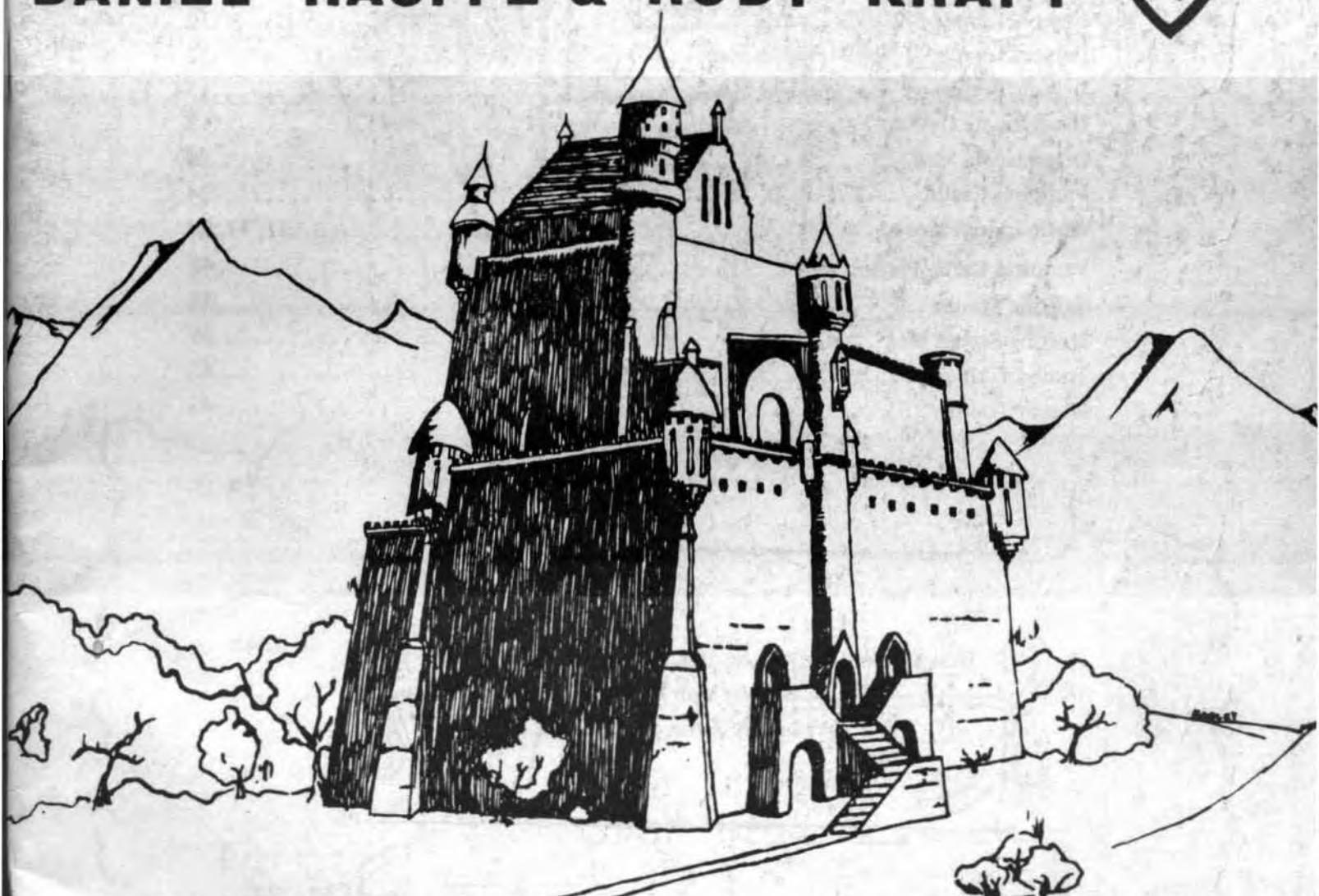


The Book of Judges Guild Treasure Maps II

By

DANIEL HAUFFE & RUDY KRAFT



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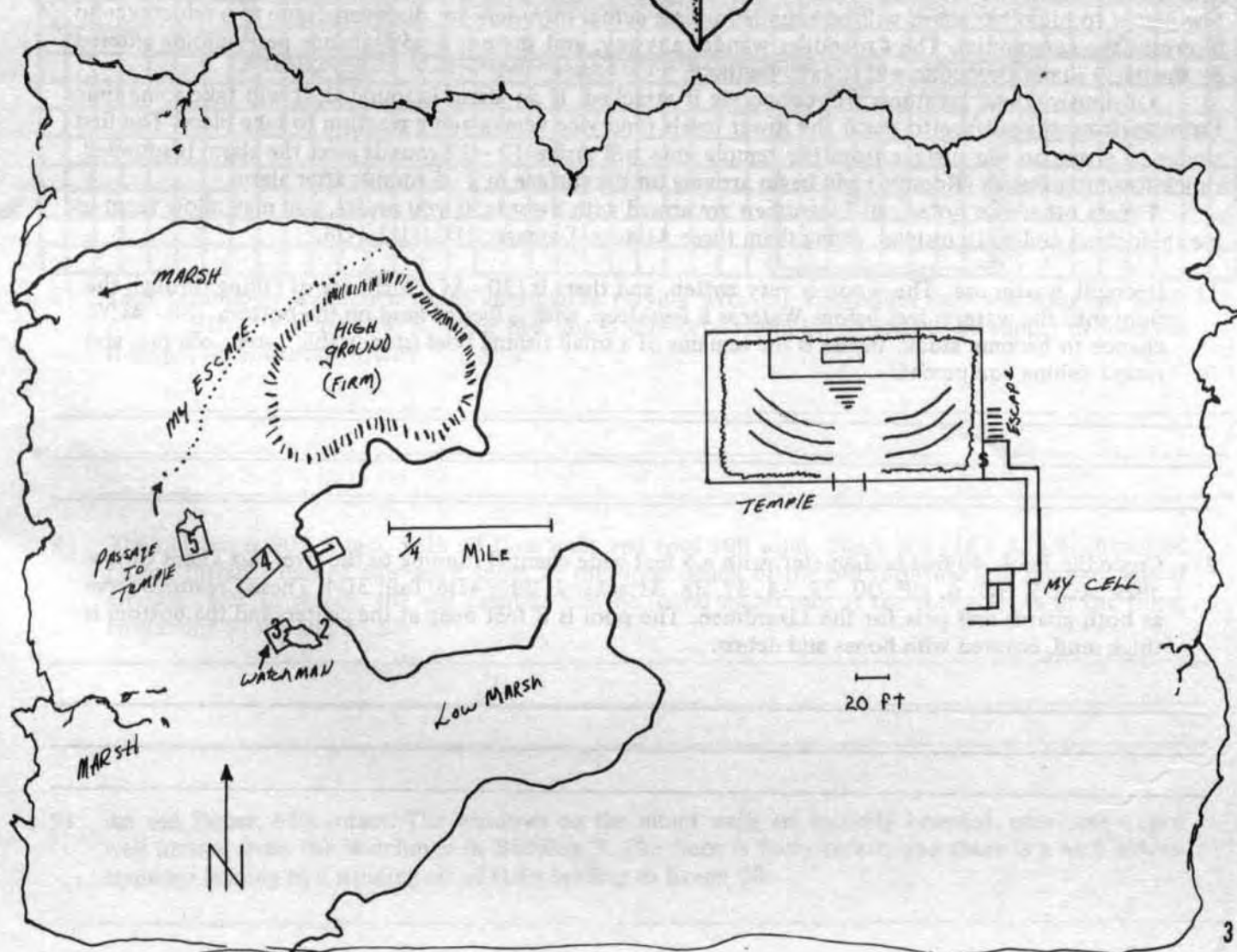
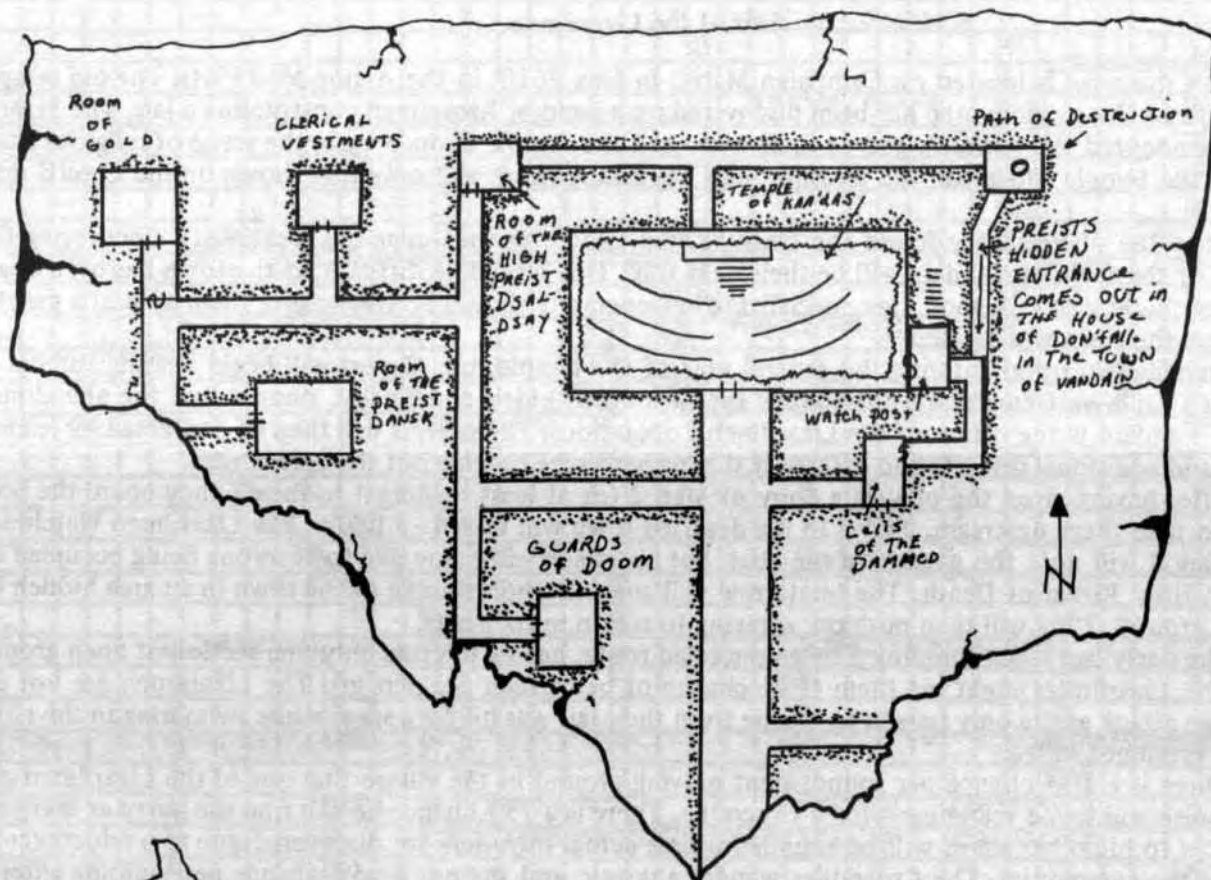
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Lair of the Lizardmen

This dungeon is located on Campaign Map 2 in Hex 3610, in the Artiop Mud Flats. The old temple referred to in the treasure map has been discovered by a band of Lizardmen constructing a lair. The Lizardmen have adopted the temple's god as their own, and the temple is once again the scene of religious rites. Much of the temple shown on the treasure map has disappeared, and only that shown on the Level 3 map remains.

Once the players have found the treasure map (wherever the Judge has located it), discovering the location of the town of Vandain will be their next task. This should be difficult, as the town has been abandoned for many years. A good Sage specializing in Geography should be able to give them at least a general area where the town was located.

Immediately upon entering the general area of the temple, the players will begin hearing rumors of Lizardmen raids on Gem caravans, bounties for Lizardmen hides, and finally, rumors that the abandoned town of Vandain is the center of the Lizardmen's operations. The players will then be contacted by leaders of area, and additional information offered if the players agree to wipe out the Lizardmen.

After having given the players a copy of Map 2 (or at least reading it to them), they board the boat that is to take them upstream. Travel to the deserted town will take 4 - 5 hours. The Lizardmen Watchmen in Building 3 will note the passage of the boat, but no attack will ensue due to everyone being occupied by the High Holy Ritual of Death. The boat crew will suggest landing north of the town in an area hidden by the high ground. They will then push on, agreeing to return in six hours.

The party can reach Building 5 by a concealed route, having to cross only one section of open ground where the Lizardmen might see them (15% chance of being seen per person). The Lizardmen are not expecting an attack as the only person to escape from their lair was hit by a spear while swimming in the river, and was presumed killed.

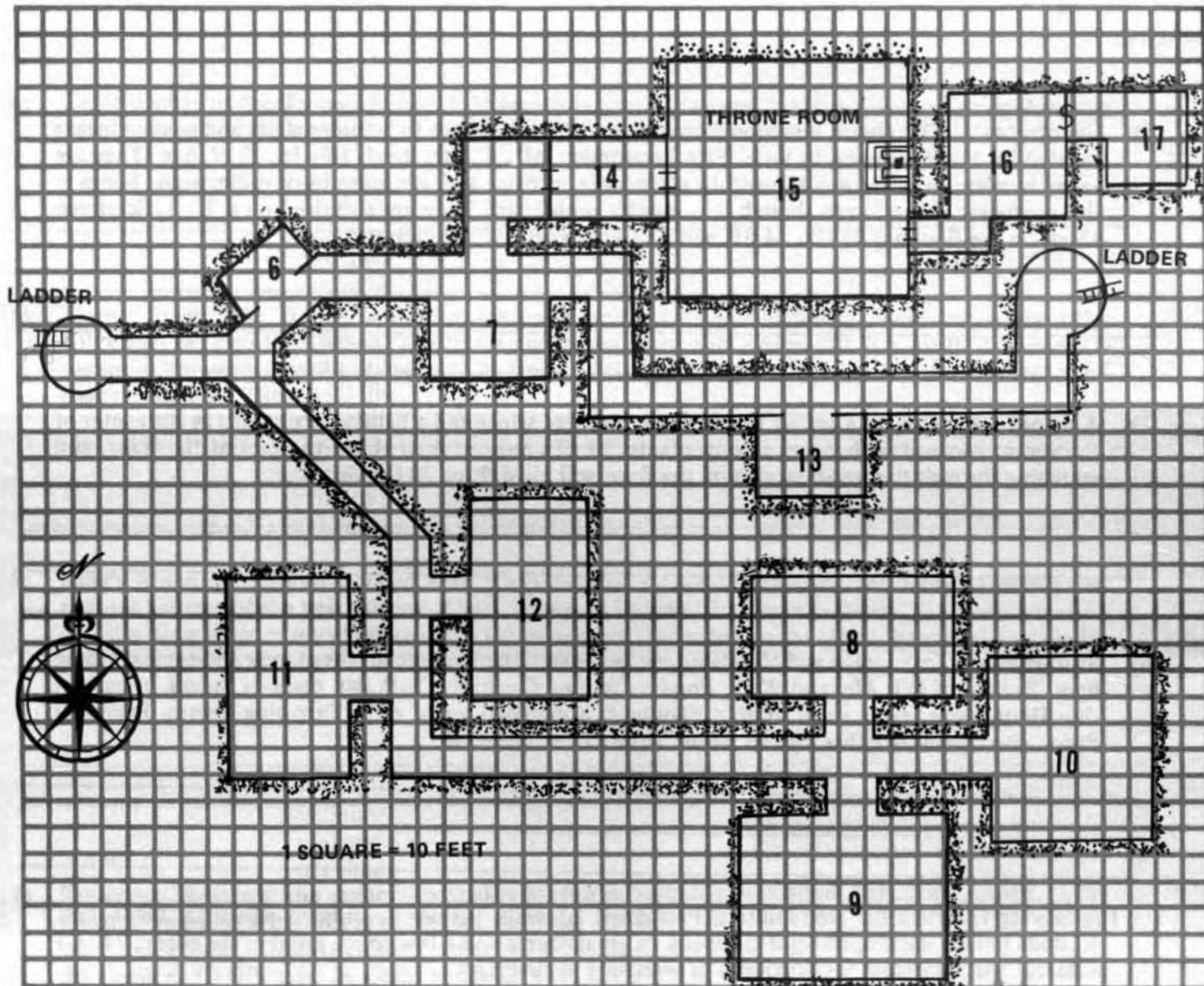
There is a 10% chance per round spent moving around in the village that one of the Lizardmen will hear a noise and come searching with a Crocodile. There is a 75% chance he will find the party as there are few places to hide. No alarm will be sounded unless actual intruders are discovered due to a reluctance to interrupt the ceremonies. The Crocodiles wander anyway, and there is a 15% chance per building entered by the party that a Crocodile will already be there.

Obviously, these creatures will cooperate if attacked. If an alarm is sounded, it will take some time for news from the surface to reach the lower levels (and vice versa), and a reaction to take place. The first troops to arrive on the surface from the temple area will arrive 12 - 22 rounds after the alarm is sounded. Quick Reaction Forces (Room 6) will begin arriving on the surface in 2 - 5 rounds after alarm.

Unless otherwise noted, all Lizardmen are armed with Swords. If you prefer, you may allow them to use their claws and teeth instead, giving them three Attacks, Damage: 1D2/1D2/1D8.

- 1) Decrepit Boathouse: The wood is very rotten, and there is (30 - AC) % chance of falling through the floor into the water 6 feet below. Water is 8 feet deep, with 2 feet of mud on the bottom. (30 - AC)% chance to become stuck. Inside is the remains of a small fishing boat (non-usable), some old rags and rusted fishing equipment.
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- 2) Crocodile Pool: 40 feet in diameter, with a 5 feet wide channel running to the river. Six Giant Crocodiles: AC: 5, HD: 6, HP: 20, 22, 24, 32, 38, Attacks: 2, Bite: 4D6/Tail: 3D4. These Creatures serve as both guards and pets for the Lizardmen. The pool is 8 feet deep at the center, and the bottom is thick mud, covered with bones and debris.
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- 3) Two Lizardmen Watchmen spend more time playing with the Crocodiles than watching the river; AC: 5, HD: 2 + 1, HP: 14, 9. Their building is 60% intact, and they keep a good supply of food for their pets in the intact rooms.

- 4) The old Inn is 90% intact, with all four walls and roof still solid. There is a (15 - AC) % chance of falling through one of the weak spots in the floor. Much of the old furniture still remains, and if anyone cares to search, the old cashbox can be found under one of the rotten spots in the floor, containing 51 GP and 35 SP.

- 5) An old House, 65% intact. The windows on the intact walls are securely boarded, providing a spot well hidden from the Watchmen in Building 3. The floor is fairly intact, and there is a well hidden trapdoor leading to a winding set of stairs leading to Room 20.

- 6) Guardroom 1: The Quick Reaction Force housed here responds to intruder alerts and passing barges spotted by the Watchmen in time. Five Lizardmen: AC: 5, HD: 2 + 1, HP: 15, 13, 9, 6, 6. They are angry because they are not allowed to attend the sacrifice and are quite busy rolling some bones in the northeast corner, even though it is strictly prohibited. They are surprised on a 1 - 3. Scattered about on the floor are 23 GP, 74 SP, and 12 Gems worth 10 GP each.
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- 7) A 4 foot tall statue of a scaled Humanoid with large wings and a batlike face stands in the center of the room, adorned with many swamp plants. 24 CPs are scattered about the feet of the thing, and searching through the weeds strewn on the floor will yield three 20 GP Gems.
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- 8) Storage rooms for supplies and plundered goods. Most of the loot except for money and gems is stored here. Barrels of Oil, Ale, and Wine, Foodstuffs, fine Clothing, Cloth, six cases of Spices, a crate of fine Hourglasses, eight small Marble Figurines, a matched set of eight Throwing Knives, Reams of Paper, and dozens of other various items. Total value: 7,560 GP.
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- 9 - 10) Living Quarters for Non-Military Personnel: 25 beds, various Lizardmen personal belongings. Various hidden caches, composed mostly of small Gems and a few coins. Total in the room: 740 GP value. It will take from 9 - 12 rounds of searching to find it all.
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- 11 - 12) Warrior Living Quarters: 20 bunks per room. 2 Lizardmen Guards are left here as punishment, but are quite busy drinking and swapping lies in Room 11; AC: 5, HD: 2 + 1, HP: 14, 5. Several flagons of bad Wine and 35 GP between the two. Five hidden caches, each having 1 - 4 Gems worth 10 GP each, one in six worth 50 GP.
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- 13) Guardroom 2: Secondary Reaction Force also serves as Honorary Temple Guards, so most of the occupants are in the temple. Five are left to grumble about the unfairness of it all; AC: 5, HD: 2 + 1, HP: 12, 8, 7, 5, 4. 20 bunks, eight Gems at 10 GP each, two Gems at 50 GP each, and 1 Gem at 100 GP.
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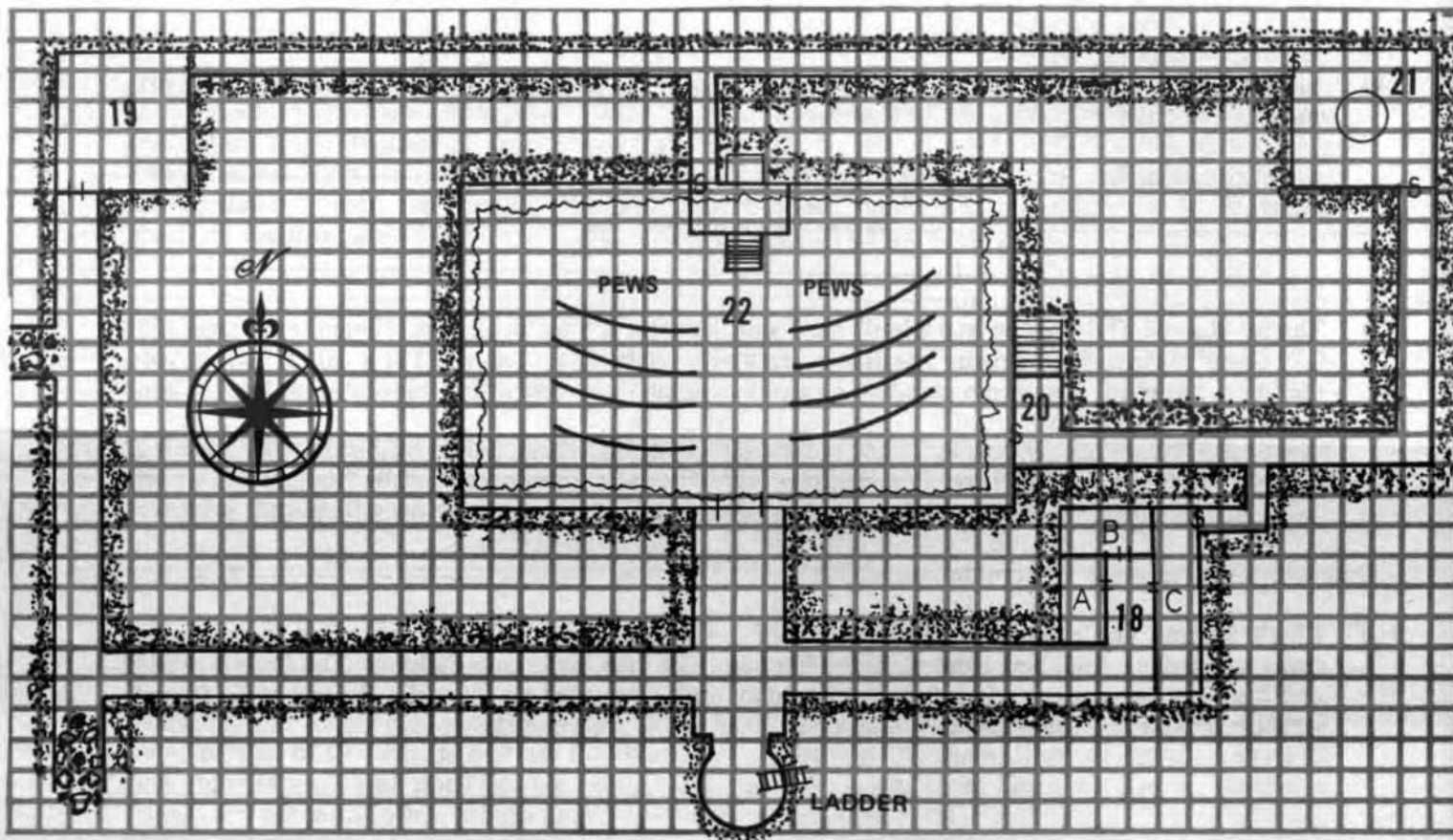
- 14) Antechamber to the Throne Room: It is empty except for several benches woven of reeds along the walls.
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- 15) Throne Room: The Throne is made of mud and moss on a 5 feet high dias. There are six large (250 GP) Gems set into the Throne. The floors are woven mats, and a huge (12 ft x 10 ft) Tapestry depicting a crowned Lizardman standing in a pile of Human bodies with a bloody sword in his hand hangs behind the Throne.
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- 16) King's Room: The room is filled with luxurious (for a Lizardman) items, including an ornate bed and a wardrobe of the best clothes, if you happen to be into Lizardman fashions. The floor is matted and the King keeps many of his trophies (Human heads) mounted on the walls. Several of his favorite weapons are also on the walls, including two Spears and a two-handed Sword.
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- 17) Treasury: There are four poisonous Snakes hidden in various places about the room, mostly in the treasure and under the woven mats that comprise the floor; AC: 4, HD: 3, HP: 11, 14, 12, 7, Bite: 1 - 8 and Poison (Class 4, 16 Hit Points, half if Saving Throw is made). 1200 GP, 6100 SP, 4900 CP, 30 Gems at 10 GP each, 14 Gems at 50 GP each, 14 Gems at 100 GP each, 5 Gems at 500 GP each, three Jeweled Goblets at 100 GP each, 26 Rings at 20 GP each, and a 3 feet high statue of the god which animates if touched: AC: 0, HD: 8, HP: 41 Two Attacks with Claws, 1 - 10 each.
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- 18) Prisoner Holding Area: Three Guards, in full ceremonial dress, AC: 5, HD: 2 + 1, HP: 14, 8, 6, guard two prisoners. Cell A contains Meercantium, a portly merchant, blubbing in fear, AC 9, HD: 1, HP: 2. In Cell B is an Elven Fighter who was one of the guards of the caravans, AC: 9, HD: 4, HP: 21. Both are unarmed. On the Guards: six 10 GP Gems, three 50 GP Gems, 24 GP, and two ornate Swords, worth 75 GP each.
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- 19) Cleric's Living Quarters: Standard Lizardman living area, quite simple, with several small statues of the god. One is gold-plated, worth 250 GP, but if anyone comes within 2 feet of it, it causes them to glow with a brilliant white light until they retreat outside the 2 feet radius. In a hidden hole in the floor is a pouch with seven Gems at 50 GP each. Two Darts fire as an 8 HD monster at anyone lifting the bag out of its hole, each poisoned, Class 3, 12 Hit Points unless Saving Throw is made, which results in half damage.

- 20) Secret Watchpost: Several sets of eyeholes permit seeing into the temple itself, with the black tapestries (see Room 22) slightly hindering sight. Most details, described in Room 22, can still be made out.

- 21) Ancient Escape Route: In the center of the floor is an 8 feet diameter well, covered by a large stone cap attached to a lifting mechanism. There is a stone pedestal next to it with a lever in the top. Pushing the lever towards the well causes the cap to be raised, exposing the underwater tunnel leading to the river, and flooding the room and eventually the entire complex if the doors are left open. The doors are airtight, and prevent water from flowing into the room if they are closed. Pulling the lever away from the well does nothing if the cap is down but if it is up, a 10 second delay mechanism operates, followed by the closing of the cap.

- 22) Temple: 44 Lizardmen are gathered for the Rituals of Death. They sit in curved stone pews facing a 10 feet high raised stone platform with a bas-relief of the god in the wall above it. The relief is 4 feet wide by 5 feet high, and depicts a Humanoid with a scaled body and large batlike wings and face. On the platform are the Lizardman Cleric: AC: 5, HD: 6, HP: 18, Mace; the Lizardman Leader/King: AC: 2 (+2 Shield), HD: 8, HP: 39, Sword; and a Sacrifice chained to a large stone altar. Two large (3 feet diameter) braziers stand at the ends of the platform. The walls of the room are covered with black draperies set 2 feet out from the wall, allowing limited vision into the room from behind them, but preventing anyone in the room from seeing someone behind them. As the party watches, the Cleric will tear out the heart of the victim chained to the altar, and place it in the mouth of the bas-relief figure. A second prisoner being held at the bottom of the broad stairs leading up to the platform by two of the twelve Guards (noted by Xs on the map) will then be dragged to the top of the stairs, and the process repeated after twenty minutes of ritual. Guards: AC: 5, HD: 2 + 1, HP: 10, 11, 14, 8, 9, 6, 9, 6, 8, 10, 8, 8, Spears and Swords. If a melee erupts, most of the non-guards will flee or cower until rallied by their leader. 1 - 6 will listen to their leader's orders per round and join the fray, and 2 - 12 will immediately rush to their leader's aid if he is ever personally attacked. If the King is killed, morale automatically breaks and only 1 - 6 Warriors will remain to fight, the rest running out of the room to hide in various parts of the temple. If the fight appears to be going badly for the Lizardmen, the Cleric will utter a command word and clouds of thick black smoke will begin to pour forth from the braziers, obscuring the platform in one round, and filling the entire room in four rounds. The Cleric will use the cover of this smoke to retreat through the secret door on the platform and run to Room 21, where he will exit the complex, flooding it as he leaves.

Upon closer examination, the mouth of the bas-relief figure will prove to be a 6 inch diameter hole sloping down, with many layers of dried blood, as well as fresh blood from today's ritual. Very careful examination will reveal a catch which allows the entire relief to swing out from the wall, revealing a 4 ft x 5 ft x 5 ft area behind it. On the floor are the remains of hundred of old dried hearts, as well as several dozen fresher ones, five 1000 GP Gems, three 100 GP Gems, two 50 GP Gems, two pieces of Jewelry worth 30,000 GP total, 4600 GP, 9100 SP, a +2 Dagger, Potion of Fire Resistance, Potion of Extra-Healing, and a Ring of Mammal Control.

Clerical Spells: *Cure Light Wounds* x 2, *Hold Person* x 2, *Prayer*, *Cure Disease (Reverse)*, *Cure Serious Wounds* x 2, *Raise Dead (Reverse)* x 2.



The Demon Temple of Thoth

The Demon Temple of Thoth is located in Hex 2317 of Wilderlands Map 3. The cavelike entrance to the temple proper is located high up on the slopes of the "Glow-Worm Steppes". At the base of the slope is the ruins of a large village or small town. Back in the days when the temple was active only the Highest and Holiest of the Priests were allowed to live in the temple itself. The worshippers and Lower Priests lived in the now ruined village.

The temple is in its current unfortunate state because of the activities of the last High Priest. In his quest for knowledge, he stepped over the line and began practicing Demonology. He was able to keep his activities secret from the Lesser Priests for quite a while but eventually they surprised him in the midst of one of his experiments. When confronted with the foulness of his acts, the High Priest flipped out completely. He conjured all the Demons he could and sent them after the other Priests. Before long, every Priest in the temple was dead (including the High Priest) and eight Demons were free on the material plane. Four of those Demons soon left for places unknown while the remaining Demons decided to hang out in the now desecrated temple.

In the 24 years since then, the Demons of the temple have roamed over much of this part of the planet, killing and looting as they went. But they always returned to their lair in the Temple of Thoth.

Rumors

Anyone living within eight hexes of the temple will have a 75% chance of having heard one of the following rumors:

- 1) There is a cave in the ridge which used to be a temple worshipping Thoth. (T)
- 2) A large Green Dragon lives in this area. (F)
- 3) Everyone is afraid to go anywhere near the ruins. (T)
- 4) The last High Priest of Thoth in this area was excommunicated for studying Demonology. (T)
- 5) A large group of Bandits used to make their lair in the ruins. (F)
- 6) There have been many unexplained disappearances in this area in the last 20 odd years. (T)

(T) indicates that the rumor is True.

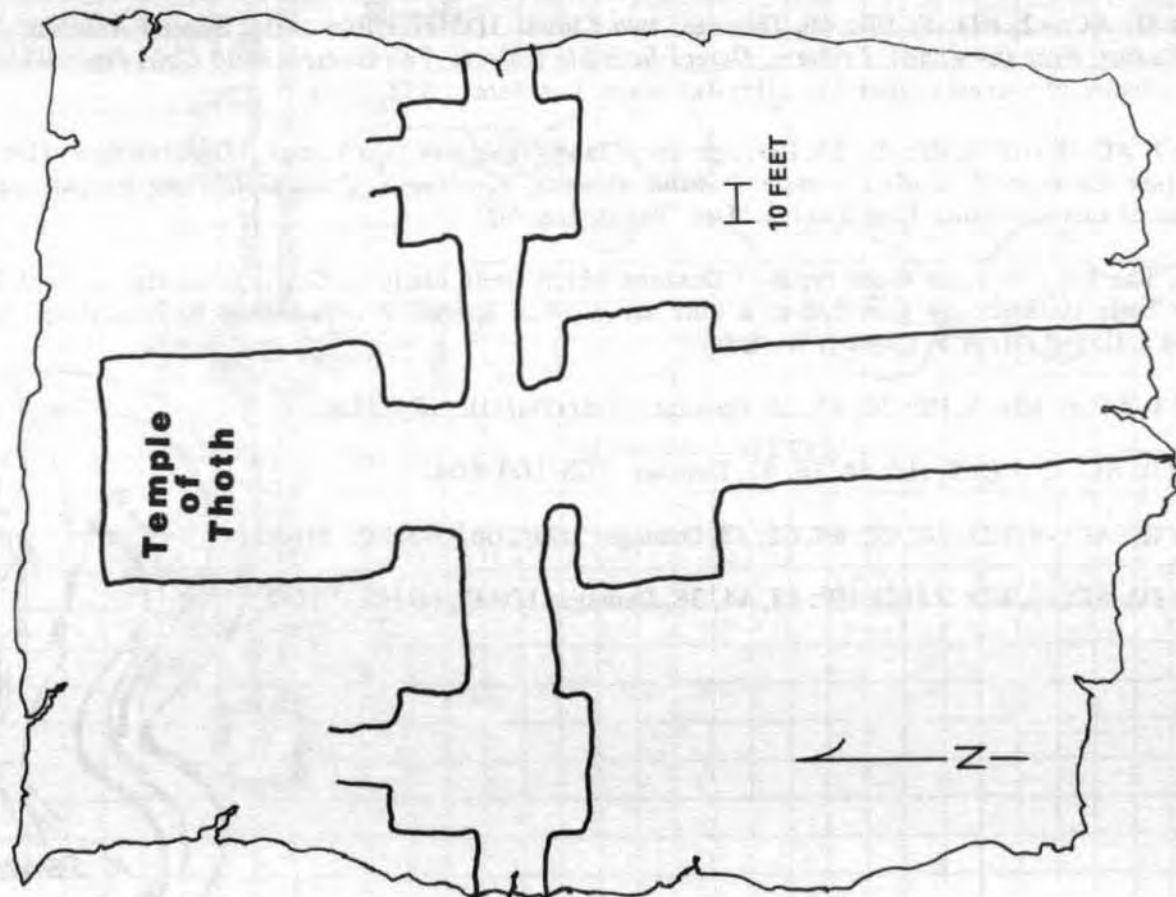
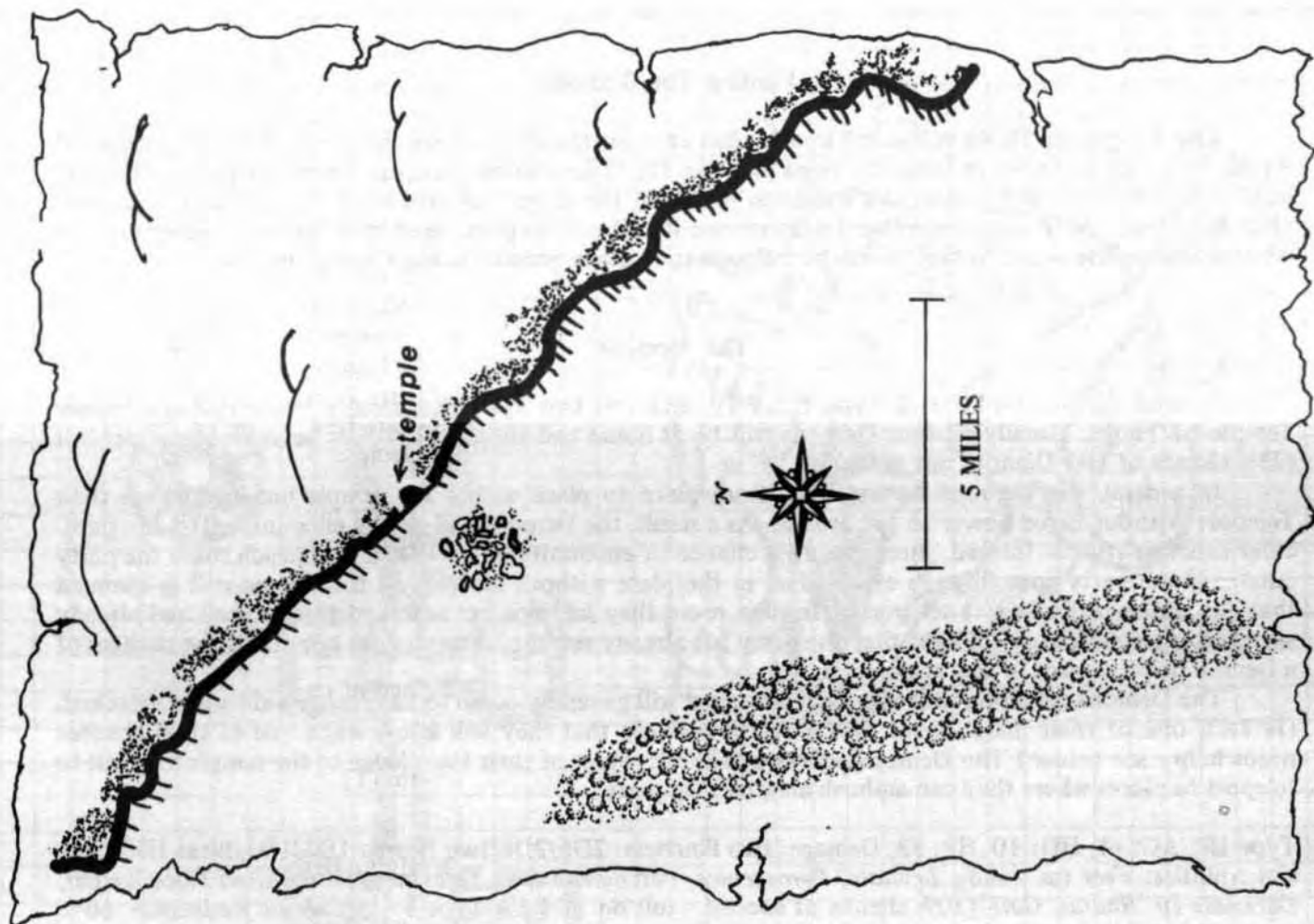
(F) indicates that the rumor is False.

Fthilal, Priest of Thoth

Fthilal is a 9th level Priest of Thoth who lives in a small hut approximately 15 miles away from the temple. He has lived there for nearly 10 years, ever since he located the ruins near the temple. He knows that there is a Temple of Thoth nearby but he has never been able to find it. Every party which passes through this area has a 50% chance of being spotted by Fthilal who will make contact if the party looks friendly. Fthilal will ask for assistance in finding and reconsecrating the temple (of course, he will not ask for such help from parties which have evil members).

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Fthilal	CL	LG	9	29	0	8	9	13	17	11	12	13	Mace 1D6 (+2)

Spells: *Cure Light Wounds*, *Cure Light Wounds*, *Detect Evil*, *Hold Person*, *Speak with Animals*, *Silence 15' Radius*, *Cure Disease*, *Continual Light*, *Prayer*, *Cure Serious Wounds*, *Neutralize Poison*, *Raise Dead*, *Commune*. Magic Items: +2 Mace, +1 Shield, +1 Plate Armor, Potion of Extra Healing.



Finding The Temple

The Temple of Thoth is located in a hidden cave on the slope above the ruins. It is not possible to see the entrance to the cave from the ruins (or from the "Glow-Worm Steppes" above the ruins). The only way to find the cave is to conduct a thorough search of the slope. This will not be too difficult to accomplish but it will be time consuming. Furthermore, it will not be possible to ride horses or other animals while searching the slope. In fact, it will be difficult to ride any animal on the slope at any time.

The Demons

A total of four Demons (a Type III, a Type II, and two Type I) currently live within the former Temple of Thoth. Usually all four Demons will be at home and there will always be at least one present (25% chance of 1D3 Demons not at home).

In general, the Demons do not walk from place to place within the temple but instead use their Teleport Without Error power to get around. As a result, the Demons will not be encountered in any particular room or rooms. Instead, there is a 15% chance of encountering 1D4 Demons in each room the party enters. If the party goes through every room in the place without meeting all four Demons it is assumed that the unfound Demon(s) teleported from a room they had not yet searched to one they had already searched. Also note that the fact that the party has already searched a room does not affect the chances of a Demon being present in that room later.

The Demons get along well with each other and will generally come to each other's aid when attacked. (In fact, one of their magic items makes it 100% likely that they will know when one of their number needs help - see below.) The Demons will also take advantage of their knowledge of the temple's layout to teleport to places where they can ambush an attacking party.

Type III: AC: -4, HD: 10, HP: 53, Damage: two Pinchers: 2D6/2D6/two Horns: 1D3/1D3/Bite: 1D6. Special Abilities: *Fear* (as wand), *Levitate*, *Pyrotechnics*, *Polymorph Self*, *Telekinese* - 4000 Gold Piece Weight, *Darkness* 10' Radius, *Gate* (30% chance of success - roll on 1D4 for Type I - IV). Magic Resistance: 60%.

Type II: AC: -2, HD: 9, HP: 46, Damage: two Claws: 1D3/1D3/Bite: 4D4. Special Abilities: *Darkness* 15' Radius, *Fear* (as wand), *Levitate*, *Detect Invisible Objects*, *Telekinese* - 3000 Gold Piece Weight, *Gate* (20% chance of success - other Type II only). Magic Resistance: 55%.

Type I: AC: 0, HD: 8, HP: 26, 33, Damage: two Claws: 1D4/1D4/two Talons: 1D8/1D8/Bite: 1D6. Special Abilities: *Darkness* 5' Radius, *Detect Invisible Objects*, *Telekinese* - 2000 Gold Piece Weight, *Gate* (10% chance of success - other Type I only). Magic Resistance: 50%.

The following are those types of Demons which could easily be *Gated* in by the resident Demons. Their basic statistics are provided as a time saver. Their special powers should be looked up above (for Types I, II, and III) or in *Eldritch Wizardry*.

Type I: AC: 0, HD: 8, HP: 30, 33, 28, Damage: 1D4/1D4/1D8/1D8/1D6.

Type II: AC: -2, HD: 9, HP: 44, 36, 47, Damage: 1D3/1D3/4D4.

Type III: AC: -4, HD: 10, HP: 66, 62, 53, Damage: 2D6/2D6/1D3/1D3/1D6.

Type IV: AC: -1, HD: 7 (10), HP: 43, 44, 38, Damage: 1D4+2/1D4+2/2D4+2.





1 SQUARE = 20 FEET

Talismans of Dangers

Each of the four Demons inhabiting this place own and wear one of these Talismen. The Talismen allow unlimited (in range) emergency communication between the wearers. That is, at any time one of the wearers can notify all of the other wearers of an emergency. The amount of information which can be transmitted through the use of the Talismen is very limited, however. **Only** the name of the being claiming the emergency and the fact that there is an emergency may be communicated. The type and location of the emergency is not revealed. This item is particularly useful to the Demons as they usually know generally where each of the others is so they can teleport in to help without any great difficulty.

Room Descriptions

Rooms 1, 2, 3, and 4 are what is left of the once extensive natural caverns in this area. When the Temple of Thoth was built, the passage leading to the main cavern (Room 5) was modified (as were the caverns beyond it) to form the smooth and symmetrical spaces that the temple required.

- 1) In this room is a Medusa chained to the wall. She faces the room's entrance so that anyone who enters the room unawares will have a very good chance (80%) of meeting her gaze. The Medusa's name is Weeta. She has been imprisoned here by the Demons. The Demons feed her each day (teleporting in with their backs turned) and remove the stone statues of any fools caught in this trap. Weeta is not at all pleased to be held here and she would love to get a chance to revenge herself on the Demons. As a result, when she hears parties approaching she will yell to them to stay out of her room. If the party halts, she will attempt to convince them that it would be to their advantage to release her to help with the attack on the Demons. She will not reveal that she is a Medusa until the party reaches an agreement with her. Should the party insist upon entering with their eyes open they will suffer the consequences but if they reach an agreement with her, she will advise them to close their eyes and she will guide them to her. Her anger is directed at the Demons and she will not act contrary to the party's interest as long as the party is opposing the Demons. If the Demons have been defeated, her actions will depend upon the treatment she has been given, but she will depart at the earliest opportunity. Her Statistics: AC: 8, HD: 4, HP: 15 Damage: By Weapon given her/Gaze Turns to Stone.
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- 2) The floors and walls of this room are entirely covered by Grey Ooze. There are a total of four of them: AC: 8, HD: 3, HP: 17, 14, 13, 12, Damage: 2D8.
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- 3) This area is inhabited by two Cave Bears. They are permitted to live here because they are not threat to the Demons but serve as additional defenses against intruders. They have been conditioned to avoid all areas of the cave and temple except their own (and the exit, of course). In general, they will attack anyone they encounter when in their lair but will usually be peacable if left alone elsewhere. AC: 6, HD: 6 + 6, HP: 32, 30, Damage: two Claws: 1D8/1D8/Bite: 1d12/Hug: 2D8 (if both claws hit).
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- 4) This room contains a Lurker Above. It will attack whenever there are three or more heat sources in the room (heat sources are living beings, torches and lanterns, etc). AC: 6, HD: 10, HP: 43, Damage: 1D6 + Smother in 1D4 + 1 rounds.
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- 5) This is the area of the caverns where the rock begins to smooth and change from its previous jagged surface and grey color to the smooth white of the temple. There is a large pile of jumbled rubble (boulders, hunks of metal, etc.) here which makes it very difficult to get by. It is possible for normal size Humans but it will slow them down. This will mainly come into effect when characters are fleeing from the Demons.

The rest of the rooms are part of the Temple Proper. The walls are (unless otherwise mentioned) all very smooth and white. Most of them are painted. Each room the characters enter will have a 15% chance of having 1D4 Demons.

- 6) This is the outer Chapel of Thoth. The western third of the room's walls show many worshippers of Thoth walking east. The central third shows worshippers praying to a Thoth like figure (one on each side of the room) and the eastern third show worshippers heading east again. The room is littered with broken furniture (mostly stone but some metal and wood).
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- 7) This section of corridor has walls painted with the images of worshippers of Thoth heading east into the large Chapel (Room 8). Along the walls of the two side corridors are paintings of Priests of Thoth as well as lay scholars heading north and south respectively.
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- 8) This is the large, main Chapel of Thoth. It was in here that most of the major worship services were held. The walls of this room are painted with the images of hundreds of Thoth Worshippers praying.

In the center of the room a large pentacle is drawn on the floor. The pentacle is not complete (that is, there is a gap in it). It was because of this small gap that the Demons were able to escape the control of their summoner.

- 9) This is the Demons' Treasure Room. The walls of this room were originally painted but the heat (see Room 10) has burnt the paint beyond recognition.

The Demons' treasure consists of the following: 8000 SP, 16000 GP, three Jewels worth 1400, 3000, and 5000 GP respectively, Potion of Human Control, Potion of Invulnerability, a Neutral Good aligned Dancing Sword: INT: 10, EGP: 12, with Detect Traps, Detect Sloping Passages, See Invisible, and it can speak Common, Black Dragon and its Alignment language, a Scroll with four spells: *Delayed Blast Fireball*, *Limited Wish*, *Control Weather*, and *Dimension Door*.

- 10) Room Ten refers to the wedge of solid warm lava which blocks the corridors between Room 9 and Rooms 21 and 11. It is not known how the Demons were able to cause such a thing to appear but it is clear that they did bring it here to protect their treasure room. The lava glows a dim orange and it is still very hot to the touch, 2D6 damage. It's presence poses no problems to the Demons which can safely teleport beyond it. However, others must either *Passwall* through it or *Dimension Door* blind into the room beyond (counting on the symmetry of the room to direct them). In any case breaking a hole in the lava will not work but it will destroy any tools used in the attempt.
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- 11) The walls of this room are badly defaced by heat and deliberate scratching away of their paint. In the center of the room is a pile of broken white stone amidst a pile of ashes.
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- 12) The walls of this room are painted with scenes of Thoth exploring and sailing on an ocean. In the center of the room is a statue of Thoth in which he is dressed in sailing clothes.
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- 13) The walls of this room are covered with book shelves which are mostly empty. There are 20D6 books still here and each of these books would be worth 50 Gold Pieces to a Sage or to an employer of a Sage. In the center of the room is a statue of Thoth reading.
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- 14) The paintings on the walls of this room show Thoth exploring a cave or a dungeon. The statue in the center of this room has been reduced to rubble. The only portion of it which remains intact is a hand and arm holding a torch.
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- 15) This room shows Thoth flying through the air in a variety of different ways (i.e. broom, carpet, mounted on Dragon, etc.). In the center of the room is a pile of rubble which was once a statue.
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- 16) The paintings in this room show Thoth as an Alchemist doing a variety of experiments. This room contains neither a statue nor a pile of rubble. There are deep scratches in the floor where a heavy object might have been dragged. The scratches lead toward Room 7.
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- 17) The walls of this room show Thoth working with trees and plants. There is a statue of Thoth planting a small shrub in the center of the room.
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- 18) The walls of this room show Thoth fighting off demons of every shape and size. The statue in the center of the room shows Thoth armed and looking extremely menacing. There are a few book shelves on the walls and on them are a total of 54 books dealing with Demonology. To a Sage interested in studying that topic, the books are worth 150 Gold Pieces each.
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- 19) Here Thoth is shown studying animals both wild and domestic. The statue shows him holding a cat in one arm while a dog lays at his feet.
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- 20) On the walls of this room Thoth is shown fighting Dragons of various types (all evil). The statue in the center is nothing more than a pile of broken rubble.
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- 21) The walls of this room are all black with soot. The floor is covered with a layer of fine ash and in the place of the statue is a large pile of ash.
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Dragonspate Geyser

Dragonspate Geyser, located in Hex 0826 of Wilderlands Map 8, received its name from the Red Dragon who occupied the tunnels under the mountain next to it some 150 years ago. After a reign of fire and terror, the Dragon sealed itself into these caverns, and the Geyser soon ceased to function. Miarseld, some 25 miles east of the Geyser was rebuilt, and life slowly returned to normal.

Three years ago, however, the Geyser erupted anew, and deep rumbles were heard from far below the mountain. It soon became obvious that something had reawakened the Dragon.

The information in Greentafnis' message is essentially correct. Three years ago he and a group of his friends ventured into the tunnels beneath Dragonspate Mountain, and were wiped out after awakening the Dragon. His map case was found by the Geyser Pool by a wandering Druid, and has passed through several other sets of hands before reaching the players.

The story of the Dragon is well known in the area, but the cause of his reawakening is the source of wild rumors and stories. Finding a guide to take the players to the area could be a considerable problem, and a good deal of money will be needed to convince someone to lead the party to the Geyser Pool.

The Geyser Pool mentioned on the map of Greentafnis lies at the foot of Dragonspate Mountain. It is a small pool, about 50 feet by 40 feet. The water is warm, although not hot, and the pool is quite clear. Not visible from the surface is the tunnel about 12 feet below the surface. The tunnel is about 8 feet in diameter, and its surface is primarily stone, with some mud and silt mixed in. About half a minute's swim in is Room 1.

Each turn there is a 5% chance that the Geyser will spout. If it does while someone is in the water, they will take from 3 - 18 points of damage. If someone is standing next to the pool, damage will be from 1 - 8. No Saving Throw is possible.

Upon entering each room of the upper level, there is a percentage chance that part of the floor will collapse. These are listed with the description of each room. If the floor collapses, one person will fall through, landing on the lower level at the spot indicated by the room's number with a circle around it. Damage 3 - 18 unless a saving throw of under that person's Dexterity is made, in which case only half damage is taken. Note: Room 1 does not have any percentage listed with it. There is a 5% chance only if the Dragon Breathes under the room, and if this happens, 90% of the floor will collapse.

- 1) When the players pop up in this room, they will be in the center of a 32 feet by 25 feet pool. The pool is about 15 feet deep at the center, with steep stoney sides. The tunnel leading in is 6 feet below the surface of the pool. The body of Greeneyes lies to the west of the pool, sitting up with his back against the wall. He still holds the Dragon's Eye, a large white round stone about 6 inches in diameter (worth about 2000 GP as a curiosity piece). The party immediately hears the Dragon roaring beneath them, constantly moving about. There is a 5% chance per turn that the Dragon will Breath underneath the pool, boiling the water and filling the room with scalding steam (2 - 20 damage, no Saving Throw - this is what powers the Geyser). To clear the blockage at the tunnel out will require 3 - 18 turns minus the number of people working on it, with a minimum of three turns. There is a 10% chance of additional collapse once the path is cleared.
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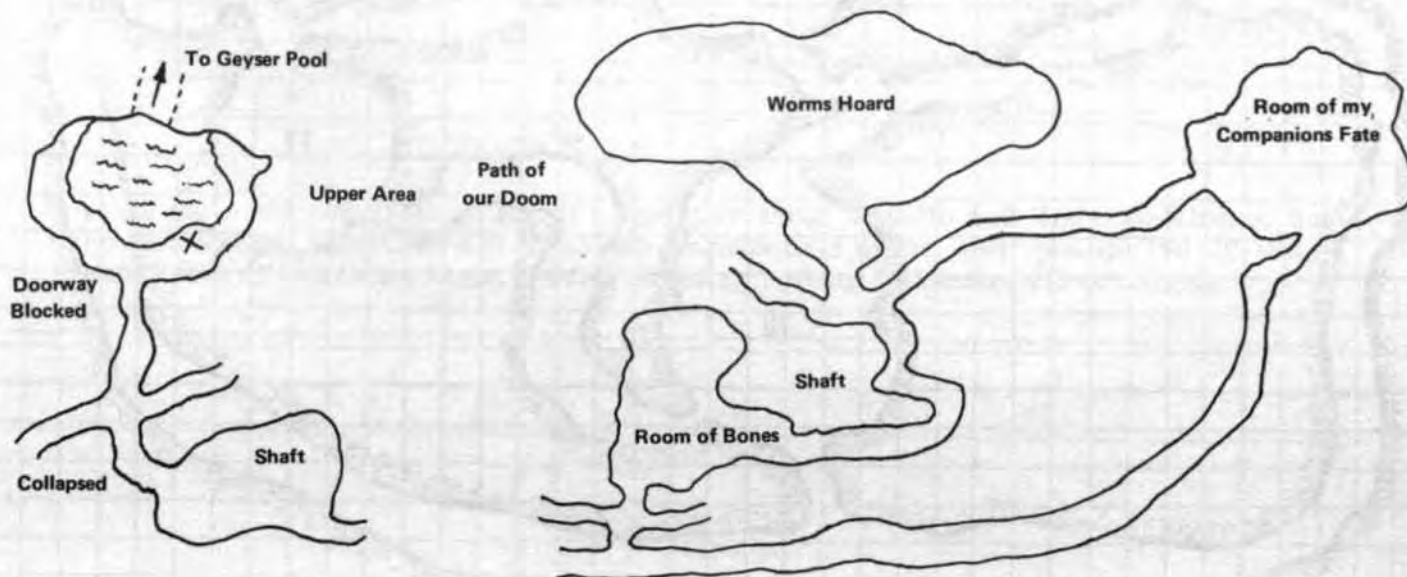
- 2) A pool of boiling mud gives off noxious fumes (make Saving Throw vs. Poison or leave immediately). In the pool is a Boiling Mud Monster: AC: 3, HD: 4, HP: 16, Hurls boiling mud for 2 - 12. Only blunt weapons do damage. One of the blobs of thrown mud will contain a fiery red Gem worth 200 GP, which turns to powder when it cools (12 turns), revealing an intricately carved ring worth 800 GP. 15% chance of floor collapse.
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TO WHOMEVER SHALL FIND THIS MESSAGE

My companions and I have made a terrible error, and paid for it. We chanced upon information about a tunnel from the pool, at Dragonspate Geyser to tunnels beneath the mountain where it was rumored that a Dragon's Hoard lay. It is but a short swim underwater, perhaps a minute. Once inside the bowels of the mountain, we soon found a shaft leading deeper, which we climbed down. A low tunnel led us into a room filled with ancient bones, stacked to my knees. Cruel Fate soon led us to the worm's hoard, of which we had one swift glance ere we smelled his fiery breath. We ran, going aimlessly until we came upon a chamber where my friends determined to make a stand. A hopeless battle, but better than running until the inevitable. My friends got in but two swift blows before being engulfed in flame, but one appeared to knock out the Doomfire's left eye, which rolled straight to where I stood. I picked it up (I know not why) and ran once more, stumbling into the Room of Bones. The Beast spotted me before I was able to enter the low tunnel and his fire has done me a fatal blow. I was able to crawl up the shaft, and stumble back to the large pool, but one of the tunnels collapsed totally behind me, and the doorway to the room I had been in is now also closed. I hear the monster thrashing about below me, cursing me, my companions, my race, and the Fate which led us here. His desire for his eye (which I have found to be nothing more than a large stone) seems greater than his desire for his treasure, as he has offered to trade several times during his various rages. If anyone would wish to try, they are welcome, and they are also fools.

I am placing this paper in my map case, sealing it, and throwing it into the water in hopes that my companions and I are not totally forgotten by the world.

Greentafnis Greeneyes





- 3) Hundreds of small brown mushrooms grow out of the floor and walls. Anyone chewing on one, or even sniffing one, automatically (no Saving Throw) begins to hallucinate for 7 - 12 rounds, believing that he is a fire-breathing Dragon. 10% chance of floor collapse.
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- 4) A small deep pool of clear, hot water in the southwest corner acts as Healing Potion as long as it remains hot. It will heal 1 - 8 Hit Points but unfortunately, it also does 1 - 8 Hit Points of Heat damage to the throat of the person drinking it. If ever allowed to cool down, it becomes ordinary water. 5% chance of floor collapse.
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- 5) An 8 inch diameter shaft near the east wall leads down 25 feet, where it becomes a horizontal tunnel of 4 feet in height. The ceiling slopes down, reaching 2 feet in height at the point it enters Room 10. Before the party reaches the shaft, they will see a small mouse sitting on a ledge about 4 feet off the floor. The mouse has just drunk from a small pool of water which confers the ability to Breath Fire (3 - 18 Hit Points), and the mouse will demonstrate to the first person entering the room by letting them have a full blast of fire before disappearing into a small hole in the wall. The pool has the equivalent of one wineskin of the liquid (three uses). If the pool is emptied, it will refill in six weeks. 10% chance of floor collapse.
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- 6) This chamber appears to be empty, but a careful search will yield a small metal box hidden in a crevice. In the box is an ancient leather bound book, quite dry and brittle, with apparently blank pages. *Read Magic* will reveal the story of the manufacture of the Dragon's Eye for a Gold Dragon, and its theft by Brashfear. The book apparently belonged to one of the adventurers whose bones cover the floor of Room 10. 5% chance of floor collapse.
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- 7) A very dry wooden chest sits on top of a large stone along the north wall. The chest is locked, but the lock is easily broken. In it is a one inch diameter clear sphere, worth perhaps 150 GP, which reacts positively to a *Detect Magic*, but does absolutely nothing. 5% chance of floor collapse.
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- 8) A dessicated corpse sits against the south wall, its legs caught beneath a large stone which obviously fell out of the ceiling. The bony hands are clutched on the hilt of a +2 Red Dragon Slaying Sword, and the man's Wraith will do everything in its power to ensure that it remains there. Wraith: AC: 3, HD: 4, HP: 21, Damage: 1D6 and one Level Drain; only magic weapons hit. The Wraith will not leave the room under any circumstances, or attack anyone who does not threaten it or the Sword. 5% chance of floor collapse.
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Lower Level

The Dragon

Due to the size of the remaining openings in the Lower Level, the Dragon is confined to Rooms 9 - 13 and the corridors connecting them. He is in a frenzy about the theft of the Dragon's Eye (the object Greeneyes mentions he picked up), and with good reason. When placed in his eye socket, it acts as a Gem of Seeing. He is therefore wandering aimlessly (and angrily) about the lower areas searching for the escaped adventurer. He wishes the Eye back badly enough to negotiate for the return of it. However, being Chaotic Evil, he would not be loathe to break an agreement immediately after gaining possession of the Eye.

The Dragon's name is Brashfear: AC: 2, HD: 10, HP: 60, Align: CE, Damage: Bite: 2D10; Fire Breathe: 9" x 3" cone, 60 Hit Points of damage (Saving Throw applicable). He speaks Common, and Red Dragon. He does not use magic.

Once the party reaches the lower caverns, roll a D12 to determine the Dragon's location. Redice each time the party enters another room or corridor and each turn spent in Room 13. If a 1 or the area the party is entering is indicated, the party has found the Dragon, and vice versa. The party should be told that the Dragon is close if he is in an adjacent area, otherwise the echoes confuse the sound too much to accurately determine where he is.

Dragon Location D12

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|-----------------|----------------------|
| 1) Behind Party | 7) Corridor 9 - 10 |
| 2) Room 13 | 8) Corridor 9 - 12 |
| 3) Room 12 | 9) Corridor 9 - 13 |
| 4) Room 11 | 10) Corridor 10 - 11 |
| 5) Room 10 | 11) Corridor 11 - 12 |
| 6) Room 9 | 12) Corridor 12 - 13 |

There is no chance of floor collapse while on the lower level.

- 9) A small (15 feet across) pool of hot water occupies the center of the floor. It is very clear and the bottom is well lit by a Glowstone. At the bottom (25 feet down) is an illusionary Mermaid beckoning characters in. Save vs. Magic or jump in head first. Water does 1 - 12 Heat damage per round, plus the possibility of drowning.
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- 10) Room of Bones. The floor is covered to mid-thigh with ancient yellow bones of adventurers who came after the Dragon years ago. The Armor and Weapons are of archaic make and 80% are broken beyond repair, although some might make interesting museum pieces. There is a single path through the bones, leading from entrance to entrance, about as wide as a Dragon.
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- 11) This cavern is barren, with a floor of fine sand. Buried about 8 inches down in the sand is an empty vial, which if exposed to extreme heat will fill with Fire Resistance Potion. It is cracked, so the fluid begins to leak out immediately and completely disappears in 1 - 3 rounds.
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- 12) Several sets of blackened bones are scattered about. The smell indicates the fight was recent. The bones are strewn about in great disarray, and give some evidence of having been stomped on. Several shattered Swords, broken and melted Armor, and other general debris are also strewn about. There is nothing usable left in the room, all having been broken or taken to the Hoard Room.
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- 13) Dragon's Hoard Room. A sulphurous smell hangs over everything, and the air is fairly stifling. Mounds of coins (mostly Coppers) have been kicked about severely during the Dragon's recent rages. The urns of Gold Pieces and chests of Silver Pieces have been left untouched as the Dragon hates to see them strewn about. Total: 140,000 CP; 57,000 SP; 24,011 GP; 77 Gems worth 12,000 GP total; four pieces of Jewelry worth 1100 GP total; Potion of Extra-Healing; +2 Chainmail; twelve +1 arrows; and Gauntlets of Fumbling.
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Introduction to Vampire's Castle

The Vampire's Castle, formerly the Castle Potunda, is located in Hex 4523 of Wilderlands Map 12 (Isle of the Blest). The Castle was built over 250 years ago by the first Lord of Potunda. It remained the family stronghold through 15 Lords of Potunda until 25 years ago. Strose Minana, the Cleric of the last Lord of Potunda, was angered by his recent reduction in status following the arrival of another Cleric. Seeking revenge, he sought out a Vampire and made a pact with him. Together, they slipped into the Castle one night and silently murdered most of the Potunda family and the Cleric who had replaced Strose. With the more powerful residents of the Castle dead, the Vampire revealed himself and wiped out the Garrison by driving them out of the Castle into the maws of a large pack of wolves which Rallingsbain (the Vampire) had summoned. Not one member of the Castle Garrison or inhabitants survived that blood-filled night.

Since that night, Rallingsbain and Strose have occupied the Castle in an uneasy alliance. Strose protects the castle during the hours of light, and Rallingsbain rules the night, along with three other Vampires which have come under his control.

The Treasure map was made by a member of the Garrison who had been discharged three days before Strose's return. He was staying at an inn in the nearby town of Abject when the Lord's troops failed to show up to collect the taxes. Two groups of messengers dispatched to the Castle failed to return, and the ex-soldier left the area. Several years later, he drew up the map and sold it to a group of adventurers who later lost it to thieves.

Any person within eight hexes of the Castle Potunda has a 25% chance of learning some rumor about it. Those within four hexes automatically know one rumor. Anyone knowing a rumor will be able to direct the party to the Castle.

- 1) The Lord of Potunda ruled the entire area up until the disappearance of his entire family 25 years ago.
- 2) There is an unusually high number of Wolves in the hills surrounding the castle.
- 3) The Barrony of Potunda used to be one of the richest on the island (F).
- 4) A large Red Dragon wiped out the Garrison and now occupies the Castle (F).
- 5) The Cleric Strose Minana has been seen recently, looking just as he did 25 years ago.
- 6) There are fire-breathing frogs living in the area (F).
- 7) Villagers frequently disappear during the night.
- 8) Everyone in the area is afraid of the Castle and whatever lives there.
- 9) People brave enough to get near the Castle have seen no one manning the walls.
- 10) A Dwarven Thief went through the area on his way to the Castle several weeks ago.

Certain personalities are not located on the map, but are met as encounters. Others are located on the map, but can also be encountered. Their details are listed below:

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
"Fingers" Brandos Dwarf	TH	N	9	21	9	5	13	10	12	17	9	11	None

Skills: Pick Locks 80%; Remove Traps 85%; Pick Pocket 75%; Move Silently 80%; Hide in Shadows 70%; Hear Noise 1 - 4; Falling 5%. "Fingers" tried to work his way into the Castle one night and was caught by Rallingsbain, who *Charmed* him. The Vampire keeps the Dwarf alive because of his ability to set traps. The Dwarf is normally found in Room 18, although it is possible to encounter him during the night. If the *Charm* is broken, "Fingers" will join the party in order to recover his goods (which are noted separately in the treasury in Room 57), although he would not be adverse to doing some pickpocketing among the party. He is always carrying his picks and tools, but no weapons.

Strose Minana CL LE 8 38 -2 6 14 12 14 12 16 11 None

Spells: 1st Level: *Cause Light Wounds, Detect Magic*; 2nd Level: *Hold Person, Speak With Animals*; 3rd Level: *Cause Disease, Prayer*; 4th Level: *Protection/Good 10' Radius, Cause Serious Wounds*; 5th Level: *Finger of Death, Dispel Good*. Strose owns the following magical items: Staff of Striking (141 charges); +2 Plate Armor, +2 Shield.

Lesser Vampires

The Vampires are listed here in case they are met in a random encounter. If they do not meet and they do not respond to an alert, they will be found in the rooms indicated after their name where further details can also be found.

Vecron (Room 50) - Male Vampire, AC: 2, HD: 8, HP: 45, Damage: 1D10 plus 2 Level Drain. He hates Clerics, and highly susceptible to garlic.

Korla (Room 53) - Female Vampire, AC: 2, HD: 7, HP: 33, Damage: 1D10 plus 2 Level Drain. She hates Elves, can summon Invisible Stalker.

Quirtes (Room 56) - Female Vampire, AC: 2, HD: 7, HP: 35, Damage: 1D10 plus 2 Level Drain. She is a 4th level Magic User, friend of Strose, favorite of Rallingsbain. Spells: 1st Level: *Sleep x 2, Hold Portal, Magic Missile*; 2nd Level: *Web, ESP*.

Rallingsbain

Rallingsbain (Room 57) - Male Vampire, AC: 1, HD: 9, HP: 50, Damage: 1D10 plus 2 Level Drain. He has 9th Level Magic User abilities, a Ring of Djinn Summoning, +1 Ring of Protection. Spells: 1st Level: *Sleep, Magic Missile x 3*; 2nd Level: *Mirror Image, Web, ESP*; 3rd Level: *Haste, Dispel Magic, Hold Person*; 4th Level: *Confusion, Polymorph Other*; 5th Level: *Cloud Kill*.

During the day the Vampire resides hidden way deep in the Castle's dungeon (Room 57) but during the night he can be found roaming the Castle and the countryside. The Vampire has explored and is familiar with every area of the Castle. In particular, he is aware of the chimneys and uses them as secret passages while in gaseous form. The Vampire created the other three Vampires which live here and they are under his control (as are the large number of Wolves, Rats, and Bats found in the area).

Intruders

If an intruder is determined to be in the Castle, the response will be immediate (although the actual response will depend on whether the intrusion occurs during the day or the night). A daytime intrusion will be responded to by the Cleric and the Wolves, Rats and Bats. They will make hit and run attacks on the lower levels of the Castle and then withdraw upward to the higher floors hoping to draw the intruders after them. If this fails, they will make a determined attack only if the intruders find their way to the lower level of the dungeon. In any case, the primary goal of the Cleric will be to stall the intruders until nightfall and he will do so in any way which seems practical (including negotiating with them).

A nighttime invasion will be handled in a completely different manner. Once the party is located, a few Zombies will be sent against it to determine if there is a Cleric in the party. If so, an attempt will be made to disable the Cleric first (perhaps by a *Charm* spell or a *Finger of Death*, if both of them fail, a *Web* spell will do as a temporary measure). Once the Cleric is out of action, the Vampires will all attack at once (usually with several of the Wolves) while in Wolf form. If the battle begins to go badly, they will immediately retreat and reform for another attack later. They will continue to harass invaders in this fashion until they are defeated or until it is a couple of hours until dawn. If hostile forces are still in the Castle by then, the Vampires will retreat out of the Castle and spend the next day in the emergency coffins they have secreted in the nearby hills. They will return the next night with a large force of Wolves and if the intruders are still in the Castle, they will harass them all night once again.

Vampire Encounter Table

Night

- 1) Rallingsbain + 1D3 Lesser Vampires
- 2) 1D3 Lesser Vampires
- 3) 2D6 Wolves *
- 4) 4D6 Rats *
- 5) The Dwarf
- 6) 3D6 Bats *
- 7) 2D6 Zombies
- 8) 2D6 Skeletons

Day

- 1) Strose + 1D6 Zombies
- 2) 1D6 Wolves
- 3) 4D6 Rats
- 4) 1D6 Bats
- 5) 2D6 Zombies
- 6) 2D6 Skeletons



* One will immediately report Intruders to Master while the others stay and fight.

Vampire Castle

- 1) Entrance Area: The floors and walls are covered with dirt and there are animal footprint (Wolves) on the floor. Hanging from the ceiling are several small bells which will ring in the breeze created by opening either door.

- 2) Same as Number One.

- 3) Large open Great Hall: The floor is covered with several old and moldy furs. In the northeast corner of the room is a fireplace filled with ashes. Its chimney leads upward and opens onto additional fireplaces on the second, fourth and sixth floors. In the northeast corner of the room is a spiral staircase which leads up and down. 2D4 Wolves will be found in this room 75% of the time: AC: 6, HD: 2, HP: 5, 12, 9, 11, 11, 7, 12, 10, Damage: 1D6.

- 4) Guard Room: Several Weapons and Shields are found on the walls. Each Weapon has a 50% chance of having rusted beyond usefulness. Four Zombies (wearing Chainmail) waits here with orders to attack anything which enters the room. AC: 5, HD: 1, HP: 4, 8, 6, 2, Damage: 1D8.

- 5) Off Duty Guard Room: The fireplace in the southeast corner is filled with ashes and its chimney leads upward and opens onto additional fireplaces on floors two, three and five. The floor is covered with some loose material which if examined closely will be found to be tattered and rotted pieces of cloth. The trap door leading down is well concealed.

- 6) Hallway: The hallway is very dirty and smelling. 2D4 Wolves (the same ones as in Room 3) will be found here 20% of the time.

- 7) Empty Room.

- 8) Empty Room.

- 9) Rat Room: The floor of this room is covered with piles of rotting straw. A large number of Giant Rats live in this room. They will attack any intruders unless prevented from doing so by the orders of a Vampire or the Cleric. 2D6 Rats will be found here at all times: AC: 6, HD: ½, HP: 2, 4, 2, 2, 4, 2, 4, 1, 3, 4, 1, 1, Damage: 1D3. The Rats have accumulated a little bit of treasure which they keep beneath the straw: 14 CP, 28 SP, 31 GP.

- 10) Same as Room One.

- 11) Indoor Practice Room: This room was originally intended as the Weapons Practice room for use in bad weather. As none of the present residents of the Castle have any need for practice, it is normally unoccupied. However, there is a 25% chance of an encounter while in this room.
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- 12) Servants Room: This is the room where the servants lived and slept while off duty. Presently it is unoccupied (although there is a 15% chance of an encounter occurring in this room). The fireplace in the room's northeast corner has been cleaned since it was last used so there are no ashes remaining in it. A careful examination of the floor will reveal the presence of several large blood stains and several bone fragments.
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- 13) Empty Room: The fireplace in the southeast corner of this room is filled with ashes. Lying on the floor near the fireplace is the skeleton of a small child. A closer look will show that the skeleton has been cut cleanly in half. Hidden among the ashes in the fireplace are two Gems each worth 500 Gold Pieces. There is a 15% chance of an encounter in this room.
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- 14) Empty Room: This room stinks as its floor is covered with Wolf droppings. There is a 50% chance of encountering 1D6 Wolves in this room: AC: 6, HD: 2, HP: 10, 6, 5, 7, 6, 8, Damage: 1D6.
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- 15) Outer Lord's Room: Originally this was the room where the Human Lord of the Castle allowed his personal Body Guard to sleep and live. The floor was covered with luxurious furs and blankets. The remains of these furs and blankets still remain as piles of moldy stinking cloth scattered about the room. Frequently (50% of the time) 2D6 Giant Rats can be found here: AC: 6, HD: 1/2, HP: 2, 2, 3, 2, 4, 3, 4, 1, 1, 3, 3, 4, Damage: 1D3. In addition, there is a 15% chance of a random encounter.
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- 16) Lord's Antechamber: This room was used by the lord as a private meeting/counsel chamber. It is now completely empty except for some loose rubble on the floor. The east wall of the room contains a 6 inch hole which was one part of a secret compartment but is now nothing but a visible hole. There is a 10% chance of an encounter in this room.
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- 17) The Lord's Chamber: Formerly, the sleeping chambers of the Lord of the Castle, the room now contains a Carrion Crawler: AC: 3/7, HD: 3 + 1, HP: 16, eight Attacks, Saving Throw versus Paralyzation or paralyzed, imprisoned here by the Vampire. It is fed on an irregular basis whenever the Vampires have a victim's body which they decide not to make into a Zombie. Occasionally it is released at the request of Strose Minana to clean up the Castle. This does not happen too often though because the Castle will have to get pretty bad before the Vampires will listen to Strose's complaints.

The chimney in the room's northeast corner has a small crack in it large enough to allow the passage of a gaseous Vampire.

- 18) The Dwarf's Room: This room is complete empty except for four large metal stakes pounded into the floor and a large and soft fur rug stretched out between them. Usually, the Dwarven Thief, Aak Nook, will also be found here (for game purposes, assume that the Dwarf will be here if he has not already been encountered elsewhere). If Aak Nook is freed, he will behave as described elsewhere. This room is kept extremely clean as the Vampires do not want Aak Nook to catch a disease and die on them as they find his trap setting ability very useful. There is a 5% chance of an encounter here during the day and a 50% chance of one during the night.
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- 19) Storage Room: This is the room in which the Vampires have stored the more commonplace loot from their victims. It is filled with Weapons, Shields, Armor, Clothes, Rope, Food Containers, and assorted other equipment. None of this stuff is magical and under no circumstances will any anti-Vampire equipment (stakes, mirrors, crosses, etc.) be found here. There is a 35% chance of 2D4 Giant Rats being here: AC: 6, HD: 1/2, HP: 3, 4, 2, 3, 2, 2, 1, 1, Damage: 1D3.
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- 20) Third Floor Corridor: This corridor is kept cluttered with all sorts of debris (bones, broken furniture, Wolf droppings, etc.). Because of this debris, it is nearly impossible to transverse this corridor silently (-55% chance). Just outside the door to Room 18 is a tripwire trap. Each person has a 40% chance of setting off the trap and the person who sets off the trap will be hit by a (formerly) invisible bucket of acid for 4D6 damage. There is a 35% chance of a random encounter in this corridor (and the inhabitants of the Castle all know how to avoid the trap).
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- 21) Fourth Floor Corridor: This corridor is debris free as Strose Minana is able to at least keep his area clean. A trap dumping rubble (4D6) on the person stepping on a pressure plate in floor, 30% chance per person. There is a 30% chance of an encounter while in the corridor, doubled if someone sets off the trap.
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- 22) Cleric's Private Room: The room is very clean and neat. Several book shelves line the walls, filled with works on Theology and History. Several incense candles and other religious paraphernalia rest on the small wooden table in the center of the room. A small compartment in the east wall near the chimney contain five Jewels worth 3000 GP, 2 x 1000 GP, 1200 GP, 900 GP and a Potion of Longevity which is labled as a Potion of Smell Dampening. 30% chance of encountering the Cleric if not previously encountered.
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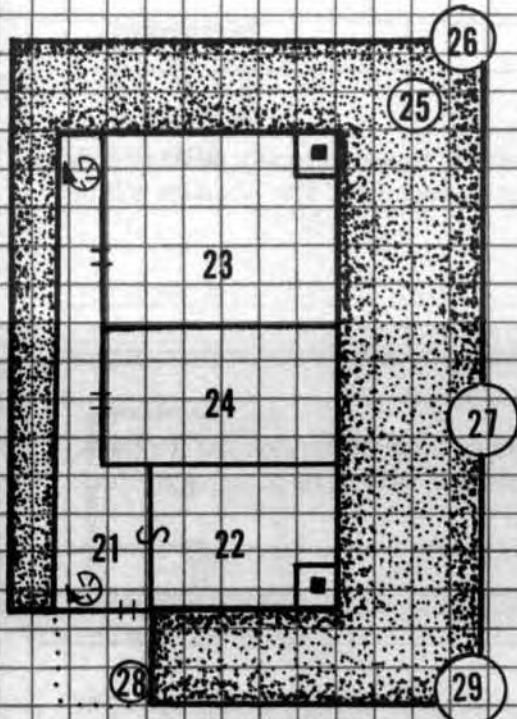
- 23) Cleric's Writing Room: This room is well kept neat and clean. A large fire burns in the northeast corner on cool days and at night. Two minor works on Vampires rest on a large desk, along with several documents written by Strose concerning the takeover of the Castle. He intends to write up the entire history of the area as there is little else to do these days. 20% chance of encountering the Cleric here if not previously encountered.
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- 24) Cleric's Sleeping Chamber: A very large bed which once belonged to the Master of the Castle. Several sets of Clerical Vestments as well as more mundane garments are hung around the room. 20% chance of encountering the Cleric here if not previously encountered. Triple chances at night.
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- 25 - 29) Towers: Each level of each Tower has a Zombie: AC: 8, HD: 1, HP: 3, 4, 3, 2, 3, 1, 2, 3, 6, 2, 4. The Zombies act as Watchmen during the day, ringing a large gong each has if anything is spotted. At night, these Zombies break up into two groups and patrol the Castle. The entrances are on Level 5.
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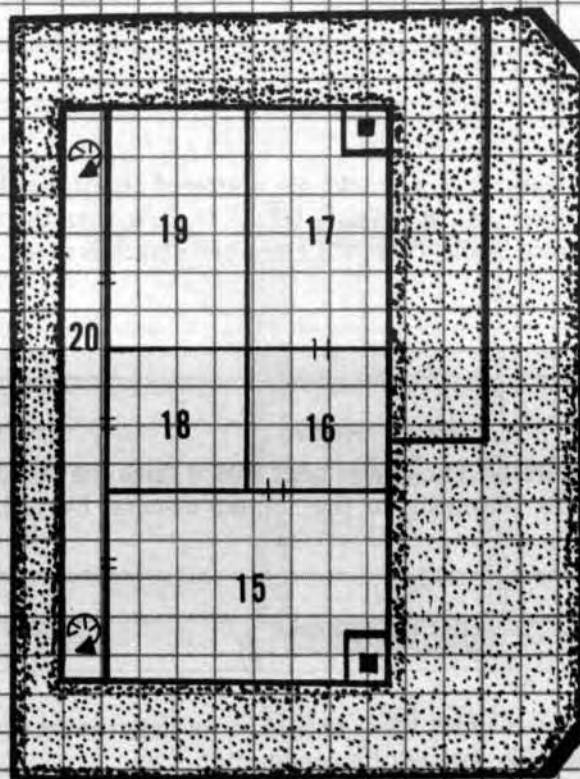
- 30) Mustering Area for Wall Defense: Several weapon racks are mounted on the walls still partially filled with weapons. Otherwise, the room is quite empty. 20% chance of an encounter.
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- 31) Guard Room: Several old bunks and empty weapon racks, dust and debris are all that remains in this room. The inhabitants of the Castle come here only when inspecting the wall defenses, which is very rarely. 10% chance of encounter.
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FOURTH FLOOR

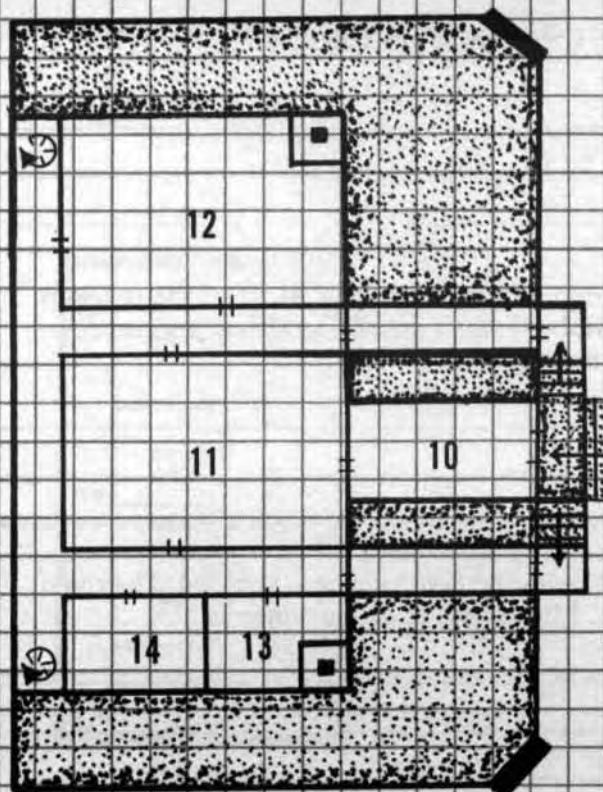
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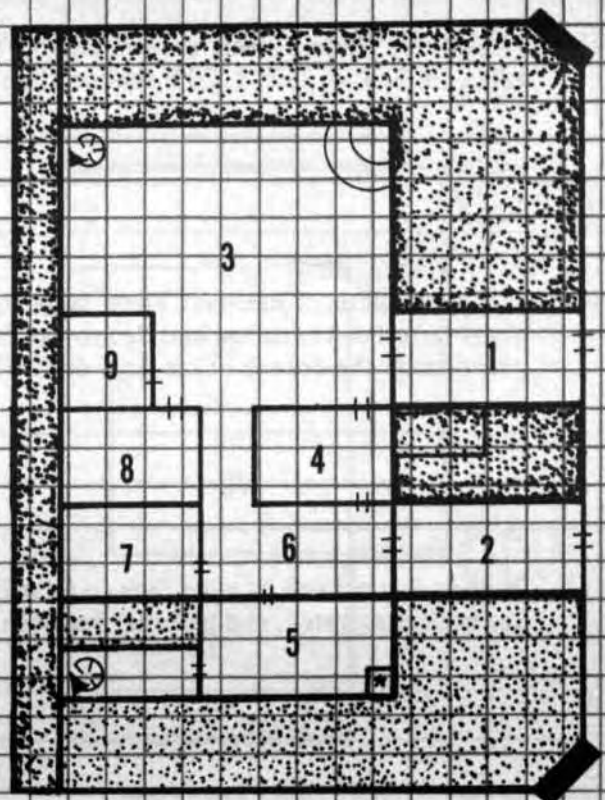
THIRD FLOOR

1 SQUARE = 10 FEET

CHIMNEY =



SECOND FLOOR



FIRST FLOOR

32) Empty.

33) Wall Walk: Various large rocks are scattered about the floor. These are tossed onto any unwanted visitors. Zombies: AC: 8, HD: 1, HP: 3, 4, 8, 6, man the walls, one on each wall. The Zombies will be joined by those in the Towers if any open attack is made.

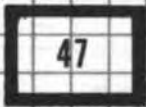
34 - 39) Guest Quarters: These have been sealed since the takeover as the inhabitants have no use for them. Various items belonging to the former owners. Everything is covered with a thick layer of dust.

40) Corridor: The corridor is used much more than the rest of the level as Strose often wanders up to the higher areas. 10% chance of an encounter.

41 - 43) Towers: These Towers are similar to Towers 25 - 29. One Zombie per Tower level: AC: 8, HD: 1, HP: 2, 6, 5, 3, 4, 7, 2, 1. 20% chance of an encounter.

44 - 45) Empty Cleric's Quarters: These were used by the Cleric of Baron Potunda. Most of the religious items have been removed and destroyed, but two Gold Holy Symbols are still hidden in a secret compartment in the drawer of his large desk. 5% chance of encounter.

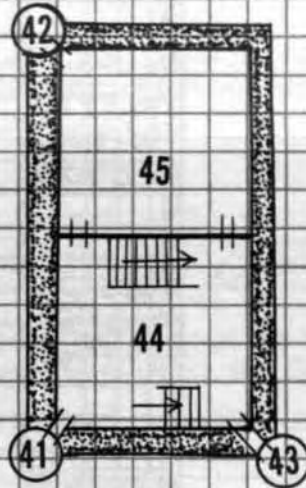
46) Chapel: Several sets of pews face an altar from which all Holy Symbols have been stripped. The room has been desecrated, and material has been strewn about. 15% chance of an encounter.



NINTH FLOOR



EIGHTH FLOOR



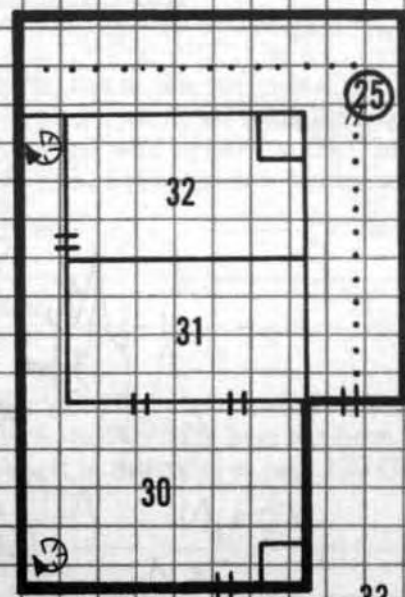
SEVENTH FLOOR



1 SQUARE = 10 FEET



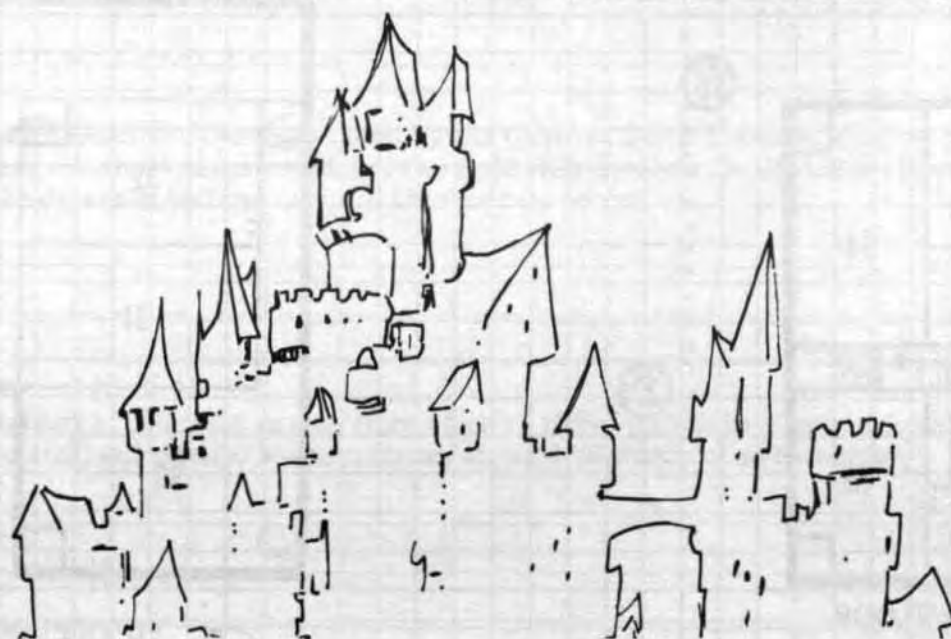
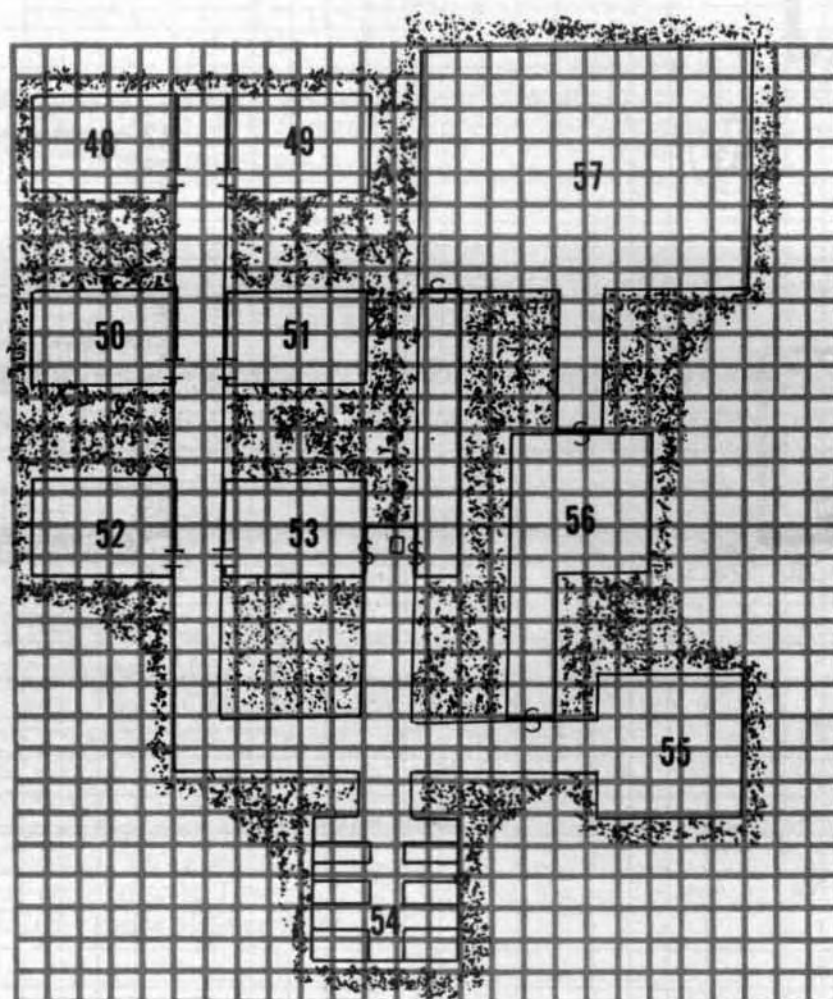
SIXTH FLOOR



FIFTH FLOOR



Crypts



- 47) Tower Top: Strose's favorite watchpost. 25% chance of encountering him here.
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The Tombs

- 48) A Burial Crypt: An iron coffin rests on a stone bier. The aged body inside has not been disturbed. The body has a jeweled necklace worth 800 GP and a Ring with a small poisoned prickpin on the inner surface. Poison: Class 14, HP: 16, ½ if Saving Throw made.
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- 49) Burial Crypt 2: Another iron coffin similar to that in Room 48. This crypt has been invaded by a Yellow Mold. The body has no jewelry, only a Gold-chased Sword with a 500 GP gem in the hilt.
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- 50) Burial Crypt 3: The original body in the crypt has been removed and the room has been taken over by one of the Vampires subservient to Rallingsbain. Vecron: Male Vampire, AC: 2, HD: 8, HP: 45, Damage: 1D10 plus 2 Level Drain. Vecron is especially susceptible to garlic buds, and if any should touch his flesh, he goes gaseous for 2D6 turns, but will follow the party in this form, reforming as soon as possible and attacking from behind with Clerics as primary targets. Vecron harbors an especially deep hatred for Clerics at all times and just barely tolerates Strose.
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- 51) Crypt 4: An iron coffin on a stone bier as in the other crypts, but in this coffin is a Zombie: AC: 8, HD: 1, HP: 1, Damage: 1D8, dressed up to resemble a Vampire. Two of his teeth have been filed to resemble fangs, and he will attempt to bite the neck of anyone who opens the lid. The Vampires hope that any attacker will be convinced that they have slain one of the four real Vampires.
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- 52) Crypt 5: This crypt exhibits evidence of a recent fire as the Vampires encountered a Green Slime in here and had to send the Zombies in to fry it. The body which used to be in here has been destroyed, and the coffin and bier were damaged. Nothing of value is left in the room except 120 GP worth of melted Gold.
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- 53) Crypt 6: Yet another iron coffin on a stone bier. This one is occupied by Korla: Female Vampire (Charisma 14), AC: 2, HD: 7, HP: 31, Damage: 1D10 plus 2 Level Drain. Korla hates Elves, and will forsake any other targets to attack an Elf. She gains a +2 Hit Probability versus them due to her rage, and she will make no attempt to *Charm* one. Korla also keeps six very large Wolves in her room to protect her while sleeping. Wolves: AC: 6, HD: 2, HP: 14, 12, 11, 13, 8, 9, Damage: 1D6. In her coffin, Korla keeps five 500 GP Gems, which when placed at the points of a pentagram, can be used to summon an Invisible Stalker, the process taking two turns, and resulting in a 1 in 6 chance of the Gems shattering.
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- 54) Crypt 7: There are three stone biers set out from the east and west walls. Four bodies remain, as the Vampires have had the Dwarf set a trap and the bodies are the bait. If anyone moves toward or moves any of the bodies, a thick slab of stone slides down outside the door, sealing it. A loud alarm will be set off and the Vampires and Cleric will assemble before the door accompanied by many Wolves and Zombies. It will take 2D6 rounds for the force to assemble during the day, twice that at night.
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- 55) Crypt 8: Another trap set by the Dwarf. This one dumping rubble on the first person entering the room for 6D6 HP of damage. The bodies and biers are arranged as in Room 54 - a few pieces of jewelry worth 900 GP total are prominently displayed on the rearmost bodies, acting as bait for greedy adventurers.
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- 56) Crypt 9: This crypt is much like the others except that the stone bier is marble with many small figures carved into the sides. The coffin sitting on top of it is laced with Gold worth 1300 GP. Inside is Quirtes: Female Vampire, AC: 2, HD: 7, HP: 35, Damage: 1D10 plus 2 Level Drain. Quirtes is a 4th Level Magic User; Spells: 1st Level: *Sleep* x 2, *Magic Missile*, *Hold Portal*; 2nd Level: *Web*, *ESP*.
Quirtes is very friendly with Strose and if any major attack develops will rush to aid him. She will be very upset at anyone who she sees strike at him. Quirtes is the favorite of Rallingsbain and if any trouble develops in this room, he will rush to her aid.
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- 57) Rallingsbain's Crypt: Rallingsbain: Male Vampire, AC: 1, HD: 9, HP: 50, Damage: 1D10 plus 2 Level Drain. Rallingsbain has the abilities of a 9th Level Magic User and normally carries the following Spells: 1st Level: *Sleep, Magic Missile* x 3; 2nd Level: *Mirror Image, Web, ESP*; 3rd Level: *Haste, Dispel Magic, Hold Person*; 4th Level: *Confusion, Polymorph Other*; 5th Level: *Cloud Kill*. Rallingsbain owns the following items: Ring of Djinn Summoning (AC: 5, HD: 7 + 1, HP: 35, Damage: 2D8), Ring of Protection +1.

Rallingsbain has taken over the most ornate crypt. His coffin is actually the casket of Forgotten Hilika (see below). It rests on a very ornately carved marble bier. In a secondary iron coffin he stores the treasure garnered during his stay in the Castle: a set of Mithral (+2) Chainmail Armor is stuffed with 6000 GP; 61 Gems worth 8 x 10 GP, 11 x 50 GP, 34 x 100 GP, 8 x 500 GP fill the edges of the coffin. Thrown in top is a set of +2 Leather, a set of Elven Boots, and a +2 Neutral Sword with *Charm Person* ability once per day. The latter three belong to the Dwarven Thief held in Room 18. The stone bier on which the secondary coffin lies is hollow, and a poisoned (Class 5, HP: 25, ½ if Saving Throw is made) secret catch allows it to open, revealing an additional 4000 GP, 16000 SP, three pieces of Jewelry worth 3000 each. In a secret compartment within the stone are two Potions - one of Human Control, the other of Frost Giant Strength, and a Clerical Scroll with four Spells: *Quest, Dispel Evil, Bless* and *Continual Light*; and a Ring of Delusion (Water Breathing).

The Casket of Forgotten Hilika

This artifact is a very plain looking coffin made out of pale, grey stone. It is extremely cold to the touch. The casket is usable by anyone but the previous user must be destroyed before it will accept a new owner. Furthermore, it should be obvious that few creatures other than Vampires have any need for a top notch defensive coffin.

The casket has the following powers:

- 1) Anyone lying in it will get a premonition of danger (it should be clear how useful this can be to a sleeping Vampire).
- 2) The user may become etherial twice a day (a good way to evade a wooden stake).
- 3) Anyone who spends more than 12 hours in the coffin will become permanently Evil.

Rallingsbain has covered the bottom of the casket with some of his native soil. However, the theft or loss of the soil will usually have no serious repercussions because Rallingsbain is a native of this area and can use the soil lying around outside just as well.



The Shifting Stones

The Shifting Stones are located in five different places around the world (possible suggested locations are: Hex 1303 of Map 8; Hex 2803 of Map 3; Hex 1007 of Map 9; Hex 2221 of Map 10; and Hex 2731 of Map 11).

The Stones appear as a double circle of dark Black Stone Monoliths. The exterior circle is fixed at each location while the interior circle teleports from one location to another - existing at only one place at any one time.

Intelligent Beings living within 15 miles of one of these locations will know of the existence of a strange group of standing stones and they will know that people have visited them and not returned. They will not know anything more because they are afraid to go anywhere near them.

Treasure

The treasure of the Shifting Stones is located in plain sight in the middle of the inner ring of stones. It teleports with the inner ring so it will never be found protected only by the outer stone ring.

The treasure consists of the following: 40,000 Copper Pieces; 20,000 Silver Pieces; 15,000 Gold Pieces; 10 Jewelry (roll as needed) and 10 Gems (also roll as needed). The following magic items are also present: twelve +1 Arrows, Crossbow of Accuracy, Ring of Spell Turning (really Delusion), +1 Shield, Ring of Water Walking, and a Potion of Fire Resistance.

Functions of the Shifting Stones

The Shifting Stones were built ages ago by some forgotten race. They were originally intended as an entertainment system. In the many years since then the Stones have become a trap for weaker beings foolish enough to approach them too closely.

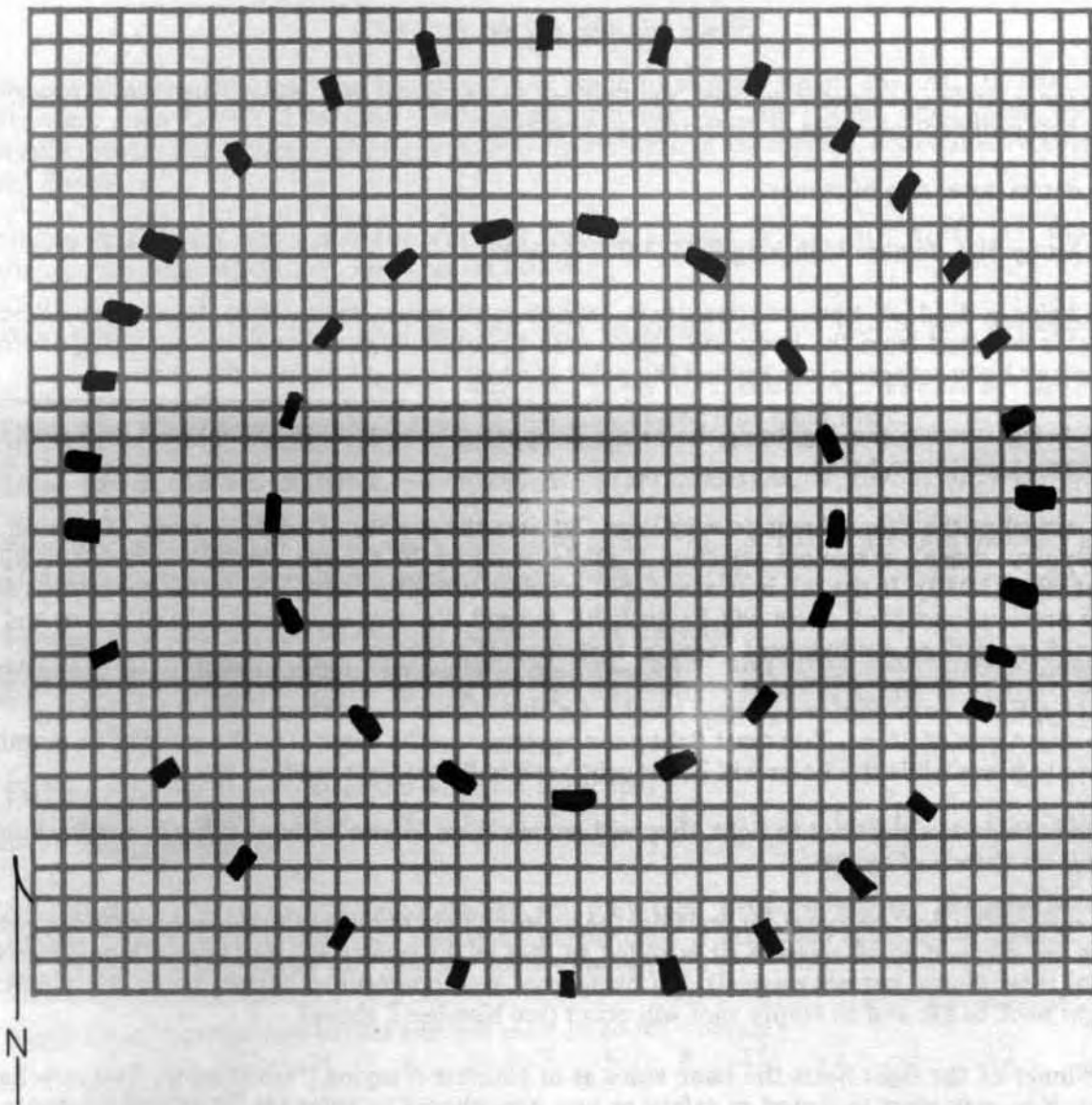
The Stones are very sturdy (they have to be to have survived this long) and it is next to impossible to damage them in any way. They are totally immune to magic cast by anyone below 25+ Level, and have a Saving Throw of 2 against any magic thrown by higher levels and powerful magic items (i.e. Artifacts, Sphere of Annihilation, etc.). Anyone attempting Teleport in or Wish themselves in, will suffer effects as Flying in, including teleportation to the Stone Arena if he survives. The stones can be in one of two modes: The Non-Functioning Mode (when only the outer ring is present) and the Functioning Mode (when both the inner and outer ring of stones are present). Each of these modes will be discussed separately.

The Non-Functioning Mode

When only the outer ring of stones is present Blue Lightning Bolts can be seen occasionally shooting from one stone. This will occur on an average of about once a minute.

Anyone who attempts to enter the interior of the circle will immediately be hit by a Lightning Bolt of 4D6 damage. They will be hit by one such Lightning Bolt for every melee turn they remain within the circle. Should anyone attempt to Fly into the center of the circle, the results will differ only in that the Lightning Bolt will be of 10D6 damage.





1 SQUARE = 10 FEET

Our party of Merchants had been travelling for _____ days from the village (city) of _____ when we came upon a double ring of standing stones. At their center stood another stone surrounded by a pile of treasure large enough to make a Dragon envious.

Unfortunately, the treasure was guarded by strange Lightning which flickers from one stone to another. Our leader, Corza Meil, was a brave man and he entered the ring in an attempt to get the treasure. First he was hit by one Lightning Bolt and grievously wounded. Then he disappeared. We stood looking around and the treasure and all the stones of the interior ring vanished. At that point, we fled.

The Functioning Mode

If the inner circle of stones is present, the Shifting Stones work in a slightly different fashion. This procedure is best outlined as a series of discrete steps as follows:

- 1) Being enters outer ring of stones.
- 2) Being hit by 5D6 damage Lightning Bolt (12D6 if Flying).
- 3) If the being is dead, all treasure (treasure is defined as all magic items, Gems, Jewelry, and Precious Metals) is removed from the body and placed with the other treasure inside the inner ring of stones. The being's body reappears just beyond the point at which he or she entered the circle.
- 4) If the being survives the Lightning, he or she disappears, is healed completely back to health, and reappears at the Stone Arena.
- 5) Upon arrival at the Stone Arena (a very large flat area the surface of which is made of smooth, but not slippery, stone), a random selection is made of which of the ten available opponents will be fought (Roll 1D10). If the roll indicates a spot which is currently empty due to the permanent death of the previous occupant, there will be no fight. Instead, the new arrival will take that spot and will remain there until on a subsequent occasion that number comes up.
- 6) Prior to a fight, both parties will hear a voice (in their native tongue) speaking the following: "You are in the Arena of Stone. You must fight your opponent to the death. The Winner will be permitted to leave in peace while the Loser will be brought back to life to fight another day."
- 7) Should both parties elect not to fight, they will remain there forever without tiring or getting hungry. There is no chance of escape.
- 8) The Loser of the fight becomes (or remains) the appropriately numbered opponent for future battles. Losers are stripped of all treasure (it is added to that in the inner ring), and left with only one weapon (of their choice, but not magical). If a being loses four consecutive battles, he or she will not be brought back to life and an empty spot will occur (see Number 5 above).
- 9) The Winner of the fight hears the same voice as in Number 6 saying, "Good work. You now have a choice. You may elect to depart in safety or you may choose to enter the inner ring of stones and gain some treasure. However, if you go for the treasure, you must fight once again before you may leave."
- 10) If the being chooses treasure, he or she appears inside the inner circle and is permitted to gather as much treasure as he or she can carry.
- 11) If the being chooses to escape, he or she appears outside a random outer ring of stone (not necessarily the same one as was originally entered).
- 12) When a being has gathered all the treasure he or she intends to gather, he or she may depart by walking past the inner ring of stones.
- 13) If the person has taken treasure which exceeds that which they had originally brought in plus one Jewel, three Gems, and two Magic Items (any amount of coinage is permitted), they will be prevented from successfully leaving with all of it. Instead, items of the appropriate type(s) will be randomly removed from their body and placed back in the treasure. After that the being is sent to the Stone Arena (see Number 5 above).

It should be noted that those beings who have been trapped and assigned a number experience no passage of time in between appearances at the Stone Arena.

Prisoners of the Shifting Stones

- 1) **Bronze Dragon:** (has lost one battle and will elect to escape) Align: LG, AC: 0, HD: 9, HP: 63, Damage: two Claws: 1D4/Bite: 1D4/Breath-Lightning: 63 Hit Points; Spell using and Talking. Spells: *Sleep, Web, Haste, Charm Monster, Charm Person, Invisibility, Protection/Normal Missiles, Ice Storm.*
- 2) **Umber Hulk:** (has lost one battle and will elect to escape) AC: 2, HD: 8, HP: 41, Damage: two Claws: 2D6/Bite: 2D4/Gaze, Save versus Confusion.
- 3) **Will O'Wisp:** (has lost one battle and will elect to escape) AC: -8, HD: 9, HP: 41, Damage: 2D6.
- 4) **Mind Flayer:** (has lost one battle and will elect to go for treasure) AC: 5, HD: 8 + 3, HP: 40, Damage: four Tentacles penetrate to brain in 1D4 melee turns plus Mind Blast.
- 5) **Stone Giant:** (has lost one battle and will elect to go for treasure) AC: 4, HD: 9, HP: 44, Damage: 3D6.
- 6) **Weretiger:** (has lost one battle and will elect to escape) AC: 3, HD: 5, HP: 25, Damage: two Claws: 1D4/Bite: 1D10; Special: Needs Silver or Magic Weapons to hit.

- 7) **Fighter:** (has lost two battles and will elect to go for treasure)

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
FTR	CE	7	37	3	5	16	13	11	16	15	4	Two-Handed Sword

Damage: 1D10

- 8) **Fighter:** (has lost three battles and will elect to escape)

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
FTR	LG	9	61	4	7	14	9	11	13	17	15	Broad-Sword

Damage: 1D8

This Fighter is very Lawful Good and he will only fight Evils. He will try to make peace with all others. This does, of course, put him at a disadvantage. If attacked without any talking, he will assume that he is fighting an Evil and will defend himself.

- 9) **Magic User:** (has lost two battles and will elect to go for treasure)

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
MU	N	6	14	9	5	8	15	13	14	12	11	Dagger

Damage: 1D4

Spells: *Charm Person, Web, Haste, Sleep, Read Magic, Mirror Image, Lightning Bolt, Magic Missile.*

- 10) **Fighter:** (has lost one battle and will elect to escape)

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
FTR	LE	7	37	2	5	15	11	8	17	15	12	Broad-Sword

Damage: 1D8



Treasure Map For Tomb

Mission Completed: I, Torth, was hired by Albascor the Mighty to assassinate the Wizard, Zankur, sometime subsequent to the sealing of Albascor's Tomb by the Wizard. I elected to kill him just as he completed the spell. He was completely surprised and was unable to resist. I searched his body thoroughly discovering 158 Gold Pieces, two Magic Rings, and a piece of parchment which read:

"By the time you read this, Zankur, old friend, I will be dead. I am trusting you to seal my tomb, killing those slaves who know its location. Render me this one last service and you shall be properly rewarded."

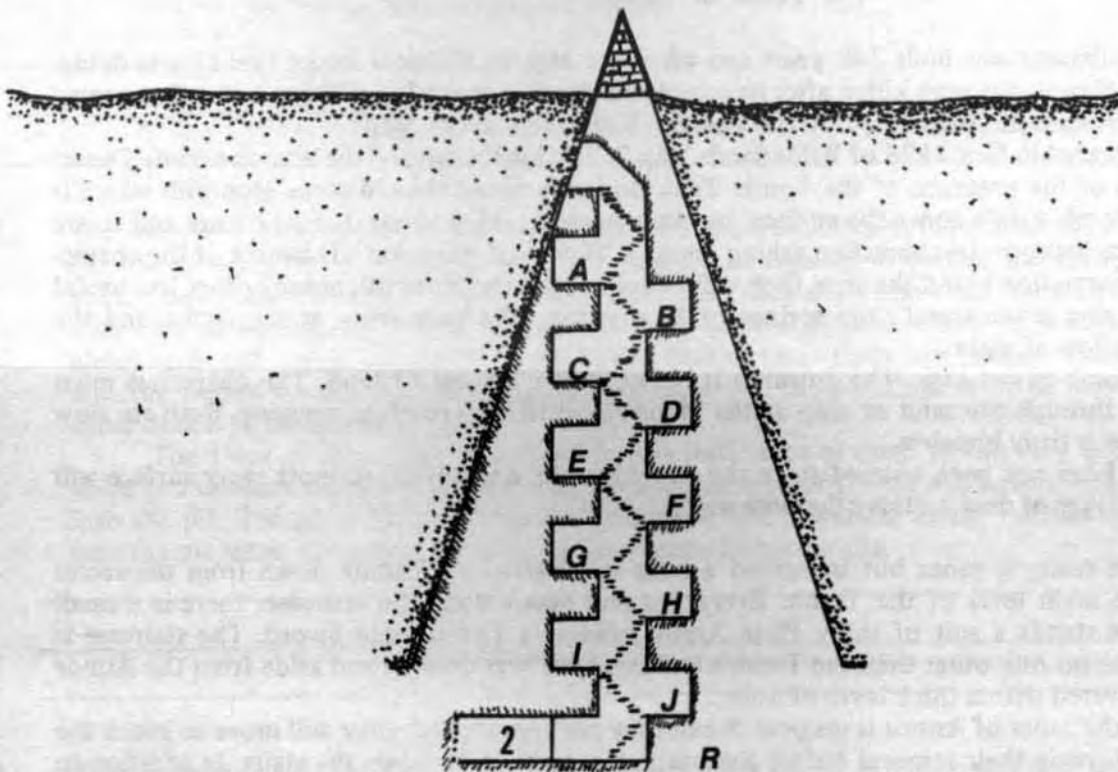
*Signed
Albascor the Great*

It is my belief that after a suitable number of years have passed, the Assassin's Guild should attempt to enter the Tomb and remove the treasure which undoubtedly waits within.

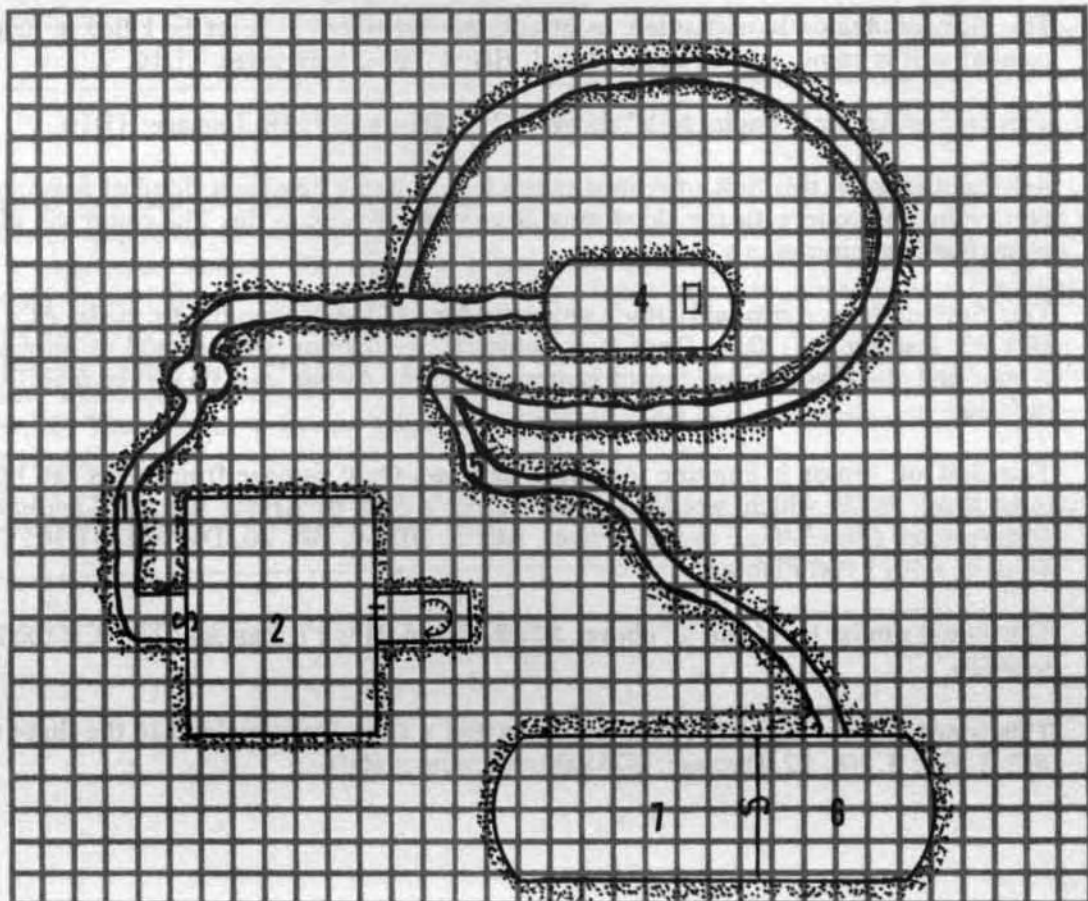
The Tomb is located in the middle of the Patchwort Desert and it should be visible as it is a large stone pyramid.



TOMB OF ALBASCOR THE MIGHTY



1 SQUARE = 10 FEET



The Tomb of Albascor

The Tomb of Albascor was built 349 years ago when the Mighty Albascor found that he was dying. It was constructed by slaves who were killed after its completion by Albascor's loyal Wizard who then sealed the Tomb and was then himself assassinated by the assassin, Visls (see Player's Map).

The Tomb is located in Hex 1826 of Wilderlands Map 7. The inhabitants of the area (basically Desert Nomads) are unaware of the presence of the Tomb. They do know about the old stone Monolith which is the only part of the Tomb visible above the surface, but they know nothing about its true nature and so are unlikely to give out its location to characters asking about a "Tomb of Albascor". However, if the characters ask for general information about the area, they will be told about the Monolith among other less useful information, the "singing stone trees", the springs of blue waters, the wandering orange rocks, and the sands which sparkle yellow at night.

Entering the Tomb is not easy. The entrance is buried under 20 feet of sand. The characters must either dig down to it through the sand or chip at the Monolith until they reach an opening. Both are slow processes but the latter is truly hopeless.

The Tomb itself has not been entered since the day Albascor was buried, so most every surface will be covered by a thick layer of dust, unless otherwise noted.

- 1) This area is not really a room but is instead a long spiral staircase leading down from the secret entrance to the main level of the Tomb. Every ten feet down along the staircase, there is a small alcove in which stands a suit of shiny Plate Armor holding a Two-handed Sword. The staircase is unworn (because no one other than the Tomb's builders have ever used it) and aside from the Armor everything is covered with a thick layer of dust.

Each of the Suits of Armor is magical. When they are approached, they will move to block the stairs, thereby forcing their removal before the party can proceed on down the stairs. In addition to blocking, some of the Suits of Armor are able to attack Tomb invading parties.

- a) This Suit of Armor is empty. If it is hit with a weapon or even shoved, it will fall to pieces allowing passage.
- b) This Suit is the same as 'a' above.
- c) This Suit of Armor is enchanted to attack any intruders. It must be killed in hand-to-hand combat as it is immune to all spells. AC: 3, HD: 4, HP: 21, Damage: 1D10.
- d) This Suit of Armor is similar to 'c' above. AC: 3, HD: 4, HP: 18, Damage: 1D10.
- e) Any contact with this Suit of Armor causes it to collapse, leaving a cloud of poisonous gas, 10 feet radius. Anyone with the cloud must Save versus Poison or die. The cloud will dispel on its own after five minutes.
- f) This Suit of Armor also will attack any intruders. It too is immune to spells. AC: 0, HD: 6, HP: 27, Damage: 1D10+1. Once it is defeated, the Armor can be used as normal +3 Plate Armor and the Two-handed Sword is normal +1. The Armor loses its invulnerability to spell if defeated.
- g) This Suit of Armor is immune to normal damage. Only damage from spells can hurt it (and only those spells which would logically affect a Suit of Armor such as *Lightning Bolt* or *Disintegrate*; *Dispel Magic* is ineffective). AC: 3, HD: 4, HP: 20, Damage: 1D10. The Armor Saves as a 4th Level Fighter.
- h) This one is similar to 'c' and 'd' above. AC: 3, HD: 4, HP: 17, Damage: 1D10; it too is immune to spells.
- i) This is not really a Suit of Armor but is instead a Grey Ooze molded to the shape of Armor. AC: 8, HD: 3, HP: 12, Damage: 2D8 (also corrodes metal).

- j) AC: 2, HD: 8, HP: 44, Damage: 1D10+2. Once defeated, the Armor is normal +1 Plate Armor and the Sword is a +2 Two-handed Sword.
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- 2) The walls of this room are covered with plaster onto which is painted a large variety of scenes from the life of Albascor. They depict him as a young man fighting in battles and killing fearsome monsters. They show him later in life leading armies and they show him as an old man ruling a kingdom. Although at first glance, these pictures seem to be your typical tribute to a wise and just King, a closer look will reveal surprising details in the background. There are images of men being tortured and the bodies of the dead being mutilated. However, the paintings must be examined closely for these details to be noticed.

The floor of the room is covered in a ½ inch layer of dust. In the very center of the room, there is a covered pit trap. Anyone who steps in the area of the pit will have a 75% chance of falling into the pit. The pit is 50 feet deep with poisoned spikes waiting at the bottom. Anyone who falls into the pit takes 5D6 damage and must Save versus Poison or die.

- 3) This is a small (six feet diameter) circular room. In its center is a large statue of an armored man. A careful study shows that he resembles the star of the paintings in Room 2. If anyone attempts to enter this room, the statue will come to life and attack. The statue will move quickly enough to block the entrance before the intruder can get more than a step or two into the room. This will force the party to fight the statue one on one (as the second person in line will not be able to get around the first to join in the melee). Statue: AC: -2, HD: 11, HP: 55, Damage: two Punches: 4D6 each. The statue Saves as an 11th Level Magic User.
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- 4) This room is intended to look like the burial chamber of Albascor. The walls are painted in very elaborate way depicting Albascor having a good time with his harem. Toward the back wall of the room is a large stone casket. The casket is inlaid with Gold and Silver decorations and the entire casket could be sold for as much as 10,000 GP (but it is too heavy to move easily as it weighs about 700 GP weight). The casket is locked by a 13th Level Wizard's *Wizard Lock* spell.

Inside the casket is a skeleton: AC: 7, HD: ½, HP: 3, Damage: 1D6. Beneath the skeleton is the treasure which consists of 400 CP, 3500 SP, 3500 GP, and three Jewels worth 700 GP, 1300 GP, and 1200 GP. There is also a Cursed Scroll which will teleport everyone within 40 feet, 450 miles in a random direction.

- 5) Six inches above the floor, an invisible wire is strung. Any movement of the wire (including cutting it) sets off the trap which is a flow of poisonous gas out of the floor. The gas will take 30 seconds to fill the corridor passageway so if the characters are quick, they can avoid it (either by running back or running forward) but the gas does not dispel easily so once the gas has been released, it will block the passageway for a full week. Those inhaling the poison must Save versus Poison or die.
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- 6) The decorations and wall painting of this room clearly reveal it as a small chapel to some forgotten God of Evil. There are images of Human sacrifices, exotic tortures, and a variety of other nasty doings painted on all four walls.

The room is inhabited by a special group of guardian creatures left here especially to protect the final resting place of Albascor.

These guardians are known as Fear Wolves. Fear Wolves are immune to all spells except *Fear* spells which destroy them instantly with no saving throw. Magic weapons are required to hit Fear Wolves unless they are attacked on the Etherial Plane. Anyone bitten by a Fear Wolf must save versus Fear or run away in a blind panic for 1D6 times 10 minutes. Eight Fear Wolves: AC: 0, HD: 5, HP: 24, 29, 20, 23, 19, 17, 24, 19, Damage: 1D6 plus Save versus Fear.

- 7) This room is the actual resting place of Albascor. All that remains of Albascor is the remains of his earthly body (now a Skeleton - not Undead) and his spirit which now takes the form of a Wraith: AC: 3, HD: 4, HP: 19, Damage: 1D6 and one Level Drain.

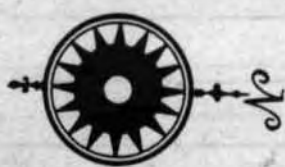
The casket is *Wizard Locked* by a 13th Level Wizard. Inside it (in addition to Albascor's Skeleton) is the treasure buried with him. This treasure is: a Potion of Undead Control; a Ring of Spell Storing with a *Charm Monster* spell; 5000 GP; 3500 SP; 5000 GP; 10 Jewels worth 3000 GP, 1000 GP, 400 GP, 200 GP, 2000 GP, 300 GP, 6000 GP, 700 GP, 800 GP; and fifteen Gems worth 10 x 100 GP, 4 x 500 GP, 1 x 1000 GP.



This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Castle Potunda

5 MILES



Here There Be Treasure

