

HOUSE ON HANGMAN'S HILL

By Jon Mattson

Judges Guild



What is the Secret of the
House on Hangman's Hill?
Only the Dead know, and
They aren't Talking.
This 32 page Book contains
Maps, Tables and Guide-
lines for use with AD&D tm
in this Haunted House
Adventure.
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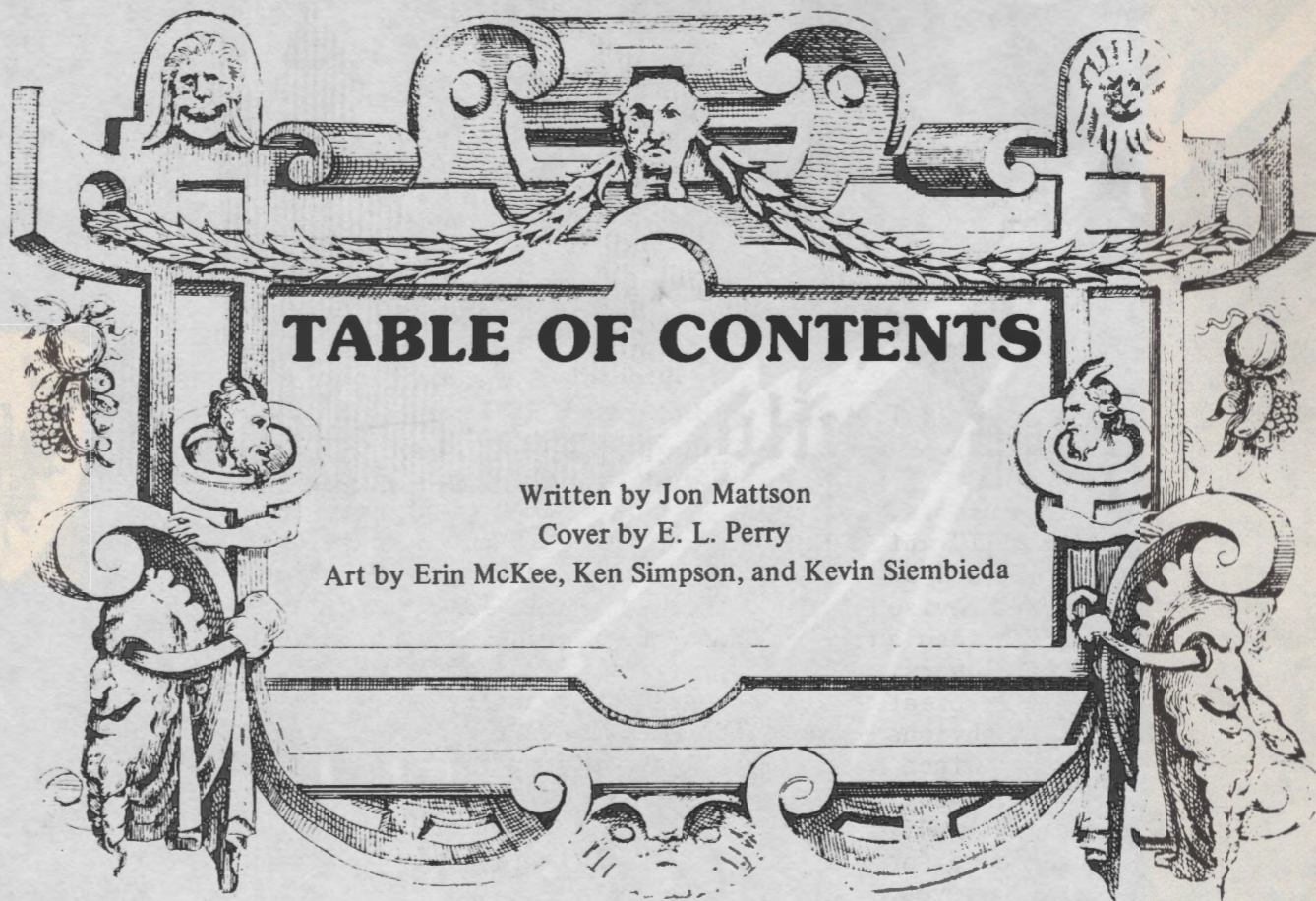


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The House on Hangman's Hill

This adventure is, for the most part, based on the original "House on Hangman's Hill" which has been part of this author's regular campaign for over a year and a half now (as of this writing). Since that time, however, I have revised it to conform with all AD&D rules, and it can easily be incorporated into any AD&D campaign or used simply as a "one-shot" adventure for players.

I originally created this scenario in reaction to the curious lack of what seemed an obvious type of AD&D module on the market: the traditional haunted house. Since that time, I have discovered an exception to this (namely, "Tegel Manor", also published by Judges Guild), however, "The House on Hangman's Hill" continues to be a favorite of players and dungeon-masters alike here, and, besides that, it is the only AD&D module of its type published as yet.

Keeping these thoughts in mind, dungeonmasters should try to "set the mood" for this adventure, occasionally reminding the players of the gloomy atmosphere of the place and so on. While dungeonmastering this scenario, I sometimes turn the lights down a bit (leaving enough light to map by and read this matrix, of course!), or even occasionally put a glass of water under a slowly dripping faucet in the sink (producing a "water dripping in a cavern" effect)-- you would be surprised at the effect this has on imaginative players! In a short time (if you are a reasonably looking over shoulders... Naturally, this is most effective on a stormy night!

Anyway, readers may wonder why I have not included outdoor or dungeon level maps--no, it's not because I am too lazy. Though I do have the house on my campaign maps and so on, I deemed a map showing the surrounding area to be unnecessary with this edition, first of all because the village from which the players will be setting out (Hedgehill if you use this scenario as is) is so close that they might just as well begin the game at the mansion or near it, and second because I designed this module to fit in with the DM's own personal campaign (so he can put the house where he wants it). No dungeon levels have been included because there were none in the original version. In both cases, I didn't think that dungeon levels would fit in very well with this adventure (as you will see for yourself while you read on). Dungeonmasters, may, of course, add their own dungeon levels-- that is strictly up to your own individual tastes.

As a final note, this adventure is recommended for a well-balanced group of about six third or fourth level characters. Lower level groups should not do too badly as long as they are reasonably intelligent and have some past AD&D experience. This is not a "hack and slay" adventure for the most part--careful thinking can often allow the players to avoid circumstances which would normally be too much for low level adventurers. On the same note, the DM may allow more and/or higher level players if he thinks they are going to attack everything in sight (believe me, they are going to need more if they try that!).

Additional Notes

Covered Pit Traps: Unless other wise noted, all pit traps are ten feet deep and are concealed by a trap door which has a 5 in 6 (D6, 1-5) chance of opening-- they do not open automatically because of their aged and rusted condition. Hitting one with a pole has a 50% chance (D6, 1-3) of triggering it; not, however, that the noise from this banging will certainly increase the chances of encountering wandering monsters. There is a 50% chance (D6, 1-3) that the trap door will close again once someone falls in-- otherwise, it will stay open indefinitely. Damage taken from falling in a pit is a straight 1D6 per 10' fallen.

Wandering Monsters: Due to the very nature of the place, the house has few wandering monsters. A roll is made once every three turns to see if one is encountered, with a 1 in 8 chance in the house (on a roll of "8") and a 1 in 6 chance outside of it (on a roll of "6"). If it is daytime, the chances are reduced to 1 in 12 and 1 in 10, respectively. Wandering monsters outside will often be werewolves (at least during the night)-- this is explained more fully below. Those inside the house will be a variety of creatures. Below, charts are given for easy generation of monsters in this adventure.

Outdoor Monsters:

Indoors Monsters:

Die Roll	Monster	Numbers	Die Roll	Monster	Numbers
01-05	Kobold	3-18	01-20	Kobold	2-8
06-10	Goblin	2-12	21-25	Goblin	1-6
11-17	Hobgoblin	2-8	26-35	Hobgoblin	1-4
18-22	Orc	2-12	36-40	Orc	1-6
23-30	Gnoll	1-6	41-45	Gnoll	1-4
31-35	Troll	1-2	46-50	Gelatinous Cube	1
36-45	Undead*	Variable	51-55	Gray Ooze	1
46-55	Wererat	2-7	56-80	Undead*	Variable
56-85	Werewolf	2-8	81-85	Wererat	1-4
86-90	Werebear	1-2	86-95	Werewolf	1-3
91-00	Other**	Variable	96-00	Other**	Variable

*- See Undead Sub-Chart,

**- Roll on normal encounter tables, counting the house as a third level dungeon.

Undead Sub-Chart

<u>Die Roll</u>	<u>Monster</u>	<u>Numbers</u>
01-20	Skeleton	1-6
21-35	Zombie	1-4
36-50	Ghoul	1-4
<hr/>		
51-65	Shadow	1-3
66-75	Wight	1-2
76-78	Ghast	1
<hr/>		
79-82	Wraith	1
83-95	Spirit*	1-3
96-00	Re-roll on above charts.	

*- "Spirits" are non-corporeal undead, rather like minor ghosts. They are extremely frightening to behold, and anyone seeing one must make a saving throw versus spells (wisdom bonus applicable) to avoid fleeing in panic for 2-8 rounds. Spirits do not attack (other than frightening opponents) but cause 1-3 points of damage to anyone touching them. They do not take damage in combat either. A Spirit can be turned by a Cleric--they are treated as Shadows for purposes of such attempts.

Note that these charts are for use during the night. During the day, the normal AD&D charts can be used outside, and inside there won't be much of anything, wandering monsters or otherwise (which is why the players will probably wish to explore it at night).

The Werewolves: The predominant species of monster (at least at night) in the Hangman's Hill region is the werewolf. These creatures roam the area in fair sized packs, attacking intruders and meeting to make "war plans" in the woods around the house. Fortunately, they seldom attack the nearby village of Hedgehill, but they provide a constant threat to anyone in the time wandering around outside of the house.

Background

Note: The dungeonmaster may let the players find out bits of this information from the local people, or he may simply read out this entire background to them (assuming that they would have heard rumors themselves and so on). The exact amount of information the players may know is completely up to the dungeonmaster, and he may change this background to fit the adventure into his own campaign as he desires. I suggest that you let the players find out some of the information for themselves, especially about the werewolves in the area--the locals might not tell the players about these so as not to discourage them from exploring the house.

On an ancient ridge (now called Hangman's Hill by the locals) stands an old and mysterious manor. It is rumored, though not often in the hearing of strangers, that this mansion was once owned, perhaps centuries ago, by a mighty sorcerer, who disappeared there in some evil magic of his own doing.

For many years, the mansion stood deserted upon the hill like some bleak sentinel awaiting its master's return, for none of the people from the nearby village of Hedgehill dared to enter its enigmatic grounds. Finally, many years after the old sorcerer's demise, a stranger wandered into Hedgehill, asking about "the old house on the hill". Of course, the villagers told him many of the legends about the house and warned him not to enter its forbidding grounds, but, rather than heed their warnings, he seemed to become all the more interested in the mansion, and eventually, when he discovered that no living person would lay claim to it, he moved into it himself.

From that time on, the people began to see strange glowing lights and hear eerie wailings and growlings, all seeming to originate from the mansion on the hill. One villager, his curiosity getting the better of his fear, went up to investigate the house-- the people found him, several days later, by the road leading up to the hill. He was apparently physically unharmed, but he acted as if in a trance, not seeming to see or hear anything around him.

Finally, urged on by anger and fear, the people banded together and marched up to the mansion to "discuss" the matter with the stranger. Though the odd fellow insisted that he was innocent and had nothing to do with the strange happenings, the people decided to try him for witchcraft and use of black magic. Naturally, their fear and anger blinding them, they found him guilty, and he was hung the next day at dawn.

It is said that on that night the strange sounds returned with a vengeance, and the eerie lights flashed so as to make it as bright as day around the mansion at times. The horrified townspeople hid away in their tiny cottages, fearing to even peek out a window, and sure that at any moment all the demons that ever existed would attack the village. Yet, when the day broke bright and early the next morning, the cacophony faded away and the people dare stir from their houses. Towards noon, a small group of cowering villagers made their way up to the mansion to investigate it, yet they could find nothing out of the ordinary. Indeed, the next night was the most peaceful that had been had in ages, and from then on nothing more was heard from the mansion on the hill, the ridge that had become known as "Hangman's Hill".

But the people were cautious. Though things soon returned to normal and the years quickly passed, occasionally one could not help but look towards the house and have to suppress a shudder. Though the people said they no longer feared the mansion, they were, in truth, still living in its shadow. Thus, it was inevitable that, as new people began moving into the village and the older ones, those who remembered the legends as truths, began to fade away, someone would attempt to rectify the situation. It was the new mayor who finally declared that the mansion should be torn down, and the old legends and fears laid to rest. It was decided that, within a week, exactly fifty years after the poor stranger had been hung on the desolate ridge, the building would be destroyed.

This proved to be much easier said than done. The first group of men who tried to follow the mayor's orders found the building to be quite invulnerable to fire or similar means of destruction, and, when they tried battering the building down, their tools began attacking them as if they had minds of their own. This was not the worst of it, for fifty years, to the day, after the stranger had been killed, the sounds and eerie flashes of light returned and have not stopped since (note, however, that they will stop when anyone enters the grounds of the mansion). To make matters worse, there



were reports that a large band of werewolves had moved into the area, seemingly attracted by the evilness of the manor. The people once again felt the terror of the mansion that their ancestors had, now added to the fear that, at any time, the werewolves might decide to attack the village.

Out of desperation, the mayor called together a group of hardy adventurers (from other villagers, of course) and sent them to explore the ancient building. They never returned, and as if that wasn't bad enough, it only seemed to increase the frequency of the strange goings-on.

Now the villagers have once again gathered together a group of valiant adventurers who will explore the manor and hopefully find an explanation to the eerie happenings, not the least of these being the disappearance of the first group. If the adventurers (the players, of course) succeed, the people will finally be freed from their age-old fear, and they will be more than happy to pay the explorers for their troubles (figure about 250 GP per survivor; the exact amount is, of course, up to the DM). If they fail, the villagers will quite probably give up hope and be forced to leave their homes, and the chances are good that the adventurers will never be heard from again.

Thus, the adventure begins just outside of the mansion, the explorers having scaled the ridge successfully. It is night time, for the villagers insist that all is quiet near the mansion during the day and it would be pointless to search it then. The adventurers notice that the weird sounds and eerie lights have faded away as they approach the house, almost as if it is welcoming them to enter its shadowed doors. As they advance toward the manor, many questions race through their minds. That is causing these eerie happenings.... and what of the original group of explorers?

Note: The original group consisted of four explorers: Two Human Fighters (3rd and 4th level), an Elven Magic-user (3rd level), and a Dwarven Cleric (2nd level). As the DM will know, only the Dwarf survived (don't tell the players this, of course--let them find out for themselves).

Room Key:

Unless otherwise noted, all rooms are made of wood (quite hard, and nonflammable due to the moisture on it) and stone (on the floor for the most part). The air in the building is dark and musty, and the walls and ceiling are practically dripping with condensation in some areas. The air has a sort of heavy, silent feel about it, and the corners of the rooms seem to cling to the darkness even when torches and lanterns are lit.

During the day, the building appears much the same as any other large, very old mansion, and seems to be quite deserted of life.

Below is a list of abbreviations used for monsters in the room key and explanations of each:

HP: number of hitpoints each monster can take.

AC: armour class of monster.

D: damage per hit monster makes-- note that this also indicates the number of attacks per melee round the monster can make (i.e. 1-4/1-4 would indicate that it gets two attacks per round, and each hit does a possible 1-4 points of damage).

HD: monster's hit dice-- used to find saving throw column and hit chart.

EXP: experience awarded for killing each monster using the AD&D system-- note that in cases involving multiple creatures, the experience for each one is listed in the same order as hitpoints.

Special attacks and abilities are also listed for some monsters.

1. This room appears to be quite empty of life. There is a lot of dust and some old bones and rags on the floor, however, in addition to a skeleton (propped up on a spear which is sticking in the ground) which is facing the east (entrance) door.

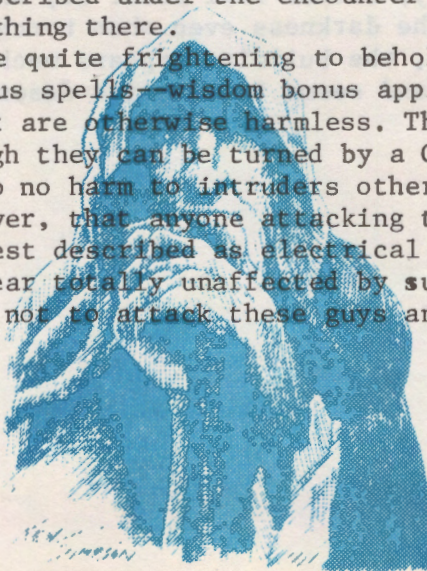
DM Only: The skeleton is inanimate, so there is no danger of it attacking. However, a few seconds after the room is entered (from the door on the east wall), the skeleton will emit a long, agonized wail and two glowing red spots will appear in its eye-sockets, staring at the intruders. It will then cry out:

"Pass these bones, heed not this cry,
And all who enter shall surely die!"

It will do nothing else, and if someone tries to destroy it (as will quite probably happen), it will let out a blood-curdling shriek but will be easily pulverised. Note that, if it is destroyed, it will magically reassemble after 1-3 turns as soon as the intruders leave the room. There is nothing else of interest here.

2. This room contains the remains of three corpses to the southeast. There are three Spirits (as described under the encounter tables) surrounding them, apparently guarding something there.

DM Only: The spirits are quite frightening to behold (each viewer must make a saving throw versus spells--wisdom bonus applicable -- or flee in panic for 2-8 rounds) but are otherwise harmless. The spirits themselves cannot be harmed (although they can be turned by a Cleric-- treat as Shadows), but they can do no harm to intruders other than to frighten them away either. Note, however, that anyone attacking the spirits will suffer 1-3 points of damage-- best described as electrical damage-- per hit made, and the spirits will appear totally unaffected by such attempts (the players should have enough sense not to attack these guys anyway).



The spirits are guarding the three corpses (their bodies in life), two of which wear leather armor and one of which is in chain (normal, not magical). There is a pouch with 20 GP beside one of the leather-armored corpses, and a sword and a small box by the one in Chainmail (the Sword being beside it, the box being clutched in its Skeletal Hand). The Sword is a normal longsword and has no special abilities. The box is locked (no trap--they key is hidden in the boot of the chainmailed corpse) and contains 25 GP, 5 PP, and a ring (Feather Falling). The spirits will wail and yell at the players if the treasure is taken, calling them thieves and robbers, and cursing them (which will, of course, do nothing, but should give the players something to think about.)

3. At first glance, this room appears to be full of great treasures. Mounds of gold, platinum, silver, electrum, and copper coins are scattered about the room, topped with gems, jewelry, and many other valuable items. However, players won't see it for long-- the second anyone steps into the room he appears outdoors near the east entrance!

DM Only: This room is actually nearly empty. The coins are an illusion, and the door is a type of teleportation device. Players may look at the treasure as much as they want from outside of the mansion near the east door. Note that the secret door on the west performs in much the same manner. The key to entering this room is to go through one of the entrances in a group of two or more people: The door can teleport only one person at a time (dice to determine which one randomly), so the others will be able to enter the room. They will then discover that the treasure is an illusion (attempting to touch it will reveal this); however, there is a Clerical scroll (of Exorcise) which appears to be buried under the illusionary treasure-- it is quite real, though only touching it will reveal this.

4. This room appears to be practically empty. It contains but a few old bones and a lot of dust, only disturbed in one spot to the north. Here it looks as though a struggle may have taken place not long ago, for the loser of the battle (or, rather, his skeleton) is here, gripping a sword in his hand and wearing the remains of chainmail.

DM Only: There is only one thing of importance about this room. No Elves can enter it no matter how hard they try or what they do. There is no obvious barrier across the entrance, but any of elf blood who tries to enter the room will find that he cannot he will move slower and slower as he moves closer to it eventually becoming unable to move any further forward (though he can move away from it again freely enough). There is no saving throw for this effect. A *Detect Magic* will register strong magic here, particularly about the doors, and if the players have some means of determining its nature, they will discover that each door has a magical barrier across it. There is nothing else of interest in the room-- the skeleton is quite inanimate, and the sword is a normal longsword.

5. This room contains three ghouls who are "arguing" over the remains of one of their victims. They won't hesitate to add a hit of fresh meat to their diet, however. The room appears to be empty otherwise, except for a small heap of rubbish in the northwest corner and bones scattered about the area.

DM Only: As mentioned above, the Ghouls will immediately attack intruders.

Note that there is a 10' pit trap in the room (see map for location)-- anyone falling into it will immediately be pounced on by the ghouls (the DM should determine if the person or persons falling in are stunned-- the Ghouls will get a free attack round on stunned individuals). The rubbish heap to the northwest contains the remains of the ghouls' previous victim, as well as any supplies are two small boxes and a small sack containing 15 GP. The boxes are not locked and contain the following:

1st Box: Rusted dagger; bottle of clear liquid (flat-tasting water); 24 SP.

2nd Box: Small, silver cross (worth 10 GP.); Prayer beads; One stick of incense; 5 CP.; Small candle (Candle of Invocation-- has about two hours left and is of chaotic good alignment).

Ghouls: HP: 11, 10, & 6; AC: 6; D: 1-3/1-3/1-6; HD: 2; EXP: 87, 85, & 77;
Note paralysis touch (does not affect elves).

6. This room is quite dark but appears to be empty of life when first entered, containing only dust and a bit of rubbish (old bones, rags, etc.). However, closer inspection will reveal that there are several glowing red lights to the northwest.

DM Only: The glowing lights are caused by three Fire Beetles which have become rather adept at luring prey over to the pit trap in the northwest corner of the room (see map for exact location). It is like any other pit, but is 20' deep and contains three mangled skeletons (there is a small leather pouch near on containing 25 GP.-- other than this they have only rusted and broken weapons and armor). Fire Beetles will immediately crawl into the pit once someone falls into it, attempting to finish off anyone who survives the fall. The only real treasure in this room is hidden away in a secret compartment on the north wall near the bottom of the pit. Here there is a locked chest containing 135 CP, 52 SP, and a Dagger plus 1.

7. This room has a window (covered with dust and grime) on the west wall, so it is lit faintly (by moonlight or whatever). It contains, in addition to a lot of battered furniture, three skeletons diligently guarding what appears to be a corpse to the southwest.

DM Only: The Skeletons will immediately attack any intruders who enter the room, though they will ignore anyone at the door. The corpse is of their former master (though it is now decomposed beyond recognition) whom they ordered to guard. The only treasure in the room is a clerical scroll (*Dispel Magic*) which is hidden in a secret compartment in a staff (lying beside the corpse). The staff itself is non-magical, but it will radiate magic faintly from the scroll inside it (this should give the players something to think about). There is nothing else of interest on the corpse (just ragged and moldy clothes, wrecked weapons and supplies, etcetra), and the furniture in the room (chairs, tables, a small shelf, and so on). Most of it is damaged beyond repair.

Skeletons: HP: 5, 7, & 8; AC: 7; D: 1-6; HD: 1; EXP: 19, 21, & 22.

8. This large room looks as though it was never really finished. The walls are of rough stone or something similar and have a carved look about them. The only things in here are four ghouls.

DM Only: There are actually three Ghouls and one Ghast (the leader of the pack). They reside here between hunting expeditions, so closer inspection

will reveal a few gnawed-on bones, bits of armor, clothes, and weapons, and so on, scattered about the room. The only treasure here (also scattered about the room) are a few copper and silver coins (24 CP. and 8 SP. to be exact). There is one other piece of treasure, but it is somewhat difficult to find: a magical arrowhead is stuck in one of the ghouls (the one with 10 hitpoints). When it is attached to a normal shaft it will make a plus 1 arrow.

The ghouls are aware of the secret entrances in the room (naturally, since these are the only way they can get in or out) and they often use them to surprise passers-by. Thus, they will not usually be surprised by anyone entering the room.

Ghouls: HP: 10, 7, 11; AC:6; D: 1-3/1-3/1-6; HD:2; EXP: 85, 79, & 87; Note paralysis touch and immunity to *Sleep* and *Charm* attacks.

Ghast: HP: 23; AC:4; D:1-4/1-4/1-8; HD:4; EXP:282; Note paralysis touch, nauseating stench, and immunity to *Sleep* and *Charm* attacks.

9. Anyone entering this room will have little time to notice its contents at first, for they will immediately be pounced on by 1 to 3 kobolds (plus 2 chance of surprising intruders).

DM Only: This is a sort of "headquarters" setup for a band of Kobolds, who long ago realized that it would be impossible for them to survive in this area individually. They have two main entrances on the west part of the room and a secret "back door" escape route to the southeast. From here they plot raids into the rest of the mansion for food and captives, and, in very cases, into the nearby village of Hedgehill for the same reason.

There are seventeen Kobolds in all (sixteen normal and one leader), and they are mostly armed with Shortswords (1-6;1-8) and Spears (1-6;1-8). There will always be 1 to 3 guards on each entrance, and the slightest commotion at any of these points will alert the whole force. The kobolds will fearlessly attack intruders; however, they will only follow a group out of their lair if it is fairly small (say about four men or less) or obviously in bad shape. In the latter case, they will send two scouts out immediately to follow the group, followed by a large band of 3 to 12 kobolds to attack them a short time later.

The room itself is sparsely furnished with a few chairs, a makeshift throne, some cooking pots and fire pits, a lot of rubbish (old bones, rags, and so on), a large stone conference table, and three battered old chests (piled up by the throne in the grotto to the south). The chests are all locked and contain the following:

1st Chest: (no trap) Old furs and skins (too tattered and moldy to be of any real value); Two silver-tipped arrows (not magical); Leather pouch with 12 GP.

2nd Chest: Trapped! There is a *Fire Trap*-like charm on the lock, so that anyone opening it without first removing the tiny needle trigger mechanism will cause it to burst. This explosion will do only 1 point of damage to anyone within then feet, or 1-6 points to the opener of the chest. In addition, it will melt the lock so that it is sealed permanently (the chest can, of course, be smashed open but this may damage its contents). Anyone holding the lock when it is melted will have a 70% chance of having the locked fused to his hand (the exact results of this are left to the DM), in addition to taking the previously noted damage.

The chest contains: more skins and furs (see 1st chest); 14 GP; 34 SP; 12 CP. Reddish potion (Herosim-- note that rough handling of the chest will necessitate a saving throw for the potion to see if its bottle was smashed).

3rd Chest: (no trap) Dagger plus 1; 4 GP; 16 SP; A fine, if slightly old gray cape (non-magical); A very old book ("Best Recipes of the Shire: A Halfling's Holiday Cookbook").

Kobolds: HP: 1 (x3), 2 (x3), 3 (x6), & 4 (x4); AC:7; D:1-4 or by weapon (see above); HD: $\frac{1}{2}$; EXP: 6 (x3), 7(x3), 8 (x6), & 9 (x4)-- Total- 123.

Leader: HP: 4; AC: 6 (he carries a small shield); D: 1-6 or by weapon (see above); HD: $\frac{1}{2}$ (fights as 1 dice monster); EXP: 14.

10-A. This room appears quite empty when first entered. There is some dust in it, as well as a few pieces of old bone and cloth, but it is otherwise devoid of interest.

DM Only: The players will be in for a few surprises. First of all, closer inspection will reveal that the walls are coated with a silvery substance which makes them very reflective (almost like mirrors). Needless to say, this is somewhat confusing (even more so if the players see the reflection of their own torches or lanterns and think that it is another group of people), and, to make matters worse, the ceiling has the same substance on it. The door on the north wall will be difficult to find (count as a secret door with a plus 1 chance of finding it) since it tends to blend in with the rest of the wall. From the inside, the south door is the same.

The second problem is the door on the north. Anyone passing through it will feel a slight tingling sensation and will feel a little dizzy (this is, in fact, caused by a bit of gas issuing from the door, although this gas cannot be detected by most normal means). This means absolutely nothing, but it will confuse the players that much more when they enter room 10 B.

10-B. Looks exactly like room 10-A but in reverse (i.e. it looks as 10-A would when seen through a mirror). This, along with the unusual door, will cause the players to think that room 10-A has moved around and that they are still in it, or perhaps that the door leads to some sort of mirror dimension or something similar. The door on the north will reinforce this; rather than leading outside the house as the map would indicate, it appears to open into corridor heading north, exactly like the corridor which is south of room 10-A but in reverse. However, if someone tries to walk through the door into the corridor, they will end up outside of the house (as shown on the map) with no visible means back in (the door cannot be seen from the outside, which is why it is drawn only on the lower portion of the wall on the map.) The corridor is simply an illusion, and to those in the room anyone attempting to walk through it will simply disappear from sight.

There is nothing else special about these two rooms-- they are simply time wasters (giving a chance of encountering wandering monsters) and puzzlers.

11. There are six Giant Rats here, feasting on the remains of what appears to be a Kobold.

DM Only: Nothing here. The rats will not usually attack unless provoked. There are 18 CP scattered about the area, as well as a small pouch by the kobold containing 2 GP.

Giant Rats: HP: 4,2,2,1,1, & 2; AC: 7; D:1-3; HD: $\frac{1}{2}$; EXP: 11,9,9,8,8, & 9; Note that bite cause serious disease 5% of the time (saving throw applicable).



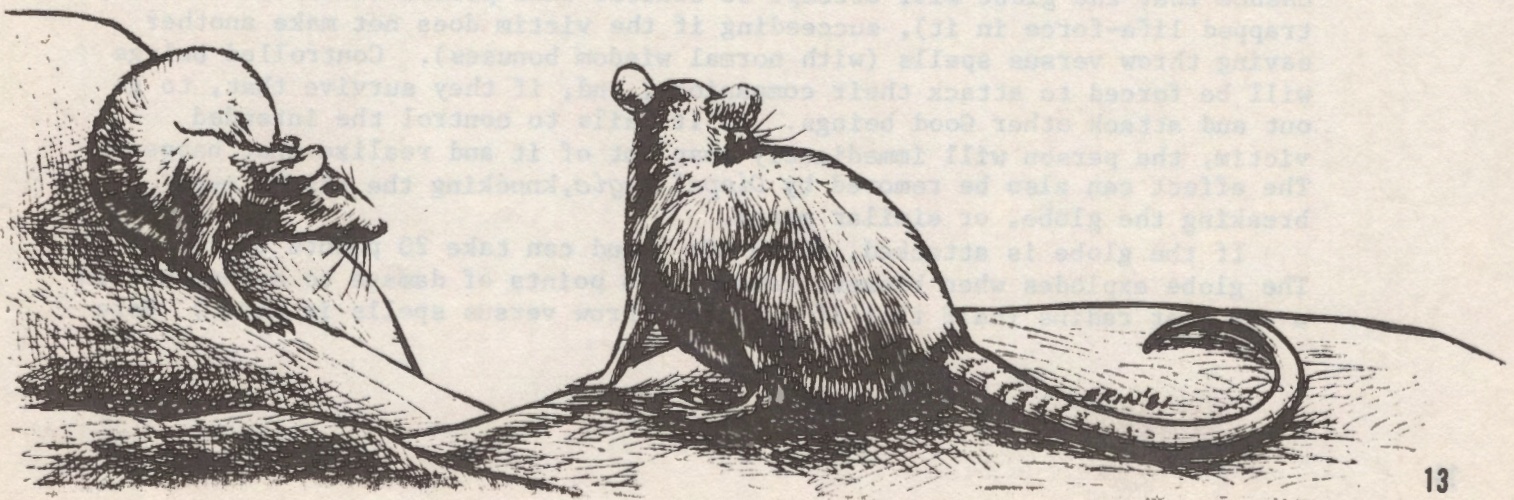
12. These areas appear to be small rooms or dead-end corridors from a distance. Several things can be seen in them.

DM Only: Though these rooms appear quite open (except for "B") when first seen, a portcullis (indicated by "___" on the map) will suddenly drop down about one melee round after the area is entered, sealing the unfortunate victims inside (normal Bend Bars and Lift Gates attempts are allowed). The portcullis will stay down for two to four weeks (long enough for someone to starve or dies of thirst) before raising again. Each "cell" contains the following:

A...A bit of dust and a few scraps of cloth and bone-- otherwise empty.

B...(Note that portcullis is already down) One half-starved (or more so) Dwarf Cleric (N.P.C.). He is unconscious and is nearly dead of hunger and thirst. Water and food will revive him, but it will be several turns (at least 1-3) before he is well enough to speak, and even longer before he will be able to move by himself. Questioning will reveal that he is a member of the original group of explorers who were sent to investigate the house (see Background). He will be quite willing to travel with the players, as he became separated from his own group while fighting some kobolds (from room 8 to be exact) and he wishes to see if they have fared any better than he has. See "Notes on Original Expedition" at the end of the room key for more information on this character.

C...Two skeletons of former "Occupants". There is no treasure around them other than very old and damaged pieces of normal "dungeoneering" equipment (rusty weapons, tattered sacks, broken shields, moldy rope and food, etc.). Note that there is a secret door on the south wall of this cell.





13. This large room is quite dark and eerie. Due to its size, torches will not light up the entire area (unless situated at different points in the room) and, besides that, the room seems to almost cling to the darkness. The room appears devoid of life, but it does contain a flight of stairs going upwards and a large pillar-like object.

DM Only: The stairs lead up to a tower (see map) and are otherwise unimportant. On closer inspection, the pillar is made of a marble-like substance and has intricate carvings on it (spirals, lines, patterns, etc.). It is topped by a large, slightly flattened globe, nearly half of which appears to be imbedded in the pillar. The entire structure stands about four and a half feet tall. The globe glows in various interweaving colors producing patterns and shimmering cloud effects. Because of this, anyone looking at the globe for more than a brief glance must make a saving throw versus spells or be held there for two to five rounds gazing at it (note that each character has only one chance of being affected-- after he has made the save once, he will not need to again). If this occurs, there is a 25% chance that the globe will attempt to control that person (there is an evil, trapped life-force in it), succeeding if the victim does not make another saving throw versus spells (with normal wisdom bonuses). Controlled beings will be forced to attack their companions, and, if they survive that, to go out and attack other Good beings. If it fails to control the intended victim, the person will immediately snap out of it and realize what happened. The effect can also be removed by *Dispel Magic*, knocking the player out, breaking the globe, or similar means.

If the globe is attacked, it is AC: 4 and can take 20 points of damage. The globe explodes when broken, causing 1-6 points of damage to anyone within a ten foot radius (half that if a saving throw versus spells is made.) Note

that attacking the globe may necessitate looking at it and risking being controlled.

The only treasure is inside the globe: an emerald-like gem worth 200 GP.

14. This room contains some mangled furniture-- including two chairs, a desk, and a battered cauldron (hanging from the roof to the northwest)-- but appears to be empty of life.

DM Only: The chairs are normal-- nothing special there. The cauldron is empty except for a green film which is around the edges of it. Tasting this substance will necessitate a saving throw versus poison or the taster will take 1-4 points of damage. The substance has no other effect. The desk has three drawers, two of which have been broken open and looted. The third drawer is jammed shut and smashing it will produce no results (it is quite unbreakable). It may be forced open (use same chance as opening doors) or a thief may attempt to open it (same chances as Open Locks). A *Knock Spell* or similar magic will open it with ease. The drawer contains some old papers and a spider which will bite anyone foolish enough to stick his hand in the drawer unguarded. The papers are mostly worthless and make little sense, but there is a magic-user scroll amongst them *Spider Climb* and *Feign Death*. The room contains nothing else of interest.

Spider: HP: 2; AC: 10; D: Poison; HD: 1/2; EXP: 32; Note that poison bite does 1-4 points of damage if saving throw versus poison is made, 2-8 points with a 10% chance of death otherwise.

15. This room appears to be empty of life when first entered. The battered and dusty pieces of furniture here would indicate that it was probably a large living room or study at one time.

DM Only: Several symbols have been used on the map to indicate where the various pieces of furniture are:

- CH- Chair, usually wooden with intricate carvings.
- B- Book shelves, contain many battered, torn, and otherwise mutilated books--most are worthless, but see note below.
- C- Counters/sideboards-- have nothing on them except dust.
- T- Table--has a large, broken jar on it and a lot of dust.
- S- Sofa/divan-- more than a little demolished.
- F- Fireplace-- not that there is a secret entrance in the back of it leading to room 22 (minus 1 chance of detecting).

There are only two things of interest here. First of all, there is a rather cowardly goblin hiding behind the sofa. He will not attack, and, if discovered, he will either try to run or to plead for his life, saying that he would make an excellent guide (naturally, he will try to lose the group or get them killed at the earliest opportunity). He will fight only as a last resort.

Secondly, though most of the books in the shelves are worthless, among them is a scroll (Magic-user type: *Magic Missile*). However, it will take a great deal of searching to find it unless a *Detect Magic* or similar spell is used.

Goblin: HP: 5; AC: 6; D: 1-6; HD: 1-1; EXP: 15.

16. This large area appears to be an altar room. It contains a large statue of a demon-like being (possibly a Type VI Demon) to the west, with a huge fire pit in front of it. In front of this is a large slab of stone with red-brown stains on it (no doubt for sacrifices) and the "caretaker" of the area--a strange old fellow in black clothes (wearing a cloak) chanting before the idol.

Beside him stand two other odd looking fellows.

DM Only: The old man is, of couses, an Evil Priest, and this room was the religious shrine of the mansion before the owner was killed (the Priest has since moved in). The two "odd looking fellows" are, in fact, zombies. If the Dwarf Cleric (N.P.C.) from room 12-B is with the group, he will recognize the zombies as once having been the two fighters from his original group (though they are looking rather grisly now). The Priest will send the zombies to attack any intruders (getting more sacrificial victims or zombie material as it were) and will help them if need be. Normally he carries a mace for a weapon; however, if hard-pressed, he will attempt to get a Staff of Striking out of his treasure chest to use against intruders (it has only 7 charges remaining-- he has obviously had to use it quite frequently). The only treasure in the room is 10 GP (in a pouch on the Priest's belt) and a chest which is near the idol. The chest is locked and has a poison needle in the clasp (the Priest is aware of it and will not be effected by it)-- anyone unaware of its presence has a 50% chance of hitting it (saving throw versus poison or killed). The chest contains 100 GP, 52 SP, 340 CP, an Azurite (worth about 10 GP), and the aforementioned Staff of Striking. If the Priest and his minions are killed, an evil-sounding laughter will be heard in the background (this means nothing, but should worry the players).

Evil Priest: Level: 3; HP: 17; AC: 7; D: With Mace: 2-7/1-6, or with Staff of Striking: 4-9, 7-12 or 1--15; EXP: 218; Spells: *Curse, Cause Light Wounds, Cause Fear, Detect Good, Spiritual Hammer, and Chant* (has wisdom of 15 and *Wisdom Bonus Spells* have been included).

Zombies: HP: 8&10; AC:8; D:1-8; HD:20 EXP:36 & 40; Immune to *Sleep, Hold, Charm* and cold-based attacks.

17. This room appears to have been a sort of dungeon area at one time. It has many skeletons chained up along the walls, along with a few more recent rotting corpses. There is a large, battered chest by the east wall, and near it is a sickly puddle of some multi-colored liquid by a smashed jar. There are four ghouls fighting over and eating the remaining corpses.

DM Only: The ghouls are already quite satiated from the corpses in the room, so they will not usually attack unless provoked as long as the group does not move too far into the room and backs out very slowly (there is a 25% chance that they will attack anyway).

The chest is locked (no trap) and contains only some miscellaneous weaponry, armor, and torture chamber-type devices. However, among these things is a Longsword plus 1 (no other special abilities). The puddle of liquid is some of Nolzur's Marvelous Pigments from out of the smashed jar---if scraped up there is only about one quarter of a normal jar left.

Note that if the Dwarf Cleric (N.P.C.) from room 12-B is here, he will recognize one of the corpses as being that of the Elf Magic-user from his original group.

Ghouls: HP: 4,5, 10&13; AC:6; D:1-3/1-3/1-6; HD: 2; EXP: 73,81,85, & 91; Note paralysis touch and immunity to *Sleep* and *Charm*.

18. This room is similar to room seventeen (above) in that it appears to have been a sort of prison at one time. There are a lot of skeletons chained up on the walls, and quite a few on the ground that look as though they were torn down. There are about ten large rats scattered about the room, but they will all flee if someone enters the area.

DM Only: Nothing special here--- all is as it appears.

19. This room appears very puzzling indeed. Scattered about it, with an odd degree of organization are many corpses in various stages of decomposition (from skeletons which are hardly more than dust to bodies which could have been killed only a few hours ago). Closer inspection will reveal that they are in order from apparent oldest to most recent, and they all have a sort of shadowy look about them. Also, a small silver plaque with inscriptions on it is in front of each one. Furthermore, when the room is entered and the players have moved toward the center of it, they will notice that there appears to be a mirror on the north wall being guarded by two figures in jet black cloaks and hoods, each holding what could be a sickle across the mirror. DM Only: If anyone touches a corpse they will be in for a surprise. All of the corpses are in varying degrees of etherealness, from the skeleton/dust which cannot even be felt to the most recent corpse which has only vague substance to it. Each plaque has a number on it, from one (the Skeleton/Dust) to twenty-three (the most recent corpse), and a word ("this", "chose", "fate", etc.). If the words are read in order from first to last, a poem or riddle will be evident:

"They chose one too many,
So such was their fate;
If you see this clue,
They Chose"

Nothing else can be made of this. Note that if *Detect Evil* or *Detect Magic* is used, they will register very positively. Due to the etherealness of the remains, a *Speak with Dead* spell will be of no use here.

The "mirror" is, in fact, a type of secret door (as shown on the map). However, to pass through it, one moves right through the mirror (it is similar to a Phase Door), and, to do this, the players must get the cloaked figures to move their sickles aside (it will not work otherwise, even if players slip by the figures).

On closer inspection, these beings appear to be large, Shadowy Skeletons (they are, in actuality, minor Deaths). They will never attack intruders; however, they are not themselves subject to attack, nor can they be turned by a Cleric. If players try to use force to get by, the beings will simply ignore them, and any attacks will be in vain (the creatures are non-corporeal). However, if characters ask to pass, one of the Deaths will ask in a raspy voice: "For what reason do you wish to pass? Do you seek answers, truth, or merely the satisfaction of your curiosity?" If the players answer, the Deaths will probably let them through: the percentage chance of this is based on their answer to the above question: Answers: 90%; Truth: 70%; Curiosity: 40%; Any other answer: 10%. In any event, if they are not allowed through, the Deaths will totally ignore them from then on.

20. This room is enchanted and is very dark and eerie, regardless of how many torches or lanterns are brought in (they will light up only the area directly around them for a few inches). A *Light* or *Continual Light* spell will work, but for a shorter duration (1 round-- hardly more than a flash--and 6 turns respectively). The room appears empty except for a lot of cobwebs and a large pedestal to the north. On this pedestal is large skull, and just below this is a small silver plaque which reads:

"Knock three times and I shall speak,
Answering questions, the knowledge you seek;
Three questions I'll answer and then no more,
But be wary explorers and watch the door,
For into this darkness you dare creep,
Disturbing me from eternal sleep."

DM Only: Sure enough, if the players knock three times on the placque, the skull will suddenly light up with an eerie red glow and say:

"You dare enter my darkened door,
Now ask three questions, then no more."

This is spoken in a loud, raspy voice, and the mouth of the skull moves accordingly, of course. It will then answer three reasonable questions truthfully. Note that these can be very important or very difficult questions (the DM will only restrict the most unreasonable questions)--the players will quite probably pay for it later anyway.

If the players ask no questions and leave, they will hear a faint growl in the background (as if from anger) but will be unharmed. If they ask only three questions and then leave, just as they turn to go the skull will light up brightly and, in an angry voice, say:

"A wise choice you've made for true,
To be unselfish and cautious too;
It appears you've passed this test,
Now leave me to my ancient rest."

The bright light around it will then fade away. If, at any point after the third question is asked, a player asks another question (even if he is not asking the skull, but asking another player), the skull will begin chuckling evilly and say:

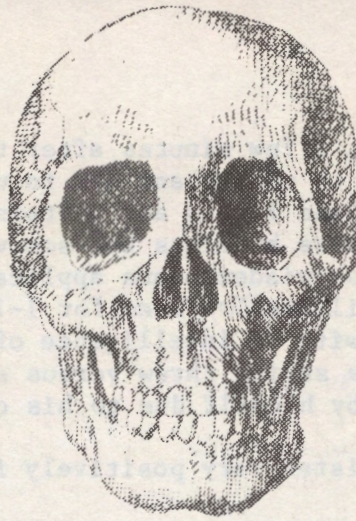
"For using your questions and then one more,
You shall never leave my darkened door;
Now, by right, I reclaim the debt,
In the soul of one person, who upon I'll set."

With that, the secret door (which was transparent like glass up until now) will cloud over and become quite impassable. There will be a brilliant flash of light, and the skull will suddenly turn into a spectral skeleton, surrounded by flames. It will then attack the last player to ask a question and only that one player regardless of what the others do. Anyone killed by the creature will begin to fade away, eventually disappearing altogether. When the player's enter room 19, they will see that person's body lined up with the rest with a placque beside it reading "24--one". The body will be partially ethereal, so only a wish or an Ethereal Cleric has any hope of raising the character. After killing the one character, the skeleton will turn back into a normal skull. Note that at any time if the skull is attacked, it will be smashed to pieces, only to reassemble 1-6 rounds later.

Detect Magic and Detect Evil will register very positively in this room; in fact, a very Good Cleric will be able to feel the aura of evil in the room without the use of a spell.

Spectral Skeleton: HP: 50; AC:0; D: 1-8; HD: 8; EXP:1500; Hit only magical weaponry of plus 1 or better (half damage from sharp weapons); Immune to *Cold, Sleep, Charm, Hold, Polymorph, Death, Insanity, or Fire-based* attacks;

Important: each time this creature scores a hit, the defending character must make a saving throw versus spells or take double damage (i.e. 2-16 points) from the creature's fire; Turned by a Cleric using the column for Spectres.



Note: This room may seem overly dangerous for a basically "low level character adventure" at first. However, when you think about it, the players will have plenty of forewarning of the danger in this room (the very definite evil aura, the corpses in room 19 along with their riddle, and so on), so they should know to avoid it if they are all that worried about it. The point is, you shouldn't make the skeleton any weaker for low level groups-- I deliberately made him a rather formidable foe.

21. Three humanoid creatures can be seen here. They appear to be talking among themselves and keep looking over their shoulders.

DM Only: The three figures are Orcs. They stumbled on to the secret door to the northwest of this point by accident and have been wandering around this area since. They are more than a little paranoid and their morale is very low. They will run rather than fight if they encounter a group which has more than two or three people, and they will try to talk their way out of trouble if cornered, fighting only as a last resort. They hate this place and everything in it (not surprising-- their original group consisted of ten Orcs until they ran into some of the mansion's occupants).

Orcs: HP:5,3, & 8; AC:6; D: 1-8; HD: 1; EXP: 15, 13, & 18.

22. This area is empty except for a lot of dust, a few skeletons, and some bodies. The bodies are of four dead orcs and a totally mutilated ghoul.

DM Only: Nothing special here-- all is as it appears. There is no treasure whatsoever (the Orcs look as though they were already looted).

23. This room seems empty of life when first peered into. It looks very dark and not particularly hospitable.

DM Only: No matter how many torches, lanterns, spells, or similar light sources are used, this room will stay quite dark. It was originally a sort of recreation area for the owner of the mansion. Anyone who knows how to control the magic in this room and who has sufficient intelligence (16 or better) can cause illusions to appear, even to the extent of making the whole room seem to be outside. Unfortunately, anyone who does not understand how to manipulate this magic (allow a 5% chance per intelligence point over 15 of a character understanding it, with a bonus of 5% for Magic-users and 15% for illusionists) will be in for quite a surprise. If no one is able to control the effect, each person will feel somewhat dizzy and light-headed, and, when anyone talks, their voices will sound hollow and distant. In fact, all distances in the room will appear distorted, so it is impossible to tell exactly how far away something is (all attacks are made at minus 4 hit probability if a wandering monster should happen along) or even how big the room is until you reach the other side. Note that most monsters (except Undead, which are almost mindless in a sense anyway) will also be effected by this room for purposes of combat.

To make matters worse, a few minutes after the room is entered (providing that no one has been able to understand how to use it), the players will begin to hear weird sounds and see odd lights and patterns around them (caused by their own thoughts). This is quite harmless but somewhat confusing. Thus, a saving throw versus spells (wisdom bonus applicable) must be made after leaving the room or the players will be *Confused* for 1-10 rounds (as per spell, *Confusion*). Also, anyone with an intelligence of less than 10 who is subject to this effect must make a saving throw versus spells while in the room or be quite unable to leave it by himself due to his confused state (he must be led out).

Detect Magic will register very positively in this room, but Detect Evil will have no effect.



24. This room appears to be the master's chambers, a bedroom of sorts, but most of the furniture is somewhat wrecked. There appears to be a large closet on the southeast, but it is closed. Towards the north is a Wight which will immediately attack intruders.

DM Only: This room is, for the most part, pretty much as described above. The letter symbols on the map represent the following:

CH- Chair--somewhat destroyed, nothing special here.

B- Bed- has elaborately carved bedposts and so on, but is too demolished to be of any real value.

T- Table--this has a small drawer in it which has long since been smashed open and looted, and the table itself is covered with nothing except dust.

M- Mirror--note that it rotates like a revolving door when pressed on the right-hand side to allow entry into room 25 (counts as secret door for detection purposes).

D- Dresser/cabinet--has three drawers, two of which have been smashed open and looted, the third containing many old papers (many look like plans for expanding on this mansion and for building a new, bigger one) which are very yellowed with age and nearly illegible, along with a Clerical Scroll (*Cure Light Wounds*).

C- Closet--it is closed but can easily be opened. It is empty except for a few tattered, moth-eaten clothes on hooks near the back. Note that there is a secret door in the back of the closet which leads to room 26.

As previously mentioned, there is a wight which will immediately attack intruders. Note that it will concentrate its attacks on anyone who approaches the mirror (if anyone does).

Wight: HP: 21; AC:5; D: 1-4; HD: 4 plus 3; EXP: 645; Note that touch causes loss of one energy level in addition to indicated damage; Note immunity to *Sleep*, *Charm*, *Hold*, *Poison*, *Paralyzation*, *Cold*, and weapons which are not silver or magical.

25. This room looks as though it may have been a sort of vault at one time. It is nearly empty, containing only a desk with a chair beside it and an small chest beside that. There appears to be a humanoid being seated at the desk deep in thought.

DM Only: This room is pretty much as described above. It was once the master's treasure vault (though he didn't have time to fill it), but it is now his common haunt (in every sense of the word) in his new "un-life" as a Spirit. It is he who is seated at the desk, as the players will realize on closer inspection. Though he was originally more or less neutral in outlook, he has turned somewhat evil since his demise and is obsessed with the idea of destroying Hedgehill and all of its inhabitants. He will not necessarily immediately attack intruders, but may talk with them for a short time (if the subject of his innocence-- or lack thereof-- comes up he will grow very angry and insist that he had nothing to do with the original strange goings-on, though he will admit to the weird happenings which occur every night now readily enough). When all is said and done, however, the players will have to get rid of this being one way or another to fulfill their promise to the people of Hedgehill. Note that when this Spirit is gone, the evil aura of the building will disappear and the monsters will slowly begin to leave (probably starting with the werewolves) until it is a more or less normal mansion in a month or so. Remember, however, that some of the monsters (especially the more or less intelligent creatures, such as the Kobolds who live here) might stick around.

The chest is locked and has a *Fire Trap* (1-4 plus 8 points of damage). It contains 125 GP, 165 SP, 45 CP, 12 PP, and two gems (a piece of obsidian worth 12 GP and an amethyst worth 115 GP). The desk has two locked drawers (no traps), the first containing some old, yellowed papers (plans for expansion of the mansion), and the second containing a small silver box (worth 20 GP itself). The box is locked (the key is hidden in a secret compartment in the same drawer), but has no trap. It contains 35 GP, 10 SP one very small emerald (worth 15 GP), a ring *Warmth*, and a small gold medallion (worth about 20 GP.)

Spirit: This being appears more or less human but is nearly transparent and rather ghost-like (similar to a spectre). HP: 40; AC:2; D: 1-8; HD: 6; EXP: 665: Note that a hit drains one life energy level in addition to doing indicated damage; Hit only by silver or magical weaponry; Immune to *Sleep, Charm, Hold, Cold, Poison*, and paralysis attacks.

26. This room looks as though it might have been a sort of laboratory/study at one time; however, all of the furniture and equipment in it is now in somewhat less than perfect condition. There is a band of eight Kobolds here some of which are just finishing off a hole they have been digging under the east wall (see map).

DM Only: All of the various cabinets, shelves, tables, chairs, and so on in the room are demolished and looted, except for one cabinet which is high up on the north wall (out of the Kobolds' reaches) --about six and a half feet up to be exact. It contains twelve flasks, each containing something:

1. Sand (tan-colored)
2. Water (normal but rather flat)
3. Oil (normal dungeon expedition type)
4. Poison (save versus poison or die)
5. Potion of Fire Resistance (bluish in color)
6. Salt normal)
7. Potion of Delusion (reddish in color)
8. Sea Water (normal, but quite old)
9. Sweet Water
10. Holy Water
11. Diluted Poison (save versus poison: if made, take 1-6 points of damage; if not, take 2-12 points with 20% chance of death).
12. Unholy Water

Note that these flasks have labels on them, but most are unintelligible with age and fading (allow a 10% chance of being readable for each). The Kobolds will either attack intruders or escape through their hole, depending on their morale. Each Kobold carries a short sword (1-6; 1-8 points of damage) and 1-3 spears (also 1-6; 1-8 points of damage). In addition, the leader (the one with 4 hitpoints) has dipped one of his spears in a poison that they found in the room (treat as poison number 4, above). Each Kobold has 2-8 CP and 1-6 SP, in addition to various pieces of old equipment from this room (broken flasks and vials, various useless powders and liquids, some bits of metal, etc.)

Kobolds: HP: 1,3,3,2,3,3,2,2, & 4; AC:7; D: See above; HD: $\frac{1}{2}$; EXP: 6,8,8, 7,8, 7,7, & 34 (bonus for poison weapon-- see above): Total: 85.

Note: The small room in the southeast corner is simply a storage room containing a lot of smashed boxes, crates, and chest. The floor is covered with liquids and powders which are now useless (if someone injects any, there is a 10% chance it will have the same effect as poison number 11, above; otherwise, no effect).

27. This room appears to be empty except for a lot of dust and a few old bones to the southeast. There appears to be something else on the floor in the southwest corner of the room.

DM Only: The room is totally empty of life, and all is as it is described above. The object in the southwest corner turns out to be a pair of fine-looking boots. If *Detect Magic* is used, it will register positively (*Detect Evil* will have no effect), and the boots appear to be *Boots of Speed* or something similar. However, these are actually cursed *Boots of Holding* (no experience value, but GP value of 4,500). These boots appear to be any of the kinds of magic boots, but when both are placed on the character's feet, they will stick to the floor and hold him in place so that he cannot move from that spot (the boots cannot be removed). The only way to remove the boots is to place a *Remove Curse* spell on them or by waiting until a certain event occurs (which is based on the individual pair of boots, although the character's demise will always release them). In the case of these boots, the event is either the character's death or the death of the next creature that attacks him. Unfortunately, there is Werewolf in room 28, and, when the boots are placed on someone's feet, it will spring out of the secret door to room 28 and attack the person wearing the boots. Note that all attacks made against a person held in this manner are at plus 2 hit probability, the person losing all dexterity defense bonuses as well, and attacks made by the wearer are at minus 2 hit probability.

See room 23 for the Werewolf's statistics.

28. This room contains a lot of skeletons and other rubbish. It also contains one very hungry Werewolf (unless he attacked someone in room 27 and never made it back here).

DM Only: This is, of course, the beast's lair. As mentioned above, the creature might not be here if he attacked someone in room 27 and never made it back here. In any event, there is a bit of treasure scattered about the room amongst all of the rubbish (it will take some time to find it all): 22 GP, 235 SP, (150 of which are in an unlocked box), 132 CP, 4 PP, 8 EP, and one carnelian (worth about 65 GP).

Werewolf: HP:20; AC: 5; D:2-8; HD: 4 plus 3; EXP: 305; Hit only by silver or magical weaponry; Surprises opponents on 1-3.

29. A lot of noise (crashing, banging, smashing, growling, and so on) can immediately be heard in this room (and outside of it for some distance as well). It contains a lot of mutilated furniture, smashed boxes and crates, a few skeletons, and four Hobgoblins, one of which is swinging a chest around, getting ready to throw it.

DM Only: The Hobgoblins have already wrecked and looted this room. They found the chest here and, after getting into a fight over it, have been trying to smash it open by cracking it over each other's heads ever since-- needless to say, they have not yet been successful in opening it and are in something of a bad temper. They will attack anyone who tries to take the chest away (including each other), often by throwing the chest at the intruder (about 1-6 points of damage if it hits). They are otherwise unarmed.

The chest is locked and contains a special gas trap. The gas is released in a 5' radius circle around the chest when it is opened, and the gas is colorless and odorless so it cannot usually be detected (give Dwarves a 10% chance of noticing it since they are used to having to watch out for strange gases in their mines). This gas causes all who fail to make their saving throw versus poison (the DM should roll this secretly so that players will not know that anything has happened) to begin seeing illusionary enemies every four turns or so, starting two turns after the gas is inhaled. The effected person will think he sees some monster or being (roll for type on regular encounter tables) attacking him and will react accordingly. The gas will wear off after 1-4 days, or its effects can be removed by using *Dispel Magic* or *Neutralize Poison* on the victim. The chest contains: 10 GP, 45 SP, 7 PP, a small Ruby (worth about 75 GP), and a Longsword (non-magical). It also contains a broken bottle and some reddish liquid which was once a potion (now useless). There is nothing else of interest in this room.

Hobgoblins: HP: 3,4,9 & 6; AC:5; D: 1-8; HD: 1 plus 1; EXP: 26, 28, 38, & 32.

30. This room is very dark and somewhat eerie. It appears to have no life, but it does contain various pieces of furniture of the sort you would expect to find in a bedroom.

DM Only: All of the furniture in the room (including a sunken bed, a three-legged chair, a small table, and a smashed cabinet) is very old and mostly damaged beyond any value. The room is not actually empty of life; there is a Carnivorous Ape hiding behind the bed which will attack anyone who goes near it (plus 2 chance of Surprise). There is no treasure in this room. Note that searching will reveal several skeletons of the ape's previous victims.

Ape: HP:24; AC:6; D:1-4/1-4/1-8; HD:5; EXP:290; Note that, if it strikes an opponent with both hands in the same round, it does an additional 1-8 points of rending damage.

31. This room contains a lot of gnawed bones and rubbish, as well as a few pieces of demolished furniture. There appears to be something living to the southwest.

DM Only: There is a large plant Creature to the southwest which feeds on intruders. It has the ability to cast illusions of whatever the viewer wishes to see (it has limited telepathy to discover this), and anyone seeing the illusions must make a saving throw versus spells or walk quite calmly over to the plant Creature. For every intelligence point above 15, add 1 to the dice roll; for every point below 7, subtract 1 from the roll. A person will see what he desires the most, i.e. a miser would see heaps of treasure, a Magic-user might see chests full of magic items, and so on. All attacks made against such a person are at plus 2 hit probability, and any dexterity bonus to defense possessed by the character is lost. The effect has a 60% chance of being negated after the first attack, plus 20% per attack thereafter. Anyone making his saving throw will not see the illusions and will be quite unable to understand why the other people are behaving so strangely. He will, therefore, add plus 2 to his associate's saving throws if he can get through to them.

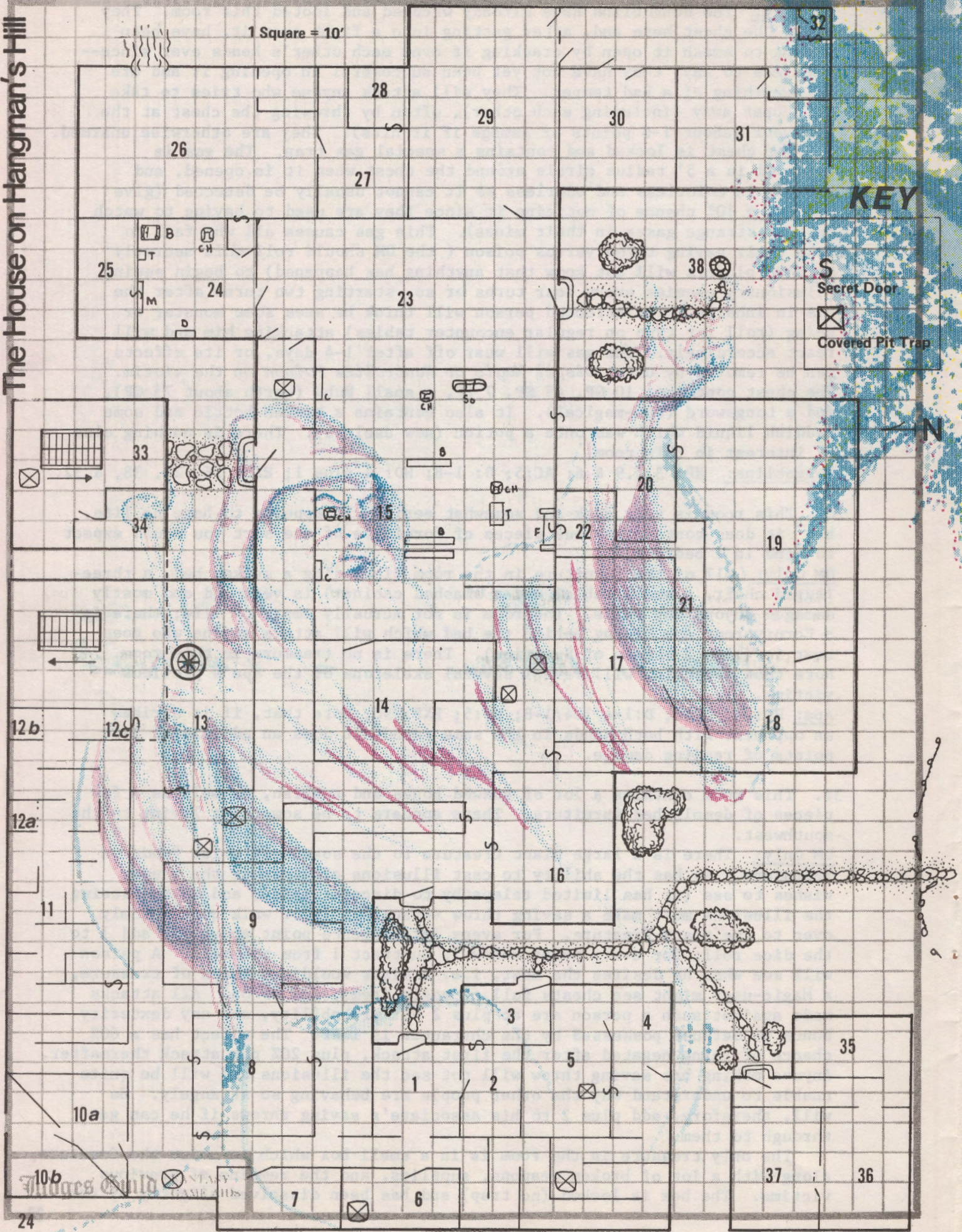
The only treasure in the room is in a small box which is under the Creature, along with a lot of broken weapons, supplies, and the remains of previous victims. The box is locked (no trap) and has been dissolved slightly by the

The House on Hangman's Hill

1 Square = 10'

KEY

- S Secret Door
- ⊗ Covered Pit Trap



Creature's digestive acids. It contains: 5 GP, 34 SP, 18 CP, 1 PP, a dagger, a vial of light green liquid *Potion of Healing*, and a flask of oil. There is nothing else of great value in the room though there are several swords, shields, weapons, and bits and pieces of armor.

Illusion Plant: HP: 20; AC:5; D:1-4/1-4/1-4; HD:5; EXP: 340; Note that this creature is much like a large, three-"headed" Venus Flytrap in that it has giant mouth-like parts (each doing 1-4 points of damage when they hit)-- each mouth can swallow, or, rather, imprison a victim on any score which is 4 or more above the minimum number needed to hit him, or on a 20 in any event. Anyone so imprisoned will not be able to move, and will take 1-4 points of damage per melee round from the creature's digestive acids, and will be totally absorbed after two turns regardless of damage taken. Killing the plant will, of course, allow prisoners to escape. ; Immune to *Sleep*, *Charm*, and similar spells, but totally effected by plant-oriented spells.

32. This small room appears to be totally empty except for a lot of dust.

DM Only: The only thing interesting about this room is that it turns when it is entered and the portal is closed behind the people entering it. It will turn one space to the south from the secret door each time, i.e. in a counter-clockwise direction. Thus, the first time it moves, the secret door will move to the south and the door will move to the east, and so on. In this way, the players can enter and exit the building through this room.

33. This room is very dark and quite eerie. There are stairs to the north-east (leading down to room 13), and there are several dirty windows (too covered with grime to let any light in) along the walls which let anyone looking through them see out over the whole mansion and the grounds around it (the tower is about 20 feet higher than the rest of the house). The room is empty except for a lot of dust, rubbish, and battered skeletons, as well as a glowing "Thing" to the southeast.

DM Only: The glowing "Thing" is a wraith which haunts this area. It will only attack if provoked or if someone tries to enter room 34 (note that it will consider characters going within 10' of it to be provoking it). The room is empty of any real treasure, but there are several rusty weapons (swords, Battle-axes, etc.) and rotten supplies scattered about with the bones. Note that the pit trap by the stairs is 20' deep (i.e. it falls right into room 13).
Wraith: HP: 28; AC:4; D: 1-6; HD: 5 plus 3; EXP: 743; Hit only by silver and magical weaponry (silver weapons score only half damage); Immune to *Sleep*, *Charm*, *Hold*, *Poison*, *Paralysis*, and cold based attacks; Drains 1 life energy level per hit scored.

34. This room seems to be empty except for a large Gargoyle statue sitting on a pedestal. There are no windows in this room as there were in room 33.

DM Only: The Gargoyle will not animate when the room is entered and appears to be simply an ornamental thing. The only time it will animate and attack is if it is attacked first or if someone tries to move it or the pedestal. The only treasure in the room is in a small box which is hidden in a secret compartment at the bottom of the pedestal (chance of detecting is the same as for a secret door). Naturally, since the hidden entrance is near the bottom of the pedestal (it can only be opened by tilting the pedestal over on its side a bit), the players will have to move the Gargoyle; this will, as explained above, cause it to attack. If the players can get to the compartment without moving the Gargoyle or its pedestal, they will be safe. The box is locked (no trap-- you don't usually need one with a Gargoyle guarding your treasure!) and contains: 40 SP, 84 CP, Blue Quartz (worth about 45 GP), and a cloak (of the Elvenkind--full size) folded around the treasure like a protective cloth.

Gargoyle: HP: 24; AC: 5; D: 1-3/1-3/1-6/1-4; HD: 4 plus 4; EXP: 285; Hit only by magical weaponry.

35. This looks like the site of a recent battle. There are eight Orc and three Dwarf bodies scattered about the area, all looking fairly recent. There are also a lot of weapons (mostly Swords and Battle-axes), some broken and/or rusted, but most in reasonable condition. Other than this, there is only a lot of dust, some rubbish, and a few old bones.

DM Only: All in all, this is not a pleasant sight. The room is otherwise empty--there is no treasure, and the bodies have apparently been looted.

36. This room contains a lot of smashed and knocked over furniture. Voices can be heard, and several beings appear to be in the room, hiding behind furniture.

DM Only: There are five Dwarves in this room armed with Crossbows (heavy--2-5; 2-7 points of damage) and Battle-axes (1-8 points of damage). They are hiding behind pieces of furniture (three are behind a large table which they overturned) watching the entrance to the north with their weapons ready. Though they will be suspicious of intruders at first, they will briefly relate that they had begun exploring this building and had discovered eight Orcs (in room 35) which they killed, losing three men of their own. As they were looting the Orcs, they heard a crash in this room and came in to check things out. They discovered that the door on the north (leading to room 37) was now turned into a giant-sized hole (bits of door and wall are scattered all over) and there was a lot of noise coming from room 37 (there still is). They have been waiting here ever since (it has been about 10 minutes now) and are about to go into room 37 to see what is going on. They will welcome help from the players, but under no circumstances will they join the group for more than a few turns (they have business of their own to attend to).

The room contains a lot of knocked over furniture, but no real treasure. Each Dwarf has 2-8 GP, and 2-20 SP.

Dwarves: HP: 8, 6, 4, 6 & 9; AC: 4; D: 1-8 or by weapon (see above); HD: 1; EXP: 52, 48, 44, 48, & 54; Note that these are actually 1st level fighters, so they use the fighter hit chart and saving throw matrix accordingly.

37. A lot of noise can be heard coming from this room, and two very large forms can be seen moving around. In any event, the room is very dark and it is difficult to see exactly what is making the noise.

DM Only: The two forms are of a Giant Stag Beetle (which crashed through the door on the south) and a Giant Spider which is trying to catch it by webbing it up. The room is covered with webs, and there is a 20% chance per melee turn of hitting some (80% if one isn't aware of them). Anyone hitting a web will be slowed for 1-3 melee rounds 25% of the time, trapped completely 75% of the time. The Spider will ignore a trapped person for a while, however, since it is locked in mortal combat with the Beetle. Naturally, players must be careful not to get stomped on! The room is otherwise empty except for the many skeletons (both Humanoid and Monster) of the Spider's previous victims which are dangling in the webs (along with various supplies and equipment). The only real treasure in the room is 18 GP, 27 SP, and 106 CP scattered about the webs, and a small box (this treasure will take quite some time to collect). The box is not locked and has no trap. It contains: 25 GP, 19 SP, 22 PP, a jar, a flask, and a small pouch. The jar contains only some flat water, but the pouch contains some dust (Dust of Appearance--only one usage). The flask is a Flask of Curses (the DM must decide upon an appropriate curse), and contains some oil.

Stag Beetle: HP: 32; AC: 3; D:4-16/1-10/1-10; HD: 7; EXP:656.

Giant Spider: HP: 25; AC:4; D: 2-8; HD: 4 plus 4; EXP:440; Note webs and poison bite (save versus poison or die).

38. There appears to be a more or less normal well here. There is a greenish moss growing on it (nothing special), and some of the stones in it are falling or have fallen out of place--it is obviously very old.

DM Only: There are two special things to note about this area:

1. Under a cobblestone) there is an old box buried three feet under the ground. Obviously, only fluke luck or some type of treasure-finding potion or device will allow the players to find this chest (note that the DM may decide to place a map leading to it somewhere in the mansion or the surrounding area). The box is slightly rotten and very ancient. Its lock has rusted, so it can easily be knocked off, and there is no trap (there was a poison needle, but it has long since lost all of its poison). It contains: 45 GP, 60 SP, 180 CP, two small sapphires (worth about 35 GP and 80 GP) and some Boots of Dancing).

2. The well is rather special. It is said that, on the day the master of this house was killed, the water in the well turned blood-red. Ever since that time (though the water is now normal in coloration), the well has been enchanted (though few know of this, of course). Anything touching the water in the well may change slightly. This works only at night, and will happen only three times per night. Use the charts below to determine what happens, based on the object placed in the water.

Note: Any water removed from the well loses its enchantment. Also, when the master's spirit (see room 25) is gone from the house, the well will lose all of its magical properties and will crumble with age within a week.

Dice Roll:

Living Beings:
Effect:

01-30	No effect
31-50	Falls fast asleep; will drown if not pulled out --lasts 1-4 turns*
51-60	As above, but lasts 1-3 days*
61-70	As above, but lasts until dispelled*
71-75	Plus 1 to random attribute
76-80	Minus 1 from random attribute
81-85	Gain ability to breath water** (as by spell)
86-90	Gain ability to fly** (as by spell)
91-95	Change to opposite alignment (True Neutrals are not effected)**
96-99	Change to different type of creature (use Druidic Reincarnation table to determine type) **
00	Go up one level of experience immediately.

* This can be dispelled at any time with a *Remove Curse* or *Dispel Magic*.

** There is a 30% chance that this is permanent; otherwise, it will last 2-12 hours.

Dice Roll

01-25

26-50

51-75

76-90

91-95

96-98

99-00

Money & Metals:Effect:

No effect

Changes to Lead

Changes to metal of next highest value (i.e. copper to silver, silver to electrum, etc.).

Disappears

Changes to gold

Changes to platinum

Changes Mithral (worth about 20 GP per coin or equivalent)

Dice Roll

01-30

31-50

51-60

61-70

71-80

81-90

91-99

00

Gems & JewelryEffect

No effect

Doubles in value

Triples in value

Turns to glass (worthless)

Turns to lead (worthless)

Disappears

Changes to different gem (re-roll value)

Becomes magical -- use already listed magical gems or jewelry or roll for abilities on Unusual Magic Swords tables.

Dice Roll

01-20

21-30

31-40

41-50

51-60

61-70

71-75

76-80

Magical Items:Effect:

No effect

Turns to lead (loses all abilities)

Turns to gold (gold is valuable, but all magical abilities are lost)

Disappears completely

Doubles in power, charges (for wands, staves, and rods), or damage (for weapons)

Changes to some other magical item (roll on the same table as the original item was found on)

As above, but changes into a totally different type of item (re-roll table and specific item.)

Another item just like it appears

Die Roll

81-90

Magical Items:
Effect:

As above, but other item has opposite powers

91-95

Loses one ability (DM's choice of which if more than one)

96-00

Gains one ability (DM's choice or roll on Unusual Magic Swords tables).

Dice RollNormal Objects:
Effect:

01-30

No effect

31-50

Turns to lead

51-65

Turns to gold (DM must determine value)

66-80

Disappears

81-85

Turns permanently ethereal

86-90

Becomes magical --roll for abilities on Unusual Magic Swords tables or change it to a suitable item, i.e. a broom would become a Broom of Flying or Animated Broom.

91-95

Turns to stone

96-99

Turns into some other mundane object (DM's choice)

00

Changes into a living creature--roll on Druidical Reincarnation table or pick logical animal, i.e. a statue of a wolf would turn into a real wolf.

Note: Werewolves and other such creatures are common in this area, so check for Wandering Monsters fairly often here (once per turn instead of once per three turns), perhaps allowing a plus 1 chance of one appearing-- this should discourage players from staying here for too long.

Notes on Original Group

As mentioned previously, the original group was hired by the people of Hedgehill and consisted of four men: two Human Fighters, an Elven Magic-user, and a Dwarven Cleric. Of these, only the Dwarf survived and he is found in room 12 B. His attributes are as follows:
Dwarf Cleric (NPC): Name: Nifli of the Silver Cross, Level: 2, Experience: 2,660, Gold Carried: 140 GP, Hitpoints: 14 plus 4 (plus 4 is constitution bonus) Armor Class: 3 (chainmail and shield plus 1) Ht: 4'4"; Weight: 118 lbs. (usually about 148 lbs. but he has lost some weight in the cell). Intelligence: 12, Strength: 16, Wisdom: 17, Dexterity: 10, Constitution: 16, Charisma: 12, Damage bonus of 1 due to Strength.
Spells: *Cure Light Wounds*, *Command*, *Bless*, & *Remove Fear*.
Languages: Common, Lawful Good, Dwarf, Gnome, Goblin, Kobold, Orc, Lammasu, and Shedu.

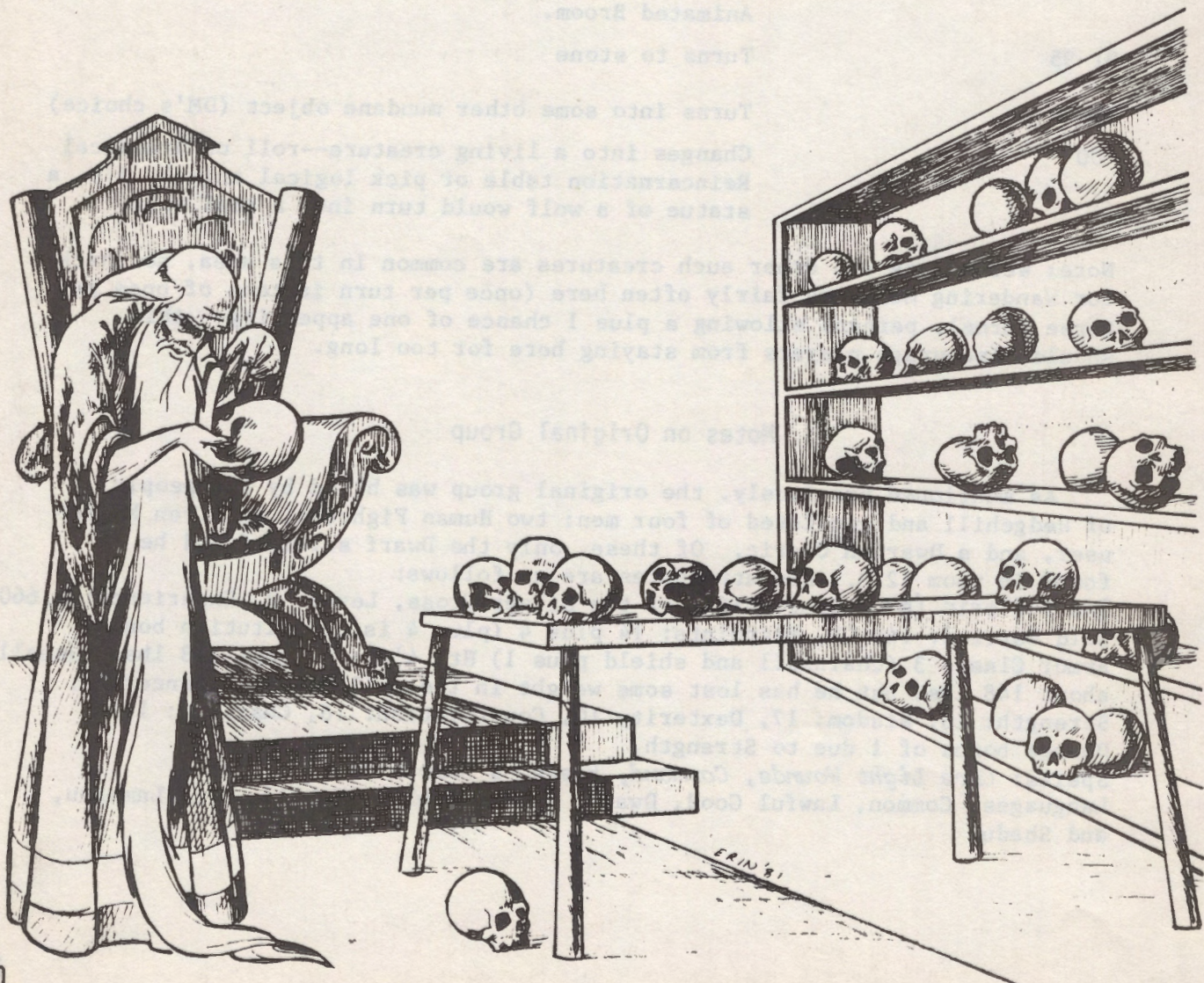
Supplies: Standard rations & supplies (rope, torches, etc.-- food and water are used up), Clerical supplies (holy symbol, 3 vials of holy water, etc.), chainmail, shield plus 1, footman's mace (2-4;1-6), and *Scroll of Find Traps, Feign Death, and Cure Serious Wounds*.
To Hit: AC 0: 20, Alignment: Lawful Good.

Final Notes:

Well, that about wraps it up. I have tried to present this adventure in such a way that it will be easy for the DM to set up and referee with a minimum amount of "filling in" on his part. Thus, there should not be too many unanswered questions about particular situations, but there is still room for the DM to add innovations of his own so that the adventure will better suit his own personal campaign. Also, in some cases I have included additional notes to demonstrate how I have found certain rooms work best, based on my own experience dungeonmastering this adventure, and to give the DM some ideas of his own.

In any event, I sincerely hope that both DM and players alike will find this an interesting and enjoyable adventure.

May you always make your saving throw and never run into a fireball with your name on it.



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