Stone)
EVASION 2	
Health Points 15	Movement 2m

The Golem were automatons constructed by a now vanished race of sorcerers to guard their ancient

secrets. Although they are extremely slow they are constructed of near granite strength hardened clay and will take an extremely long time to defeat. This one was set to guard Elvaron's tomb hundreds of years ago. Elvaron did not want the magical wealth of his tomb to be denied the needy in the future so constructed the Elven Crystal, a device that enabled anyone who possessed one of the blocks to travel to Elvaron's tomb. Unfortunately the first adventurers to do so were spied by the Golem, as they stepped through the dimensional door, and it smashed the crystal block in three pieces, thereby preventing any further use of it. No one has reunited the three pieces since then. The players will have twenty Rounds to defeat the Golem before the demon wolf will burrow down to the burial chamber, destroying both them and Elvaron's treasure forever. The chest contains:

A Torc of Continual Restoration (see The Way of Wizardry, p 105)

A Cloak of Invisibility (see The Way of Wizardry, p 107)

A Ring of Sentinels (see The Way of Wizardry, p 102)

An Elixir Vitae (see The Way of Wizardry, p 90)

A + 3 Sword.

If the elven crystal is put back into one piece, the party will be able to escape through it to their own time.

One blast of the demon-wolf, Fengris's evil, chilling breath after he has broken the burial chamber ceiling will automatically slay anyone within its range.



## Rule 1

### MORALE CHECK

Some hideous monsters when they attack induce an element of fright and panic in their foe. This is simulated in Dragon Warriors by deducting the creatures ATTACK score from the added total of the victims Rank, Strength and Intelligence.

For example, a Forest Harpy with an ATTACK of 9 attacks Balin a first rank warrior with Strength of 16 and intelligence of 10, (making a sum of 27). This means that Balin must roll a 18 or less on a d20 to avoid the consequences of the morale check (it is interesting to note that once Balin is third level he won't have to bother checking his morale when faced with creatures with small attack values such as the Harpy's of 9).

If a player fails a morale check he will flee the battlefield for ten combat rounds before regaining his courage. Players, once they have failed a morale check against a particular creature must automatically make a morale check the next time they meet such a creature (even if the circumstances are friendly). The creature will for this purpose have twice its normal attack value: thus if Balin unluckily failed his morale check in the example above, the next time he met a harpy it would have an effective ATTACK value of 18 when assessing his morale. Balin would therefore have to roll a 9 or less on a d20 to avoid fleeing again.

## Rule 2

### CURSE TABLE

To be cursed: Roll MAGICAL ATTACK of curse vs character's MAGICAL DEFENCE. Characters carrying an holy item such as a relic are immune to all curses and needn't roll.

If a character is accursed during the course of a game, roll once on the table below. Some curses do not take effect immediately. If the curse is a delayed action one, roll again on the table underneath and make a note in your character records: a player who has (he thinks) escaped the effects of a curse will sometimes succumb to some hideous affliction a year after the event! Characters may try to avoid the effects of a curse by never indulging in activities that might lay them open to one of its effects.

- |         |  |
|---------|--|
| 01-05   | Character sustains an 8 point wound during combat practice (delayed action)  |
| 06-10   | Character sustains a 4 point wound during combat practice (delayed action)   |
| 11-20   | Character contracts a disease (delayed action)<br>Roll d20 then consult the disease table (Additional Rules No 3)  |
| 21-25   | Character suffers food poisoning (treat like a medium poison: will occur next time character eats)   |
| 26 - 30 | Character suffers a 6 point damage fall (from a horse, from a tree, the side of a building etc) (This will happen the next time the character is in a fall-risk situation) |
| 31-35   | The character loses his most valuable item (delayed action).   |
| 36-40   | The character loses all the money he is carrying on him (delayed action)   |

- 41-45 If the character is sleeping in a building tonight, the whole structure will be burnt to the ground in a terrible fire.
- 46 - 50 The next mirror the character looks into will shatter and the character will find he has lost 1d6 Looks points.
- 51-55 The character's weapon shatters in the next combat.
- 56-60 The character's armour falls off in the next combat leaving him with no AF.
- 61-65 The character hears a voice whispering in his head telling him he has been accursed and must go on a pilgrimage to a holy shrine to shrive himself: the character will find that his ATTACK and DEFENCE are both temporarily reduced by 1 point. The voice and the bad luck will only cease once he has embarked on a pilgrimage to the nearest shrine.
- 66 - 70 The character exudes an unpleasant odour for one day causing an effective Loss of 10 points. (Delayed action)
- 71 The character loses his sight for one day (Delayed action)
- 72 The character loses his hearing for one day (Delayed action)
- 73 The character loses his speech for one day (Delayed Action)
- 74 The character is turned into a toad for one Combat Round
- 75 The character is turned into a rat for one Combat Round
- 76 The character is turned into a dog for one Combat Round.
- 77 The character is turned into a donkey for one Combat Round.
- 78-83 The next time the character passes underneath the lintel of a door or underneath a leaning ladder something will fall on his head

- causing 4 points of damage.
- 84 - 89 The next time the character passes any liquid equivalent or greater in volume to the mass of his own body (rivers, lakes, wine barrels, but not glasses of water or puddles) he will fall into it.
- 90-91 The next time the character is transported over water by a boat or a ship, that vessel will sink exactly midway between the point of departure and the destination.
- 92-93 The next time the character enters a wood or a forest he will lose his way.
- 94-95 The character is haunted by a ghost (see ghosts in Dragon Warriors, p 91)
- 96-00 The character will lose his next 10 attempts at gambling.

#### **DELAYED ACTION (Roll D100)**

- 1-20 Within one turn
- 21-40 Within one week
- 41-60 Within one month
- 61-80 Within six months
- 81-00 Within one year

# Rule 3

## DISEASES

Here are a few suggestions for diseases that may be contracted in the Dragon Warriors world. Normally, there will be a 5% chance per month of a player contracting one of these diseases, but a short stay in a damp, rat-infested dungeon, or to a city teeming with the plague may increase the chances to 10 or even 15%. If a character has contracted a disease, Health Point and characteristic losses will occur in the small hours of the morning. A character may save against contracting a disease by rolling under his current Strength score on a d20. If he fails he must roll again each day until he either perishes or is cured. If successful, it is assumed he has avoided contracting any disease. There are, of course medicines brewed by apothecaries and magicians that may aid the sufferer, but the first *five* diseases listed below will either require the successful roll under the character's Strength outlined above, or magic to cure them.

All loss of Health Points and characteristics must be considered permanent losses until the player is cured of the disease. Once they have been cured of the disease, characters will recover lost *Health Points* at the normal healing rates, and characteristics (apart from Looks which will be permanently affected) at the rate of 1 point per characteristic per week.

Roll d20 and consult the table below.

Dice roll	Disease	Symptoms	Health Point and Characteristic Loss per day
1-2	Black Death	Discolouration of flesh with purple and black blotches.	Treat the onset of this disease as a strong poison attack - 1 off Strength,

3-4	Leprosy	Loss of teeth, hair and fingers and toes. Yellow pigmentation of skin	Reflexes and Looks. Treat as a medium poison attack. -1 Strength and Looks
5-6	The Pox	Small boils over the skin, sweating and shaking -1	Treat as a weak poison. Looks.
7-8	Swamp Fever	Grey pallor to skin, delirium, hallucinations	- 1 Health Point and Intelligence
9-10	The Ague	Uncontrollable shivering even in hot sunlight etc	-1 Health Point and - 1 Reflexes
11-12	The Wasting Disease	Constant hunger, loss of weight	-1 Health Point -1 Strength
13-14	Influenza	Temperature, cold	-1 Reflexes
15-20	Common Cold	Snivelling	No effect