Tegel Manor

The Judges Guild Classic Reborn



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FROG GOD GAMES

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ADVENTURES WORTH WINNING

FROG GOD GAMES

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Introduction

First published in 1977, Tegel Manor is the oldest of "Haunted House" adventures in fantasy roleplaying. The Manor is a sprawling edifice of 250+ rooms filled with tricks, traps, puzzles, monsters, and situations both humorous and horrific. Like the classic haunted house, not much of Tegel Manor makes logical sense, but it's still as dangerous as adventuring can get. The huge manor house has been the curse of its owners, the Rump family, for generations – no matter how many times they have tried to get rid of it, the ownership manages to come back to them. This intertwined and sinister relationship between the house and its chosen family is a history of horror, evil, and greed. There is a lot for the characters to learn about the curse, and their knowledge might just keep them alive long enough to tell the tale.

If you've already seen the 1977 version of the Manor, there's a lot more for you to learn in this updated and expanded version of the classic. This printing contains expanded descriptions of the rooms, new areas, new monsters, new magic items, and much more, all with spectacular color illustrations.

A fun fact: In 1981 Judges Guild was contacted by a little-known foreign company called Konami who wanted to produce a game based on our Tegel Manor. Konami noted that their game was ready and all they needed was the Tegel Manor title for American release. Judges Guild turned the offer down, but five years later, Konami released the popular video-game Castlevania. So it's not impossible that, at some level, Tegel Manor forms some of the conceptual basis for Castlevania as well as for the countless D&D haunted house adventures that would follow it over the course of decades.

Welcome to the thrills and chills of the granddaddy of all haunted house adventures — the quirky and terrifying masterpiece that is Tegel Manor!

How this book is organized

Chapter 1 contains the description and key to Tegel Village, because after all, every good old school adventure starts in a tavern. We recommend the Bark and Byte. After all, you will *sleep* well there.

Chapter 2 describes the wilderness areas surrounding the manor, including random encounters, a pirate base, and the Rump Family graveyard.

Chapter 3 details the Sanctum of Madness, the Temple of Frigga and the dungeons below both. This area has been significantly expanded over any previous version because, after all, the evil priests here worship *Frog God Game's* icon.

Chapter 4 contains all of the Rampaging Rooms of the Manor itself. Please note that we have taken pains to expand these rooms beyond their previous one-line entries and have added a few new twists and turns to the empty closets and traps. We have also tried hard to detail the specifics of the pictures and statues, as well as the traps present in each. This chapter is where, we expect, the bulk of adventuring will take place.

Chapter 5 describes the dungeons below the Manor itself (there are 4 distinct levels). While deeper usually means more difficult, it's our experience that these dungeons make an excellent place to rest and recover (at least with respect to the manor itself!).

Appendix I contains the descriptions and names of the Rump Family members. Please get to know the family well, as they represent what is perhaps the most dangerous denizens present in the manor.

Appendix II contains stat blocks and other information about all creatures and non-player characters appearing in the book. After all, when **Sarthoggus** casts *caustic burst* on the head of the wizard, you need to know what is does. Please note that we assume you will have a monster manual or other reference for standard monsters. We just could not find it in our hearts to make Chuck lay out another Zombie stat block.

Appendix III details a list of possible actions or powers for the numerous Startling Statues that abound in the Manor. The random effects of these (and the paintings) were always one of the most interesting part of adventuring here.

Appendix IV give a ready reference for a GM to invent or alter one of the many traps present throughout the Manor (or anywhere else we suppose). In the spirit of *Tome of Adventure Design*, we strive here to create a handy way to mix things up a bit.

Appendix V contains a list of Eldritch experiments that could occur if the player characters fool around with any of the alchemy labs present in the manor. It's really just here to add a bit of spice in the event that they get cocky while messing around in the Wizard's Tower.

Appendix VI details the new magic items and spells that are contained within this work. Please note that while many of the magic items are indeed potent, most have significant drawbacks if used. After all, this is a haunted house.

Finally, a note about the maps. We are including a poster map of both the wilderness and the Manor inside the covers of this book. In addition, we have scattered sections relevant to the area of the Manor throughout Chapter 4 to allow the GM to easily see the connections between rooms without flipping back and forth between the poster map and the text. That being said, the poster maps are wonderfully detailed and should be used (and admired!) by the reader.

The History of the Guild and of the Manor, from Bob Bledsaw II

If I remember correctly, Dad's gaming group started into Tegel Manor in February of 1976, and did not leave until nearly Easter-time. It was not really a play-test of a potential product, for Judges Guild was not founded for another 3 months; it was just a fun place to run the players through. After the success of our subscription service launch in August of 1976, though, it was put in a folder as a definite possible project. At the time, we called these "Installments," because it was all about our Guildmember subscription service. The idea of a stand-alone module was not tested. That was new ground. It may have been in Dad's mind as a possibility, though. He was a dreamer and often creative.

With the summer of 1977, Judges Guild had just completed its first year of business. Having anchored a growing subscription service, we were providing fantasy gamers with a steady flow of fresh material for their campaigns; the bulk of which centered at Rhamsanderah, the City State of the Invincible Overlord, and was fleshing out the world beyonde (which we titled the Wilderlands). Our world was growing, as was our business. In July, plans began for our fall releases, and Dad wished to make something special for the Halloween Season.

Halloween was always well-celebrated by our family. In his teens, Halloween led to Dad's only run-in with the law. He was pushing over outhouses (still a common sight in our neighborhood) when he slipped and fell into the dung-pit. His band of hooligans abandoned him when the owner emerged from his house with a shotgun. Dad was arrested for vandalism and had to ride to the police station on the fender of the squad car (a sickening embarrassment he never forgot).

Tegel Manor has its share of pits.

Tegel, like the City State, began as a small booklet and a few loose maps as "Installment Material." Dad, of course, placed it into his Wilderlands world-setting, but in time it grew to stand on its own as an adventure module. The same was true with others that followed; Modron for example, and soon TSR too saw the value in producing stand-alone adventure modules placed in their own world-setting. Tegel was really the first to break away from the City State, and had a distant location, far to the East on the first continental Campaign Map the Guild was to publish.

Once it was decided to make Tegel the October 1977 Installment (still called a "City State Installment"), Dad asked me to create a cover for it, and asked for some art to include in it. At the time I was a pencil-artist. I was very accomplished with a pencil, but wary of ink and pens. That is why the Flying Turkey (the Company Logo) had to be inked over by my father. The same became true for the Tegel cover. Dad inked over my very detailed pencil drawing to make it print-ready: this explains the oddities of the details in that first cover, which was really a half-cover or thick banner taking nearly half of the booklet top.

The instruction from Dad was, "I need a drawing of a Haunted House this size," and gave me the dimensions. The drawing did little to illustrate the enormous castle-like complex that became Tegel, but it did have a Halloween feel. My own inspiration came from the opening credits of Saturday-Morning's Scooby-Doo with bats flying by, but I had nothing but memory to draw from (video tape being a rare commodity in 1977). It became my first product cover, of the several I did that followed.

Just as it was liked by the gaming group at home, Tegel was received well by the subscribers, and by 1978 had grown into a stand-alone module that went through several printings and editions by 1985. Like with most Guild products, each printing saw some changes and revision. In Dad's view a product such as Tegel (number JG-27) was much like a vehicle model... if you bought the Chevy Impala of 1963, then the same model in 1968, the differences between the two are staggering. The same was true for a Guild product. We did not think to create a different vintage number to each edition, and while the Guild staff was always working on new products (or the latest Wilderlands installment), sometimes as much as half the crew was revising the past modules for the next printings.

Maps aside, we never sent a printer the same thing twice. When stock of a certain product began to run low, the masters were sent to the light-tables for revisions and any newly written content was pasted in. That was one of Dad's rules "It can always be improved upon prior to printing." The first print-run of Tegel Manor manifested in the form of 12 boxes of un-collated sheets which were stacked in my bedroom and the adjacent hallway of our home. Also in my bedroom was a standing saddle-stapler, and I was soon at work putting the booklets together. It was with some pride that I brought one of the first finished booklets to school, showing my Art teacher, Mrs. Dunn.

In 1985 the Guild went into self-imposed hibernation, but interest in Tegel resurfaced. Colonel Lou Zocchi (of Avalon Hill and Gamescience fame) loved the module, and partnered with Dad to release a revised and expanded version through Gamescience in 1989. Lou had been one of the Guild's earliest distributors, and he and my Dad had shared a long mutual respect. Dad contributed little to this project, as Zocchi employed the skills of author Niels Erickson (Wizard's Realm) for the expansion. As previous versions of Tegel had all been for D&D, Erickson stripped out the mechanics to conform to a Universal or Generic System. Mechanics aside, the Erickson material was very good, and the Gamescience edition is still sought-after by fans.

Over the next decade, the Gamescience Version was the last word on Tegel, but then shortly before Dad's death in 2008, fans began coaxing out a Tegel for the D20 game system, and the online bulletin boards began to drum up interest in seeing it come together. Dad passed away in April of 2008, and after a month of grieving, I reluctantly stepped into his shoes. One of the first things I had to do was find out what was owned, what could be published (with or without royalty agreements) and the status of each title. Three of Dad's longtime friends, each a little worried for what might become of the Guild, offered personal assistance and advice: Bill Owen (Dad's longtime friend and Guild founding partner), Dave Arneson (author of Blackmoor and First Fantasy Campaign), and Colonel Lou Zocchi.

In the Guild's archives was two partial manuscripts on Tegel, both from the Guild's Sunnyside Days. One was a play-tested Tegel II, which seemed more of an expansion to the story line, while the other was a cruder more humorous (with adult content) pitch with the working title Rump Romp. As Lou had published the last version of Tegel, I asked him what he thought might be added or revised. He said there were some mechanical problems with the portals in his Gamescience version, and that he and my father wished to expand to include the rooftop. They had agreed on the use of four imps to be encountered there, named Aquis, Fortis, Gingis, and Vitus... and several jokes followed. Lou has long been an accomplished magician, but he has real talent at comedy too.

Dave Arneson too had some input on a Tegel Sequel. He told me Dad had devised a storyline (possibly shooting for a Christmas release) wherein Tegel would be encountered but all doors and windows blocked as if by magic, the manor aglow in a strange light. The only way to enter was via the roof and chimney (the chimney working as a time-portal) shooting you back in time, the soot tagging your date from which you came). The goal was to free a certain Elf named Kringle who had mistakenly come down the wrong chimney, landing amid the fiendish Rumps of Tegel Manor. This I tied to the folder Dad had the materials in, on which he had written the title Night of the Living Rumps.

For a time I tried to piece together a working version of a Tegel sequel from both manuscripts, but my heart was not in it, and I did not feel up to the task. Night of the Living Rumps has some interesting elements, though. The premise is that as a wedding gift to the Rumps, the wizard Swayne enchanted the very walls of the Manor to protect them from the elements, and enchanted loadstones within the chimney to create a portal which would bring peoples from the future or past into the Rump parlor... the Rumps love having unexpected guests drop in. Free Santa from the brig or not, returning to your own time requires you make your way back to the rooftop and drop into the chimney again. Dave Arneson especially liked the idea that this mechanism could be used to explain the presence of modern weaponry in Tegel, taken from the new arrivals.

I still see Lou at conventions when I can, and I always bring him a little something from my Dad. Dave has passed away too, and I cannot help but feel he and my father would have done greater things if they had collaborated more. It was not until after my father passed and I got access to his computer files that I discovered that he had done some work with Dave Arneson on one of my own game ideas concerning the steamboat era (where one starts as a cub pilot and builds until he owns a small fleet of riverboats, competing against the encroaching railroads).

In 2017, I was at the North Texas RPG Con speaking with Bill Webb, who was instrumental in keeping the Guild alive over the last two decades. He brought some of the Guild's best works to glorious hardback grandeur, keeping Judges Guild in the ears of the industry, while introducing our line to a new generation of gamers. I mentioned that I had read a manuscript for a Tegel Manor revision by Gabor Lux and it was a shame that a D20 version was never completed. Bill then let me know how much Tegel meant to him personally, and so we agreed on the title Tegel Complete. I sent the original Tegel Playtest Map to the Webb Family as a gift to Tegel's biggest fan, and for all he has done to help the Guild along. Judges Guild has always been blessed with great fans.

A note from Bill Webb on Tegel Manor

Way back in 1977, this little kid discovered the realms of wonder that are Fantasy Roleplaying while travelling to camp in a motor home. Years later, that little kid started has written or produced hundreds of books to support the game. That little kid was me, and 41 years later, I still remember the magic that Tegel Manor inspired.

Tegel Manor was where, for me at least, it all began. First as a player, and shortly afterwards as the Game Master. I will never forget that first session—my poor, 1st level cleric was the only one who made his saving throw for some fear effect, and was left alone to face a dozen skeletons. I made my turn roll—and managed to finish off the final two undead horrors that could only in my mind be the terrible creatures that I remembered from Jason and the Argonauts.

Later that session (after my comrades returned to find me victorious), I recall clearly moving the right arm of a statue and it spitting out a magic scroll! It was all fun and games for me until I was robbed by

Roughneck Rump the Rotund on the way back to town. "Stand and Deliver" he said. We were far outmatched by him and his icky goblins with bows. Ah well, we survived (except Richard's magic-user).

That Christmas, all I wanted was this game. My parents obliged me by purchasing a white box set (at of all places Nordstroms!). I returned a couple of sweaters I got that year and used my Christmas money to get two sets of dice (I still have them!), a copy of Outdoor Survival (yep—still have it too), and a single module—Tegel Manor. Being the youngest of the group, I was immediately elected Game Master (so the older guys could be players). They thought they could take advantage of the little kidwell, they quickly learned from that mistake.

For the past 41 years, I have been running the same campaign, set in a mix of the Wilderlands and my own creation. Tegel Manor figured prominently in the foundations of my game. I still pull it out now and again and run it for my kids, at conventions (3 TPKs at one convention two years ago).

Over the years, I was fortunate enough not to just meet, but actually work with, Bob Bledsaw Sr. While at Necromancer Games, we were able to complete the Wilderlands of High Fantasy, the City State of the Invincible Overlord and even Caverns of Thracia. We had just started working on Tegel when Bob fell ill, and the project was never completed. I had even figured out how to make a map (impossibly big for 2007 technology) that would accommodate 28mm figures for the entire manor itself.

I was grief stricken when we were unable to continue with the first love of my roleplaying life.

Then, two years ago, a mutual friend helped broker an agreement between Frog God and Judges Guild to revise and revisit Tegel Manor. I took charge of the project myself, and with help from several friends, we have created what I believe is an expanded version worthy of the modules legacy. No longer are the Monastery and Temple just boxes on a map. The single lines of the town are revised and expanded to detail each location, and the wilderness areas are filled out as well. Lots of those "blank rooms and rat tunnels" now have contents and lead places. After all, I spend 41 years running this module—I added a great deal of content in that time.

That being said, the whole remains true to the snarkiness and tongue-in-cheek puns of the original. This book is to me, canon, and all revisions were checked to ensure they met my standards for the look, feel and smell of the historical book.



Chapter 1: Tegel Village

Introduction

Less known for its fertile fields and stout farmers, the village of Tegel is the site of the infamous manor. All manner of evildoers moved to its vicinity since the lamentable but timely downfall of the Rump family, threatening the simple lives of its inhabitants. Indeed, between the cultists of Tsathoggus, the Dearth Monster of Derfingel Marsh, brigands, pirates, and undead, it is a small wonder they still till their farms as if nothing had happened! Though the harvests remain good and the rich grains still find their market, many are reconsidering their residence. After all, what is a full purse good for if one isn't alive to appreciate it?

Mayor Ternelmor and his aides have their hands full. They have to deal with monsters and other assorted menaces, all the while making sure that Sir Runic the Rump — the last of his line — doesn't regain his holding by some miracle. On the other hand, it wouldn't hurt if some of the nearby problems were solved, by sword or by deceit, and they are willing to pay handsomely to this end. Adventurers seeking their fortune who are not afraid of a gruesome and untimely death should find what they are looking for!

Tegel Village at a Glance

Alignment: Neutrality

Population: 920 (Able-bodied 230); Mixed (human 79% [mostly Tharbrian, some Skandik and Alryan], elf 9%, half-elf 5%, halfling 3%, others 4%);

Resources: Market.

Authority Figure: Ternelmor, Chaotic male human fighter (Ftr7).

Important Characters: Sir Runic the Rump, Lawful male human paladin (Pal6) (owner of Tegel Manor, known coward); Ranold Rax, Chaotic male human fighter (Ftr8) (retired reaver); Arnthora, Lawful female human priestess of Thor LG (Clr5); Mordacity Maghoula, Chaotic male human fighter (Ftr6) (militia leader); Ep Sroten, Chaotic male human thief (Thf6) (litigation trickster).

A. Ranold Rax

Once known as the "Defiler of Dearthwood," this former reaver retired from his pirating days to enjoy the simple country life. Much of the gold he gained fighting orcs and plundering ships on the perilous estuary of the Roglaroon went down with his ship and crew. The remaining 753gp is safely hidden in the cellar below his modest stone house. The buried iron chest holding his treasure also contains a broken *+1 scimitar* and the colorful outfit he wore as a captain. Ever the opportunist, Ranold struck a deal with the Evil High Priest Sarthoggus and became a willing informer, which, given his eloquence and good relations with Ternelmor, is invaluable to the frog cultists.

Ranold Rax, Male Human (Ftr8): HP 51; **AC** 3[16]; **Atk** heavy mace (1d6+1) or throwing dagger x2 (1d4+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 8/800; **Special:** +1 to hit and damage strength bonus, multiple attacks (8) vs. creatures with 1 or fewer HD.

Equipment: *+1 small metal shield*, chainmail, heavy mace, 6 throwing daggers (ivory handles, worth 40gp each), *potion of extra healing* (cursed, hit points are lost again in 1d10 minutes — a present from Sarthoggus), 28gp, 300sp.

B. Brinna Birgit

This blunt, enterprising spear-maiden hails from the village of Sea Rune to the southeast. She is a skilled mercenary but her gruff manners and open dislike of men haven't endeared her to most prospective employers; in fact, she had to turn to farming to make a living. Brinna is willing to join a group for an equal share and to take part in the fighting, but refuses to risk her life unneccessarily. If expeditions prove lucrative, she can find an additional 2d4 Amazons for hire (level 1d4+1, standard equipment). She holds Sir Runic Rump in contempt, having been approached by him on various occasions to "get some personal belongings from the manor." These forays all ended before even crossing the manor's gates; Sir Runic usually beat a hasty retreat as soon as he lost sight of the village.

Brinna Birgit, Female Human Amazon (Ftr5): HP 36; **AC** 3[16]; **Atk** bastard sword (1d8+2) or longbow x2 (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special:** –1[+1] dexterity AC bonus, +1 to hit missile bonus, +2 to hit and damage strength bonus, multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: chain shirt, large metal shield, bastard sword, longbow, 20 arrows, engraved iron horn (a family heirloom), three longspears at home, 26gp.

C. Temple of Thor

An old, moss-covered statue of a valkyrie stands before the village shrine. Beyond the iron reinforced door lies the sanctum of Thor; a solemn, cold, and empty place. Sixteen round shields hang on the bare stone walls. If a ritual is in progress, they clang and resound as if beaten by invisible sword hilts (this dweomer grants any cleric of Thor inside the walls +3 caster levels, and the ability to cast one fifth-level spell per fortnight). One of them is engraved with a map to some lost treasure haul. The altar, not unlike an anvil, holds two censers and a font of holy water (five doses per week).

A young priestess named Arnthora administers the temple and sees to the spiritual needs of the villagers. Arnthora is losing attendance to Sarthoggus' temple on the hill; thus, she is grateful for any help in clearing them out. Her room is sparsely furnished, and contains a cot, a book with heroic songs in runic script, a chest with personal belongings, and a bearskin.

Arnthora, Female Human Priestess of Thor (Clr5):
HP 23; **AC** 5[14]; **Atk** heavy mace (1d6); **Move** 12; **Save** 11; **AL** L; **CL/XP** 5/240; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2/2) (spells within temple 2/2/2/2/2).

Note: Within the Temple of Thor, Arnthora casts spells as an 8th-level cleric and can cast a 5th-level spell once every four days.

Spells: 1st—*cure light wounds*, *detect magic*; 2nd—*bless*, *hold person*; 3rd—*cure disease*, *prayer*; 4th—*cure serious wounds* (x2); 5th—*dispel evil*, *raise dead*.

Equipment: chainmail, heavy mace, ceremonial staff, scroll of *cure moderate wounds*, 58gp, 400sp.



D. Abandoned House

The acolytes of Sarthoggus kidnapped the inhabitants of this large dwelling and turned them into cauldron-born zombies. Both entrances are boarded shut, and a thick coat of dust covers everything inside. The house and its contents — mundane belongings and farming implements — may be had for a mere 120gp, paid to Ternelmor. The farm itself costs an additional 100gp; it is weedy and not very profitable.

E. Rothald the Twice-born

Knives and daggers of all sorts hang on Rothald's walls; he practices with them constantly. Rothald used to work at the manor, but has since been reduced to a commoner, as he points out lamentingly. Since money is tight, he is prepared to part with items in his collection: 30 common daggers (2gp each), 4 *+1 daggers* (260gp each or 900gp for the whole set), and a *cursed –1 dagger* (400gp).

Rothald the Twice-born, Male Human Thief (Thf3):
HP 10; **AC** 7[12]; **Atk** longsword (1d8) or throwing dagger x2 (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), read languages, thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: leather armor, longsword, 8 throwing daggers, bottle of rotgut, 9sp.

F. Bark & Byte

The dwarf Cretin Nodcock, the incredibly ugly owner of this fine-dining establishment, is known for providing unusual entertainment in the evening: a dancing band of three "houris" is well appreciated by the mostly male clientele. Leaving little to the imagination, these three ladies dress in a provocative attire and seduce patrons with considerable ease. The fact that some paramours never return from the resulting dalliance is usually attributed to monsters. Few, however, suspect that the monsters are the ladies themselves.

Ronda, Rusnya, and Otromba are all jackalweres, inhuman therianthropic monsters who crave human flesh and blood — preferably fresh and alive! They use their sleep-inducing gaze while still in human form. If their partner fails his saving throw, they change into their hybrid form, slit his throat, and devour his body in a frenzy. Note that the jackalweres prefer to target outsiders who won't be missed by anyone of consequence.

Cretin Nodcock, Male Dwarf (Ftr2): **HP** 12; **AC** 7[12]; **Atk** dwarven waraxe (1d6+1) or dagger (1d4+1); **Move** 9; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** +1 to hit and damage strength bonus, +4 saves vs. magic, darkvision (60ft), detect stonework, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather armor, dwarven waraxe, dagger, 85gp.



Ronda, Rusnya, and Otromba, Female Jackalweres (3): **HD** 3; **HP** 21, 19x2; **AC** 3[16]; **Atk** bite (1d6) or weapon (1d8); **Move** 15; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** hit only by silver weapons, sleep gaze (30ft range, sleep for 3 minutes, save resists). (***The Tome of Horrors Complete*** 550)
Equipment: suggestive attire, chainmail bikini, cheap jewelry worth 2d4x5gp each, 104gp.

G. Neptune's Trident

An inn with a marine theme, Neptune's Trident is run by Quinta Demetria, a venerable fisherman who likes to bore his customers with stories of unlikely sea monsters. The fare is simple, mostly consisting of fish, fish, and even more fish, but at least the rooms are clean — five are available for 2sp per day. Quinta Demetria knows a good deal about the pirates on the coast from having observed their camp while fishing.

Quinta Demetria, Male Human (Ftr4): **HP** 14; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: leather armor, unkempt clothing, short sword, gold ring (50gp), 14gp.

H. Mordacity Maghoula

Ternelmor's righthand man, Mordacity Maghoula is the leader of Tegel's meager militia. His stingy and unpleasant nature hasn't endeared him to the militia members, despite his unquestionable fighting prowess. Mordacity carries a whip in addition to his magical battleaxe and uses it frequently on the four slaves working his land. An ironbound chest in his house contains his wealth: 330gp, 480sp, a bronze statuette of a vrock demon, and a set of eight ivory dice worth 60gp.

Mordacity Maghoula, Male Human (Ftr6): **HP** 43; **AC** 2[17]; **Atk** *+1 battleaxe* (1d8+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special:** +2 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: platemail armor, large metal shield, *+1 battleaxe*, potion of haste, 45sp.

I. Major's House

The house of **Ternelmor**, Tegel's mayor, is the most prosperous in the village. Two **guards** stand by the front door day and night, preferring not to let in any of the rabble. The inside rooms are clean and well maintained. A long oak table (an old present from the Rump family) seats no fewer than 12 men, although most of the time, only Ternelmor, Mordacity Maghoula, and a few guards use the furniture, as the village council was disbanded some time ago. The rooms of the house are cramped; they contain various valuables retrieved from the manor for "safekeeping." Among the assorted furniture, tableware,

and tapestries stands a rusty suit of full plate armor that may still be made servicable. The mayor's room holds two large chests. One contains the village treasury while the other holds his own personal wealth. Both are locked.

Chest #1 contains 1600sp, 400gp, 65pp, and a large gold bar worth 300gp.

Chest #2 contains 700sp, 600gp, six silver goblets worth 20gp each, a chain shirt, and a small metal shield.

Ternelmor is an overweight, balding man in his fifties. Very good with administration and organization, he quickly seized and consolidated power after the downfall of the Rump family. Since then, he has more-or-less been successful in retaining Tegel's attraction as a market for the surrounding farms, even if this meant occasionally bribing bandits and pirates to stay away. Despite the great undertaking, he commissioned the construction of a great citadel a few miles northwest of the village center. At the moment, only the foundations and a few walls stand, but the ready supply of free labor ensures that work progresses smoothly.

Ternelmor's foremost concern is Sarthoggus and his cultists. He wouldn't mind seeing them eliminated and offers an interested party the treasures the frog-priests possess as a reward for driving them out. He has mostly given up on ever retaking Tegel Manor; in fact, he wouldn't mind if the Rumps never regained their importance and power.

Ternelmor, Male Human (Ftr7): HP 42; **AC** 7[12]; **Atk** *+1 bastard sword* (1d8+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 7/600; **Special:** multiple attacks (7) vs. creatures with 1 or fewer HD.
Equipment: leather armor, *+1 bastard sword*, golden signet ring (60gp), 48gp.

Guards, Male Human Soldiers (2): HD 2; **HP** 15, 13; **AC** 7[12]; **Atk** shortspear (1d6); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none. (**Monstrosities** 257)
Equipment: leather armor, small wooden shield, shortspear, warning horn.

J. Shrine of Molna

This simple edifice houses an altar and a clay statue dedicated to Molna, God of Travelers. Those who can't afford a room at an inn may rest here in safety. The shrine is maintained by the villagers and occasionally visited by a wandering cleric. A small offering bowl holds 5d4cp and 1d4sp. Taking these coins invites divine retribution in the form of more frequent random encounters until the offender atones for his transgressions.

K. Altharontha's Boarding House

Altharontha's inn is the most expensive in Tegel and mostly caters to wealthier wayfarers. The establishment is quiet and decent; order is kept by Altharontha's two sons, Shark Mersin and Vinca One-eye. These lads are in good humour but don't hesitate to throw out an unruly customer. Accomodations are 15sp per night, while meals are 1gp per day (or you can try the exclusive Rump Roast, only 7gp per serving). The cashbox behind the counter holds 50gp, 23sp, and 14cp. Stairs lead to a well-stocked cellar with wine and various smoked meats.

Altharontha, Female Human (Ftr2): HP 14; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: dagger, various kitchen utensils.

Shark Mersin, Male Human (Ftr2): HP 12; **AC** 7[12]; **Atk** mace (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: leather vest, mace.

Vinca One-eye, Male Human (Ftr1): HP 6; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather vest, short sword, shortbow, 20 arrows.

L.-M.-N. Deserted Houses

These three buildings are empty. All inhabitants have fled the village for greener pastures. Like building D, these houses are also available for sale at the price of 60gp, 50gp, and 45gp, respectively. The farms belonging to them have already been sold.

O. White Horse Sleigh Bar

A small and crowded pub for tired farmers, the Sleigh specializes in White Wassil drink. This beverage costs 2sp per cup and causes almost instant intoxication: save per drink to avoid inebriation, with a cumulative –4 penalty per additional cup. The patrons are usually rowdy, and the jovial bartender, Hasnovar, doesn't mind a little action himself. At any given time, there is a 60% chance 2d6+6 inebriated patrons are here, and another 60% chance that they are aggressive. The drinks are kept under a padlocked trapdoor, and only a small barrel is brought forth every evening.

Hasnovar, Male Human (Ftr2): HP 13; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: dirty clothes, bottle of White Wassil drink, 2sp.

Drunk Patrons, Male Humans (2d6+6): HD 1; **AC** 7[12]; **Atk** club (1d4) or hurled items (1d3); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

P. Ep Sroten

A cunning litigation trickster from the City State of the Invincible Overlord, Ep Sroten traveled to Tegel to find a way to get his hands on the infamous Tegel Manor. With his extensive knowledge of legal matters (and his extraordinary skills in forgery), he can produce all sorts of documents proving his rights to the building, its treasures, and even its undead inhabitants, accompanied by the necessary bribes if necessary.

Fortunately, several people stand in his way: The first of them is Runic Rump, who, by the right of blood, still has the claim on his inheritance. The second is Ternelmor, who doesn't want anyone to become his new lord. The third group is the Rump clan itself; after all, this upstart isn't even on their family tree! Thus, Ep Sroten is seeking worthy hirelings to set matters straight — that is, eliminate all competition and clear out at least parts of the manor. He can pay in gold, which his employers, the cult of Orcus, can supply in abundance.

Ep Sroten's dwelling is a prosperous family home he purchased from Ternelmor a few months ago. He shares it with three guards, all of them Orcus worshippers adept at fighting dirty. It is reasonably well furnished and includes a locked study holding his paperwork, several forged documents, deeds, and proclamations, not to mention an iron lockbox.

The box is trapped with an **electrical blast trap** placed by a priest of Orcus that only he can bypass. The blast does 3d6 points of electrical damage (save for half) to all characters within 5ft. The box contains a *potion of healing*, an *amulet against scrying*, a bottle containing a

liquid that causes drinker to fall asleep for 1d6 hours (save avoids), seven doses of blade venom (1d6 damage), 65pp, and 150gp.

Ep Sroten, Male Human (Thf6): HP 20; **AC** 7[12]; **Atk** dagger (1d4 + 1d6 venom); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special:** +2 save bonus vs. traps and magical devices, backstab (x3), read languages, thieving skills.
Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.
Equipment: leather armor, 3 daggers, *potion of clairvoyance*, *potion of treasure finding*, well-hidden Orcus symbol, 8gp, 97sp.

Lanarr, Xor, and Molthran, Male Humans (Ftr3): HP 20, 14, 13; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 10; **AL** C; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chain shirt, large wooden shield, longsword, well-hidden Orcus symbol, 2d6sp; Xor has a *potion of invisibility* he uses to escape if things go wrong.

Q. Halaf Fec's Trade Monopoly

Catering mostly to the needs of the village farmers, the monopoly also serves travelers. Most general goods are available, up to Tegel's 200gp limit. A few exotic wares are also for sale; these were recovered from the manor by a thief who later succumbed to some trap or monster.

Halaf Fec is willing to buy more items as far as his wealth allows. He pays 40% of the market value, more for especially desirable goods (golden utensils, etc.), which he sells at 80% for a tidy profit. He keeps his money in a hidden wooden box. The box contains 745gp, 140sp, a set of four electrum rings with small rubies in an ebony box (600gp), two matched mountain crystal figurines (90gp each), a fine pearl necklace (320gp), and a *potion of extra healing*.

Halaf Fec, Male Human (Ftr3): HP 12; **AC** 7[12]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: leather armor, *+1 dagger*, 60gp.

R. Residence of Sir Runic the Rump

Dimwitted owner of Tegel Manor, Sir Runic has been reduced to living among his subjects — something no nobleman should ever have to endure! Nevertheless, Sir Runic perseveres, especially since he feels at least marginally safe within the confines of the village. In addition to being a dullard, he is renowned for his poltroonery — possessing morals on par with the lousiest lily-livered lackwits. He constantly attempts to sell his inheritance, often for unbelievably cheap prices. Being nearly penniless, he has hopes for getting something out of his feared family home. Also, twice lost in card games, the manor's new owners have always returned asking for their money back — often at the threat of violence!

Sir Runic is distraught over his various relatives' and ancestors' corrupt modes of living and begrudgingly agrees to help a buyer clear the house out, thus putting many to rest; however, he is frightened by most family members, especially Ruang Rump the Ripper. Most of the time, he has to pass a saving throw merely to venture beyond the village perimeter, another to enter the manor proper, and yet another for every hostile/frightening encounter inside with a cumulative –2 penalty every attempt after the first save. Once he fails a save, Sir Rump turns tails and flees shrieking. Fortunately for him, his relatives still consider him a part of the family — sure, he's a lamentable weakling, but blood is thicker than water, so they leave him alone unless Sir Runic directly engages them in melee.

Sir Runic shares his abode with four servants who accompany him all the time. Not the brightest bunch, these are all who are still loyal to him. The first of them is Lascini, an elven spearman fond of courtship, romance, and little else. He remains hopeful that one way or another, the manor may be regained. The second is Enar the Proper, a dour and serious dwarf. Enar's loyalty is unquestionable, and his courage is commendable as well. The other two are the brothers Afring and Hrinar. Elderly retainers, they have nowhere else to go and thus stay by Sir Runic's side; after all, he is so weak and defenseless! In battle, they follow Sir Runic's example, which means they usually run like hell.

Sir Runic the Rump, Male Human (Pal6): HP 25; **AC** –1[20]; **Atk** *+3 longsword* (1d8+3); **Move** 12; **Save** 5 (+1, ring); **AL** L; **CL/XP** 6/400; **Special:** immune to disease, lay on hands (12 points per day), vulnerable to magical fear (automatically fails saves).
Note: Sir Runic automatically makes all saving throws except for magical fear. Perhaps it is a guardian angel, perhaps it's just pure blind luck. The Referee should exploit the potential of this ability for the entertainment of his players.
Equipment: *+3 platemail*, large metal shield, *+3 longsword*, *ring of protection +1*, 255gp, 160sp, 24cp.

Lascini, Male Elf (Ftr2): HP 4; **AC** 7[12]; **Atk** shortspear (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30; **Special:** darkvision (60ft), detect secret doors (1-in-6 chance), immune to paralysis, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: foppish clothing, leather armor, 2 shortspears, decorative dagger, mandolin.

Exotic Items

Antique longsword[1]	96 gp
Bejeweled cup	210 gp
Book, travelogue[2]	80 gp
Book, religious[3]	100 gp
Carpet	50 gp
Potion, green[4]	150 gp
Potion, steaming[5]	200 gp
Small statuette, monstrous[6]	65 gp
Small statuette, triton	35 gp
Tapestries, set of three	180 gp

[1] Needs minor repairs.
[2] Contains mostly accurate maps of the isles east of the continent, with brief descriptions. May be out of date.
[3] Contains hymns to Mitra, and a scroll of *cure light wounds* folded neatly between two pages.
[4] *Potion of extra healing*.
[5] *Potion of fire resistance*.
[6] Depicts a humanoid figure with the head of a ram, clutching a wicked looking staff. Secret compartment holds a dose of Death Dust, an inhaled poison (2d6 damage, save for half), and a small silver key.

Enar the Proper, Male Dwarf (Ftr3): HP 20; **AC** 4[15]; **Atk** longsword (1d8); **Move** 9; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** +4 save vs. magic, darkvision (60ft), detect stonework, multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, large metal shield, longsword, horned helmet, *potion of healing*.

Afring, Male Human (Ftr1): HP 6; **AC** 5[14]; **Atk** bastard sword (1d8); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15; **Special:** none.
Equipment: chainmail, tabard with the Rump coat-of-arms, bastard sword, wineskin.

Hrinar, Male Human (Ftr3): HP 16; **AC** 5[14]; **Atk** dagger (1d4) or longbow x2 (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, tabard with the Rump coat-of-arms, dagger, longbow, 20 arrows, bottle of brandy.

S. Home of Baladar the Ranger

Baladar the Ranger, woodsman and sworn enemy of Sir Runic, lives here. He is found in his cottage in the wilderness (location **GG**) 90% of the time. The door to the house is locked, but there is little of value to be had here anyway.

T. Dotho the Stout

Dotho, a halfling pipeweed farmer, inhabits this simple cottage. Dotho's rafters are usually full of dried pipeweed, which he sells to Halaf Fec the merchant. He is often seen puffing on his pipe or enjoying a beer at the Bark & Byte, an establishment he recommends to everyone. All in all, he is the archetypal halfling – lazy, cheerful, and annoying.

Dotho the Stout, Male Halfling (Ftr2): HP 12; **AC** 9[10]; **Atk** handaxe (1d6) or shortbow x2 (1d6+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30; **Special:** +1 bonus with missile weapons, +4 save vs. magic, multiple attacks (2) vs. creatures with 1 or fewer HD.
Equipment: handaxe, shortbow, 12 arrows, pipe, pouch of pipeweed, 5gp, 9sp.

U. Marash-ar's Fine Horses

A wooden carving of a horse adorns Marash-ar's house. His wares, four horses, may be seen grazing on the field nearby. All four are average draft horses, but Marash-ar's gushing enthusiasm makes them seem much more wondrous ("I swear them's have pegasus blood, just a drop, mind yah, but they have it, just look at those beautiful eyes!"). The wily merchant is willing to part with any of the "fine creatures" for 50gp, or he can "get an actual war-beast" for 130gp in a few days, which, in the end, is just like the others. Other items for sale include saddles for 12gp, bags of feed for 5cp, "miracle feed" for 2sp, and a decorative harness for 35gp.

Marash-ar, Male Human (Ftr2): HP 12; **AC** 9[10]; **Atk** rusty scimitar (1d6 + gangrene); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.
Note: Marash-ar's scimitar is old and rusty and causes wounds to fester. Any creature struck must make a saving throw or suffer 1d4 points of damage per day until healed.
Equipment: wide-brimmed leather hat, small Tharbrian round shield (throws it away in combat), rusty scimitar, copper medallion, 110gp, 5sp.

V. Lookout Tower

This tall, round stone tower reaches a height of 60ft. Arrow slits enable the defenders to shoot at anyone in the central square, and a small ballista is suitable for larger opponents. The tower door is locked, barred, and reinforced by thick iron bars. Ten soldiers stand watch or play dice all day long. They occasionally practice shooting at birds or to scare innocent passers-by. A subterranean room contains provisions sufficient for eight days and a secret escape tunnel leading to **Hex 1415**. An alcove with a lantern and a tinderbox is 30 feet down the tunnel.

Guards, Male Human Soldiers (10): HD 2; **HP** 16, 15x2, 14, 13x2, 12, 11x2, 10; **AC** 7[12]; **Atk** battleaxe (1d8); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none. (**Monstrosities** 257)
Equipment: leather armor, battleaxe, longbow, 20 arrows, dice, warning horn.

W. Grain Storage

This is the communal grain storage. Two floors with stacks and stacks of sacks, all of them containing grain. Traces of faded murals on the wall remain, but what they depicted — or what kind of purpose this place originally served — is not known.

Chapter 2: The Lands About Tegel Village

Introduction

Beyond the fertile fields that surround Tegel Village lies the wilderness. The lands to the north and south are reasonably peaceful, dotted by small farmsteads whose inhabitants sell their wares in the village markets. Apart from the occasional goblin raid or wolf pack, they have little to fear. On the other hand, the area between Tegel Village and the seacoast is extraordinarily dangerous due to monsters, brigands, and worse.

The most prominent of these dangers is the **Temple of Tsathoggus**, which stands in plain sight of the village. The foul high priest Sarthoggus commands an army of undead and fanatical worshippers from the temple and engages in bizarre experiments in hilaboratory. Thus far, no one has succeeded at driving them out.

To the south beyond Boiling Brook rises a rocky hill — empty and desolate **Savant Scarpe**. An order of benevolent monks once inhabited the **Monastery** on the hill. Since their disappearance, rumors say that invisible monsters now lurk beyond its open gates, as well as a magical relic of some significance.

Derfingel Marsh to the southwest is rarely visited, and it is well known for a lumbering man-eating monstrosity that dwells in its shallows. The monster usually feeds on fish and giant frogs but is known to prowl the land at night in search of human prey.

Recently, pirates arrived at the seacoast and erected a small base, complete with a lookout tower. They occasionally make forays into the rest of the wilderness, planning overland escape routes and assessing the strengths and weaknesses of the village militia.

Finally, **Tegel Manor** stands on a high plateau over the sea, shunned by sane people. With the exception of the family graveyard, it is described in the next chapter.

Random Encounters

Outdoor movement outside the village is subject to an encounter roll every 20 minutes. If the party is resting, decrease the frequency to three rolls per night unless they draw attention to themselves, in which case roll hourly. A roll of 1 on 1d6 signifies an encounter. Consult the tables and apply the results as appropriate. The following exceptions should be noted:

On the hill near the temple east of Tegel Village, all encounters are with **2d4 cauldron-born zombies** (60%), **2d4 acolytes of Sarthoggus** (30%) or both (10%).

No random encounters occur on Savant Scarpe. In fact, the entire area is devoid of animal life.

In and near Derfingel Marsh, all encounters are with **3d6 killer frogs** (80%) or the Dearth Monster of Derfingel Marsh (**black dragon wyrmling**) (20%).

On the seacoast north of Boiling Brook, all encounters are with **3d6 pirates**.

And finally, on the plateau of the manor, no encounters occur in the daytime; roll as if inside the manor during the night. Family members who are encountered don't pursue fleeing characters.

Outdoor Encounters

Daytime

1d8	Encounter
1	Roughneck Rump the Rotund (**NPC #96**) and 12 tough goblins
2	2d4 cauldron-born zombies
3	2d4 acolytes of Sarthoggus
4	3d6 pirates
5	3d10 stirges (Take cover!)
6	3d10 goblins
7	Baladar the ranger
8	Lost villager

Nighttime

1d8	Encounter
1	Ruang the Ripper (**NPC #81**)
2	1d4 giant bats
3	Dearth Monster of Derfingel Marsh
4	Carrion beetle
5	3d10 skeletons
6	2d12 ghouls
7	Athrane the Druid
8	Rump family member and 2d10 skeletons

Roughneck Rump the Rotund: See Rump Family Tree (**Appendix I**). Roughneck Rump is accompanied by **12 tough goblins** (maximum hit points). A feared highwayman, he and his band have waylaid many a traveler, greeting them with a shrill "Stand and deliver!" If possible, the bandits ambush characters. They don't engage a clearly superior foe. If defeated, they retreat to the goblin caves (**Area BB**) and bring in reinforcements.

Cauldron-born zombies: These specially enchanted undead have one defect: They lose 1 hp for every hex they are distant from their creator.

Cauldron-Born Zombie: HD 2; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm, tied to creator (subtract 1d4 from hit points to determine distance from creator). (***Monstrosities*** 529)

Acolytes of Sarthoggus: These robed fanatics travel the countryside, forcefully gaining new converts to Tsathoggus the frog-god. They dye their skin green and perform certain facial alterations to please their harsh master. Once engaged, they fight to the death. Acolytes killed in this way don't decrease their numbers at the temple. Once three groups are defeated, they don't venture outside anymore, but Sarthoggus prepares plans for doing away with the party.

Acolytes of Sarthoggus (Clr2): HP 2d6; **AC** 9[10]; **Atk** heavy mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30; **Special:** +2 save versus paralyzation and poison, control undead, spells (1).

Spells: 1st—*cause light wounds*.
Equipment: robes, heavy mace, unholy symbol of Tsathoggus.

Pirates: Pirates from the coast are usually careful in their encounters. They'd rather retreat to their coastal base and return with a larger force than be senselessly slaughtered. If they attack, they try to open with a volley of missiles.

Pirates (Ftr1): HP 1d8; **AC** 7[12]; **Atk** scimitar (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather vest, scimitar, 1d6gp, 2d6sp.

Stirges: The swarm of stirges in the area is a nasty encounter for low-level parties. It is clear that they pose a moral threat, which the Referee should emphasize for inexperienced groups. Characters who hide in the thick grass, under leaves, or in any kind of shelter can escape the notice of the nasty bloodsuckers. Once 30 stirges are defeated, the swarm is wiped out. They have a nest in the deepest woodlands.

Stirge: HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (automatic 1d4 after hit). (***Monstrosities*** 461)

Goblins: As above, but without Roughneck Rump. Absent his leadership, the goblins are disorganized and cowardly, fleeing as soon as they take a few losses. Goblins slain in random encounters do not decrease the numbers found at their cave.

Goblin: HD 1d6 hp; **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight. (***Monstrosities*** 211)

Baladar the Ranger: This woodsman is described at **Area GG**. Baladar is friendly to travelers, unless Sir Runic Rump accompanies them.
Lost Villager: Unless encountered on farmland or close to the village, this commoner is considered to be lost. There is a 30% chance of major wounds and 25% of severe mental trauma that causes him to babble about horrible monsters and foul undead.

Lost Villager, Male or Female Human: HD 1d6hp; **AC** 9[10]; **Atk** weapon (1d6); **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10; **Special:** none. (***Monstrosities*** 254)

Ruang the Ripper: See Rump Family Tree (**Appendix I, NPC #81**). This skilled **assassin** follows parties silently and attacks only isolated members. If confronted by more than two people, he flees at once to return at a later date. Ruang lives in the manor (**Room B12**) and despises Sir Runic (even though he won't kill him).

Ruang the Ripper, Human Male Assassin (Asn9): HP 45; **AC** 5[14]; **Atk** +2 *short sword* (1d6+2) or light crossbow (1d4+1); **Move** 12; **Save** 3 (+4, ring, cloak); **AL** N; **CL/XP** 9/1100; **Special:** backstab (x4), disguise, thieving skills. (see **Appendix I NPC #81**)
Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.
Equipment: *cloak of protection +2*, *+2 short sword*, light crossbow, 20 bolts, *amulet of scrying*, *dust of disappearance*, *ring of protection +2*, *rope of climbing*.

Dearth Monster of Derfingel Marsh: This **black dragon wyrmling** is described at **Area AA**. It attacks from the air or ambushes characters with its breath weapon, thereafter moving in to kill.

Ghouls: Once they subdue their opponents, ghouls carry victims back to the cemetery south of Tegel Manor.

Ghoul: HD 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Athrane the Druid: A sworn foe of Sarthoggus, Athrane lives near the manor at **Area FF**. He is suspicious of groups, but helpful if they prove themselves to be champions of good. If traveling with the party, his presence causes animal encounters (including the dragon wyrmling and the stirge swarm) to turn away from the characters without incident.

AA. Derfingel Marsh

The mucky marsh is swarming with colonies of **3d6 killer frogs** that attack without hesitation. Derfingel Marsh is also the home of the Dearth Monster of Derfingel Marsh, a **black dragon wyrmling** (but with intelligence 8) that stalks the countryside at night. This creature lairs in a small cave (**Hex 2618**). Thus far, it has amassed 1700sp, 200gp and 4000cp in its hoard. A plugged glass bottle is also found in the pile, but contains rum and nothing more. The dragon doesn't talk, and neither does it cast spells, being an extraordinary dumb specimen.

Killer Frogs (3d6): HD 1; **AC** 5[14]; **Atk** 2 claws (1d3 + rake), bite (1d6); **Move** 6 (swim 12); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** rake (if 2 claws hit, rakes for additional 1d4 damage). (***The Tome of Horrors Complete*** 629)

Dearth Monster of Derfingel Marsh, Immature Black Dragon Wyrmling: HD 6; **HP** 18; **AC** 2[17]; **Atk** 2 claws (1d4), bite (3d6); **Move** 9 (fly 24); **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** spits acid (60ft range, 18 damage, save for half). (**Monstrosities** 132)

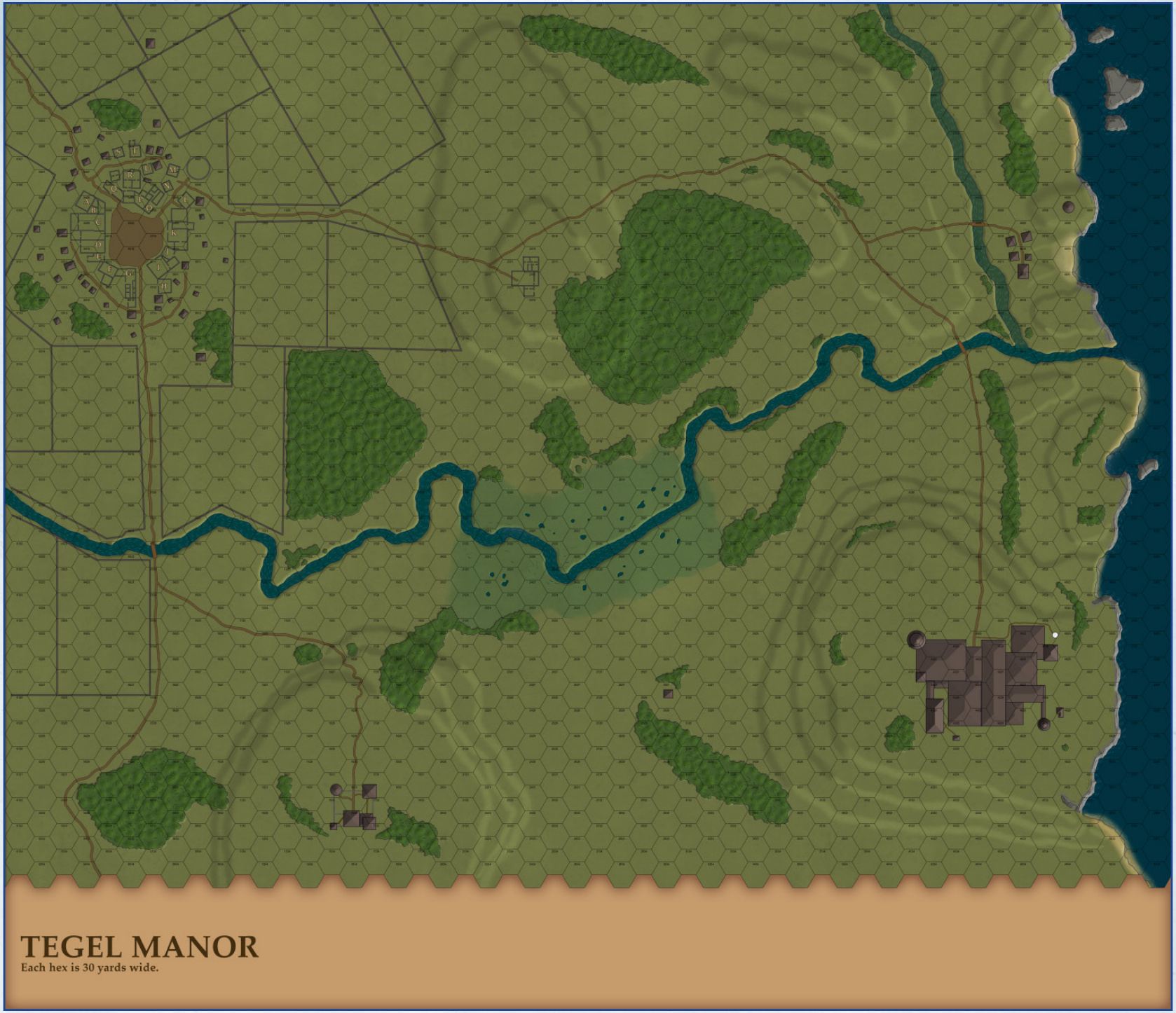
BB. Goblin Burrows

Six small caves on both sides overlook the road. They are inhabited by a goblin tribe under the leadership of the feared highwayman **Roughneck Rump the Rotund** (see **Appendix I**). There is a 25% chance Roughneck is here (60% at night). Otherwise, only the **60 goblins** are present. Roughneck has collected 200gp, 610sp, an ebony statuette of a blackbird (gemstone eyes, 250gp), plus he still has a spare courtier's outfit. These goblins are hostile to those living under the manor and vice versa.

Goblins (60): HD 1d6 hp; **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight. (***Monstrosities*** 211)

CC. Pirate Base

These seagoing scoundrels established a base on the coast and erected a tower to observe and intercept seagoing traffic. There are **60 pirates** total at the base (see below for armor and weapons), **2 pirate lieutenants** (**Lucion** and **Key**) and their leader, **Gonthmain**. There is a 20% chance that their vessel is also nearby, with an additional 120 of the same cutthroat scum, **4 lieutenants** (same statistics as the Lucion and Key), and **Lord Mornard** ("the Symmerian"), their leader.
Since the pirates aren't here to get senselessly slaughtered, they usually observe or even talk first and attack later, preferably in large numbers. They may be reasoned with and if placated with valuable gifts, they may become neutral or friendly toward the group. They are always looking for more men to join their band. Naturally, they are untrustworthy and rotten to the core.


TEGEL MANOR
Each hex is 30 yards wide.



The pirates have two small boats anchored on the northern beach. These are guarded by two men.

Pirate Guards (Ftr1) (2): **HP** 1d8; **AC** 7[12]; **Atk** scimitar (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none. **Equipment:** leather vest, scimitar, 1d6gp, 2d6sp.

Lord Mornard the Symmerian, Pirate Leader (Ftr8): **HP** 52; **AC** 1[18]; **Atk** *+1 longsword* (1d8+3); **Move** 12; **Save** 7; **AL** C; **CL/XP** 8/800; **Special**: +2 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD. **Equipment:** *+2 chainmail*, shield, *+1 longsword*, *potion of extra healing*, ruby ring (700gp), 135gp.

CC1. Barracks

Both of these barracks house 20 pirates, although there is space for as many as 30 per house. Furnishings are simple: bunk beds plus a few wood tables and chairs. The pirates usually play games of chance (since they all cheat, there is no harm done to anyone), do woodcarving, or literally anything else to alleviate their boredom. Nine pirates are usually found resting in these buildings.

Pirates (Ftr1) (9): **HP** 1d8; **AC** 7[12]; **Atk** scimitar (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none. **Equipment:** leather vest, scimitar, 1d6gp, 2d6sp.

CC2. Supplies

A good amount of foodstuffs, from smoked meats to kegs of cheap ale, are kept in the locked, windowless house. The door is locked.

CC3. Prison

Another locked house, this one is reserved for captives captured on raids, being held for ransom, or being detained for insubordination. There is a 60% chance for 1d3 captives to be held inside. Determine type by rolling on the table below:

d%	Result
01–30	commoner
31–50	merchant/minor noble
51–70	disciplined pirate
71–85	adventurer
85–95	slave girl
96–00	special (major noble, magic-user, princess, wererat, etc.).

CC4. Kitchen

Smoke and the smell of cooking food fills the kitchen. The cook **Rusty Rold** and **2 attendants** tend the fireplace and the big cauldron of meat stew that's boiling over it. They chop wood and do other assorted kitchen-related tasks. Rusty Rold is an expert with his kitchen knife, and happy to prove it. He has a white hat, greasy clothes, 4 kitchen knives, and a scimitar.

Rusty Rold, Male Human Chef (Ftr3): **HP** 16; **AC** 9[10]; **Atk** scimitar (1d8) or throwing dagger x2 (1d4); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60; **Special**: multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: white hat, greasy clothes, scimitar, 4 knives.

Attendants (2), Male Human Cooks: HD 1d6hp; **HP** 4, 3; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none. (***Monstrosities*** 254)

CC5. Officers' Quarters

Lucion, Key, and Gonthmain sleep here. Unless they are present, the door is locked. The officers' quarters contains a single table, three desks, and animal skins hanging from the walls or lying on the floor. Additionally, there are four trunks. Three are unlocked and contain miscellaneous clothing and personal belongings. The fourth is the community chest and is locked securely to prevent theft. It contains 300sp, 1100gp, two opals (90gp each), a bag of golden nuggets (70gp total), a letter with orders from some faraway overlord (with instructions on which ships to attack and which to leave alone), and Gonthmain's *potion of heroism* that he doesn't dare to drink unless in dire straits.

Lucion and Key, Pirate Lieutenants (Ftr3) (2): **HP** 21, 19; **AC** 5[14]; **Atk** scimitar (1d8) or dagger (1d4) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 3/60; **Special**: multiple attacks (3) vs. creatures with 1 or fewer HD.
Equipment: chainmail, scimitar, dagger, light crossbow, 10 bolts, bottle of spirits, 12gp.

Gonthmain, Pirate Captain (Ftr6): **HP** 38; **AC** 5[14]; **Atk** falchion (as longsword) (1d8+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special**: +1 to hit strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: chainmail, falchion, gold earring (6gp), 4 gold rings (40gp), gaudy gold necklace (80gp), gold bracers (70gp), 110gp.

CC6. Tower

This three-story overlook is well defended. Manning the tower are **20 pirates**. Ten serve as lookouts, and 10 are on the first floor. They sound their alarm if attacked, peppering attackers with missile weapons and vile insults. The door to the tower is always locked.

Pirates (Ftr1) (12): **HP** 1d8; **AC** 7[12]; **Atk** scimitar (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather vest, scimitar, 1d6gp, 2d6sp.

Pirates (Ftr1) (6): **HP** 1d8; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, light crossbow, 10 bolts, 1d6gp, 2d6sp.

Pirates (Ftr1) (2): **HP** 1d8; **AC** 5[14]; **Atk** short sword (1d6) or heavy crossbow x1/2 (1d6+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, short sword, heavy crossbow, 10 bolts, 1d6gp, 2d6sp.

CC7. First Floor

Salvaged floorboards from a derelict ship have been used to construct the towr floor, while the helmsman's wheel was turned into a wooden chandelier. The pungent smell of stale lamp oil clings to the wood. **Ten pirates** pass the time here in boredom.

Pirates (Ftr1) (2): **HP** 1d8; **AC** 7[12]; **Atk** scimitar (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather vest, scimitar, 1d6gp, 2d6sp.

Pirates (Ftr1) (6): **HP** 1d8; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, light crossbow, 10 bolts, 1d6gp, 2d6sp.

Pirates (Ftr1) (2): **HP** 1d8; **AC** 5[14]; **Atk** short sword (1d6) or heavy crossbow x1/2 (1d6+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, short sword, heavy crossbow, 10 bolts, 1d6gp, 2d6sp.

CC8. Cellar

Like **CC2**, this place is a storeroom. Preserved food, oil, firewood, and spare oars are all found here.

CC9. Second Floor

Twenty simple cots and other odds and ends can be found here.

CC10. Third Floor

Ten lookouts stand watch with crossbows. They have a barrel of oil at their disposal (for setting missiles aflame) and a horn with which to signal their companions.

Pirates (Ftr1) (2): **HP** 1d8; **AC** 7[12]; **Atk** scimitar (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather vest, scimitar, 1d6gp, 2d6sp.

Pirates (Ftr1) (6): **HP** 1d8; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, light crossbow, 10 bolts, 1d6gp, 2d6sp.

Pirates (Ftr1) (2): **HP** 1d8; **AC** 5[14]; **Atk** short sword (1d6) or heavy crossbow x1/2 (1d6+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, short sword, heavy crossbow, 10 bolts, 1d6gp, 2d6sp.

DD. Warlord's Island

Warlord's Island is a steep rock outcropping in the sea. Even from the shore, it is easy to see the manmade steps in the cliff side that lead up to the top. The waters about Warlord's Island are very treacherous. A boat sailing close to the outcropping has a 30% chance of smashing on the rocks each round, causing 1d6 points of damage to everyone on board (save for half). The ship has a cumulative 1% chance per strike of sinking.

The stairs lead to a small ledge with an ancient, weatherworn stone stele. The following words written in ancient Orichalan and may be deciphered with *read language* or similar magic: *"It is I, Strabonus, Lord of the Middle Seas, who raised this stone. Defeating the Small Kings, I piled their heads on the earth and left no man of theirs standing. Such were my deeds after the skies became red and the Blood Star was over us no more."* Nothing else but harsh winds and dead stone is to be found here.

EE. Beach

Driftwood and logs have washed on the shore. The figurehead of a ship depicting a mermaid is found among them. A thorough search uncovers a soggy, ironbound chest containing 600 unstamped gold coins. The gold is false.

FF. Athrane the Druid

Detested by villagers for his arrogance, **Athrane the Druid** lives here alone, sharing his simple home only with a **wolf** companion named Fangs. Athrane is a foe of Sarthoggus, considering his influence harmful, but is too weak to root him out. Athrane knows quite a bit about the wilderness, including the location and general attributes of all areas previously described. He is also familiar with the secret coastal entrance to the manor dungeons, having spied on the goblins living there before.

Athrane is distrustful of strangers until they prove themselves. He gladly joins a respectful and good-aligned group, and stays in their company for as long as they work toward clearing the land of the taint of evil! If traveling with the party, all animal encounters are considered neutral or friendly. Athrane doesn't use his shape change ability unless in mortal danger. He has no treasure, caring not for such trifles, but desires to own the *cauldron of Keridwen*, which he knows can be found somewhere inside the manor.

Athrane the Druid, Male Human (Drd5): HP 23; **AC** 6[13]; **Atk** spear (1d6) or golden sickle (1d4); **Move** 12; **Save** 11; **AL** N; **CL/XP** 5/240; **Special:** +2 save vs. fire, immune to fey charms, shape change, spells (3/2/1).
Spells: 1st—*detect snares & pits*, *faerie fire*, *locate animals*; 2nd—*cure light wounds*, *speak with animals*; 3rd—*plant growth*.
Equipment: *+1 leather armor*, spear, golden sickle, mistletoe, assorted herbs, *potion of healing*, *potion of fire resistance*.

Fangs, Wolf: HD 2+2; **HP** 13; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none. (***Monstrosities*** 513)

GG. Baladar the Ranger

Champion of good and dumb as a rock, **Baladar** is also a declared enemy of the cowardly Runic Rump, who once left him in a tight spot with a spectre in the manor. Unlike Athrane (with whom he is on good terms), he is friendly to travelers unless they are accompanied by Sir Runic. Baladar's cottage in the woods is a simple shack that contains a few animal skins, firewood, cooking utensils, and his rickety bed. Baladar is happy to help against any group of evildoers, except the beasts in the monastery and the manor itself. Baladar doesn't associate with orcs, whom he considers members of the giant-class and, thus, enemies.

Baladar the Ranger (Rgr6): **HP** 48; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1) or longbow x2 (1d6); **Move** 12; **Save** 9; **AL** L; **CL/XP** 6/400; **Special**: +6 damage to giants and goblin-types, alertness, tracking.
Equipment: chainmail, shield, *+1 longsword*, longbow, 28 arrows, 30ft of rope, 40gp, 55sp.

Terrible Tombstones

1. Here lies Rithiena Rump/Stuck in her head/Pulled back a stump.
2. This is Rolf/His life was full/Till he tried/To milk a troll.
3. Rupture learned with great regrets/Basilisks don't make good pets.
4. Reckless Rump R.I.P./Tried to dance with a chimera.
5. Racey hitched his wagon to a dragon/Now he does no more braggin'.
6. Roget's gullet went awry/While eating at the Balor's Eye.
7. Razzle met his term/Hacking at a purple worm.
8. Roderick — quite a cager/Till he failed to pay a wager.
9. Ramie wished he hadn't been borne/Hanging on a gargoyle's horn.
10. Ravenbeard — insulted a Roc/Showed no fear/Broke an egg/Wound up here.
11. Rook wound up on a fork/Buried him with belching orc.
12. Here rests Riddles Rellwood/Once in a feisty mood/Stranded by a roper/Failed to give an answer.
13. Rinsel the Ravishing/All vital bits missing.
14. Raoul the Reformer/Rogue and Rascal/Renegade Romantic.
15. Last in the fight/First in the flight/Retreat Rumplast was killed by a wight.
16. Reciting Ralfrid played his lyre/Always in element/We burned him on the pyre/Appreciating his talent.
17. Never miss Rallick/His life has gone by/Ate so much garlic/Made a troll cry.
18. Felled by a giant wasp's sting/Reviled Randolph didn't see it coming.
19. Retort Rowanter/Fell down the well/His crazy banter/Turning into a yell.
20. As well traveled as the road/Rosienna the Romancer was turned into a toad.

HH. Rump Family Graveyard

The burial site for the Rump family and their servants, this place is emptier than one would think. Limestone and marble headstones list names and a line or two about the deceased (see the table below for some of the tombstones). The graves themselves are empty: simple depressions in the cold, damp earth — after all, their inhabitants are now on the loose! Besides the graves, two small mausoleums are constructed of pure white marble and overgrown with moss and creeping vines. Reliefs with bucolic scenes have been carved into the stone. A coat of arms commemorates the family and other noble lineages to which it is related.

Inside the mausoleums, stairs lead down into shallow 30ft-by-60ft crypts where the most important family members were buried under the watchful gaze of statues depicting solemn warriors and mirthful maidens. Each crypt is inhabited by **3d10 skeletons**, **1d10 zombies**, and **1d10 ghouls**. These undead are the soldiers of the lich Ridwik (**Appendix I NPC #85**). Crypt No. 1 has been looted, but No. 2 has a small (fake) diamond ring lying forgotten in an abandoned casket. The ring is worth 1200gp, or 120gp if the forgery is recognized.

Ghouls (1d10): HD 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Skeletons (3d10): HD 1; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)
Equipment: chainmail, shield, longsword.

Zombies (1d10): HD 2; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Beyond the graveyard, a hidden, steep trail meanders down the cliff face to **Hex 4931**. This is the concealed entrance to the second level of the dungeons and an exit for the goblins in **Room DL2M**.

Chapter 3: Sanctum of Madness

Sanctum of Madness is an adventure designed for 4 to 6 characters of 8th to 10th level that takes place near the infamous Tegel Manor. Seasoned adventurers are called to assist the leaders of Tegel Village in their investigation of missing farmers and travelers along the southern and western roads close to the hamlet. What starts as a simple inquiry into the disappearances slowly turns into a brewing plot of intrigue, deception and violence, leaving the characters with no one to trust and enemies hiding within every shadow.

Adventure Background

Many years have passed since the ruined temple of Tsathoggus east of Tegel Village housed the vile cultists of the demonic frog-god. After holy warriors of Thor and Frigga destroyed the wicked temple, the sinful worship of the old god was thought to be finally driven from the region. Reduced to rubble, the temple was cleared of all living things and left barren for what was hoped to be all time. A new temple to Frigga was erected nearby to maintain vigilance over the area and to prevent the recurrence of evil worship. In time, a monastery was built, originally for the purpose of training new members of their order, but eventually it was abandoned when Frigga's favor among the people waned.

Finding the well-made monastery empty, monks of the order of Garm took residence within the structure, removing all signs of Frigga and replacing them with symbols of their guardian of the Hel-Gate. Although the monks have kept to themselves over the many years since taking over the monastery, their grounds are stalked by dire wolves, the living aspects of their god. At times, nearly a dozen of the large beasts may be seen roaming through the tall grass surrounding the holy compound.

Frigga's temple remains in its original location, serving Tegel Village since it was erected shortly after Tsathoggus' temple was razed. The hamlet remains faithful to their goddess and often seeks the priests' assistance in matters of importance or times of indecision. In recent months, however, the high priests of Frigga have not been seen, relinquishing their duties to the acolytes and initiates who remain connected to the village elders and daily worshippers.

Neither religious group is fond of the other, although both factions prefer to avoid one another instead of engaging in public verbal sparring or tumultuous conflict. In fact, both groups fear that the other is up to no good or is in some way secretly trying to undermine the other. Both orders are correct in their assumptions, but neither suspects the full truth of the other's plans.

Adventure Synopsis

Around the same time that the high priests of Frigga sequestered themselves within the bowels of the temple, villagers and travelers on the regional roads near Tegel Village began to disappear. Suspicious of the strange monks and their large pets, the villagers fear the missing are victims of the guardian to Hel, the goddess of death. Surprisingly, the evil monks of Garm are not to blame for the missing villagers.

The Frigga priests, after accidentally discovering the old tunnels of the ruined temple beneath their own, reawakened the old god Tsathoggus from his perpetual slumber, and were forced into servitude. At first unwilling to abandon their faith, the clerics became enthralled by power as they restarted the old god's original plan of demonic possession and complete domination over the region. While the high priests sought the forgotten rituals of permanent transmogrification, they left their initiates in charge of the ruse to continue serving Frigga and to keep the majority of the villagers unaware of their new plans.

The new priests of Tsathoggus are trying to accomplish two goals: First, they are working toward a transformational process that converts frog eggs to frog warriors. Their idea of a fully morphological cycle includes a fifth stage, the humanization of frogs into walking aspects of Tsathoggus. Second, they hope to please the frog-god with a frog warrior army to get his attention and to bolster his desire to return to the Material Plane once again. Unfortunately, the only thing standing in the way of their plans is the missing *Book of Madness*, an artifact that can provide the last incantation to complete the fifth morphological step.

Led by the former high priest of Frigga, Sarthoggus has fully shifted his absolute faith to the demonic frog-god, even impressing several minor demons and fiends of the lesser planes with his power and ruthlessness. To assist and accelerate his plan to find the *Book of Madness*, the high priest has enlisted the help of several planar beings by promising nearly limitless rewards in wealth and power found in the Tegel region. Although the promises are outright lies, Sarthoggus believes he has fooled a small contingent of demons who signed on to his evil plan. The high priest is not worried about paying the final rewards for their servitude, hoping that Tsathoggus and his army of frog warriors will protect him from the deceit in the end. The interplanar fiends are well aware of his deceit, however, but are assisting the human priest for their own gain. They believe the *Book of Madness* may actually be one of their own sought-after *Books of Keeping* and are willing to stick around long enough to find the book and take it for themselves if it's one of their own tomes.

While a small number of priests and their hired minions search for the lost artifact needed to complete the ritual, the high priests continue to test the individual steps of transmogrification on kidnapped villagers and unwary travelers. Although they have been successful in the first few stages of the transformation spells, all victims perish in the final stage without the critical and necessary artifact. Members of Tsathoggus' new order have scoured much of the old tunnels and are unknowingly close to finding the lost spellbook.

Fooling the town with their feigned faith, the priests have kept the region in the dark about their new plans. They quickly implicate the monks in the disappearances, even offering support and a reward to characters if they eliminate the monks. If consulted, the village elders support the temple priests' suggestion of driving the monks from the area, believing they are the reason for the missing townsfolk.

Starting the Adventure

Elders of Tegel Village are on the lookout for capable adventurers traveling through the area and offer a powerful artifact as a reward for solving the mystery of the disappearing townsfolk. Additionally, the town leaders may increase the reward by adding a special reserve of gold bars if they are close to convincing an enterprising band of travelers to help. The area is known for its abundant riches; Tegel Manor is close by, and the legends of its endless halls filled with unclaimed treasures are well known.

Ternelmor, the mayor of Tegel Village, embraces any offers of help, especially from outsiders without an interest in the region's political or religious disagreements so prominently argued by residents and merchants. In fact, the mayor and any member of the town council, when spotting newcomers in the area, approach veteran adventurers with a plea for help. Although the town council cannot pay the adventurers in coin, they are willing to give the group a powerful artifact if they can solve the disappearances. The high priestess Arnthora has an ancient item of great power stored within Thor's temple in a secret vault location that only she and one other priestess know about. A paladin used this item in the battle many years ago to drive a terrible evil from the land. The relic has been stored away until this day. Although Arnthora is reluctant to give away the item, it is one of the few things of great value the village has left to offer as a reward to solve the mystery of the recent disappearances.

The priestess will not divulge the true details of the item until the group gets to the bottom of the lost inhabitants and travelers. If



questioned, she says that the item has incredible protective powers that benefit its wearer and those nearby. Although she prefers that at least one adventurer from the group be a devout follower of Thor or Frigga, she relinquishes the item to a group that delivers on its promise to help. See **Appendix VI: New Magic Items** for more details about the *golden plate mail of Thor*.

After consulting the unknowingly false priests of Frigga, the town leaders suggest that the characters start with an investigation of the monastery. Of course, the evil monks will not allow visitors; entry into the monastery will have to be a clandestine endeavor. However, the monks are known to capture trespassers and feed them to their wolves or worse.

If the characters wish to meet with the Frigga priests first, the elders arrange a meeting in the village, inviting several initiates to a small banquet. There, the characters have a chance to ask questions and begin their investigation. The low-level acolytes that attend this meeting are unaware of the true events happening below their temple, and answer questions to the best of their ability.

Hooks

Most characters likely are visiting the area in and around Tegel Village while preparing to take a run at Tegel Manor. This scenario offers a shorter but no less deadly adventure, suitable before or after their attempts at the massive manor-fortress on the sea. Successfully discovering the growing re-emergence of evil under the temple and learning the secret of the disappearing villagers gains the trust of Tegel villagers, potentially unlocking a few secrets helpful in navigating the large manor.

Tsathoggus' Return

The ancient frog-demon cares little for the mortal pawns in his endless game for possession and domination of the Material Plane. Awakened from his forced sleep, he eagerly awaits the priests' completion of the transmogrification ritual and accepts nothing other than complete success. After using the high priest and his minions to complete the final spells, he emerges from his prison to unleash his wrath upon the area, utterly devastating all living things, including his own devoted followers.

Town leaders, including the mayor and several prominent residents, have already begun secretly worshipping the frog-demon and are looking for a group to remove the Garm monks from the area. Arnthora, the priestess of Thor, has noticed that several village residents have changed their behavior recently. Initially thinking that their altered demeanor was a byproduct of their apparent worry for the missing villagers, she now suspects that something else, something more sinister, is afoot. She spends much of her free time watching several residents, looking for clandestine meetings and sideways glances. None of the secret Tsathoggus converts realize they are being watched so carefully.

Frog-God Followers

The following is a list of Tegel villagers who secretly worship the frog-god:

Villager	Village Role
Ternelmor	Mayor
Churlish	Leader of Militia
Halaf Fec	Merchant
Cretin Nedcock	Owner of Bark & Byte, dinner establishment

The new followers of Tsathoggus have no intention of rewarding the characters for eliminating the frog-god's high priests or destroying the precious artifact. They wish only to continue their ruse, shifting blame and fault to the evil monks of Garm. Hoping to get the characters to eliminate some or all of monks of the order, or at least distracting them from the real threat until the final spell can be cast, is the secret council members' primary purpose when they recruit the characters. If any of the characters or Arnthora begin to unravel the council's secret plans, they take steps to neutralize any who oppose them.

The Book of Madness

Buried by the ruination of the former demon-god temple, the black *Book of Madness* holds the secrets to the final spells needed by Tsathoggus and his mortal minions. Within five days of the characters' arrival in the area, the searching priests discover the buried tome. After another two days, High Priest Sarthoggus has enough information to attempt the final ritual, succeeding where all other efforts failed. For information about the events that unfold after the ritual's success, see more details under **Ending the Adventure**.

Banquet at Tegel Village

After the group agrees to help, Ternelmor and Arnthora arrange for the Frigga priests to meet with the adventuring group in town at an impromptu banquet the following day. Although their invitation is extended to the Frigga high priest and his chosen advisors, only three initiates arrive for the meeting. The priestess of Thor finds this extremely odd, but the other town leaders seem to be less concerned with the change in attendance.

The three initiates claim that the priests of their order are extremely busy researching a new spell and the lost history of their order and have sequestered themselves deep within the temple until their completion. This explanation satisfies the council members, but further confuses Arnthora. She has not heard of any unknown history of Frigga nor is she aware of any new spells needed by the order. If the characters try to magically determine if the initiates are telling the truth, they'll find that the initiates are truthful. The acolytes have been given the direction by the sequestered high priests; the initiates follow their leaders' orders completely and without question.

The initiates and the town leaders, except for Arnthora, quickly direct the group to the temple of Garm, indicating that the evil monks and their vile beasts are likely the cause of the disappearances. Arnthora remains silent during the meal, carefully watching the wordless exchanges between several of the council members.

The Frigga acolytes propose a cautionary and secret investigation within the monastery. They tell the characters that it would be best if they infiltrate the facility at night and sneak through the building in search of clues about the recent disappearances. They urge the characters to take care in their mission; the monks are especially ruthless with respect to trespassers.

Before the group leaves for the monastery, Arnthora chooses the most trustworthy character for a hurried and discreet conversation. She believes that many of the town leaders are acting strangely and cannot be fully trusted. Additionally, she finds it bizarre that the high priest of Frigga did not join them for the dinner — he is not known to turn down excellent food and drink, or a chance to discuss the merits of Frigga and the lady's rewards.

The Monastery of Garm

Although evil, the monks aren't responsible for any of the current issues in the area. They treat the problems in Tegel Village with indifference, preferring to avoid any direct contact with the villagers and priests of Frigga. The missing villagers are not their dilemma, and they really don't care if people are disappearing. They are interested in what the Frigga priests are doing under their temple, having felt a change in power from their area in recent weeks. They suspect that the once-good priests are involved in the disappearances but have no intention of doing anything about it.

Master Kandasto, the head of their order, interrogates the characters if the monks catch them trying to infiltrate their monastery. Kandasto seeks to uncover who enlisted their services, and if he discovers that the priests of Frigga are implicating the order of Garm in the disappearances, he likely offers a counterproposal to the group: investigate the temple of Frigga for a special reward. Although they dislike the priests of Frigga, they have learned to coexist with their small temple for a number of years. However, the recent shifts in cosmic power, coinciding with strange changes in the Friggan priests' behaviors, have the head monk wondering if something foul is soon to come. Paying the characters to eliminate the priests under the temple of Frigga is a necessary step for the order of Garm to preserve its place in the religious pecking order in the region, especially if the priests changed deities or uncovered a terrible evil.

The monks treat their wolves as important members of the order of Garm; if the characters killed one or more of their beasts, Master Kandasto is less generous with a reward. Instead of offering the group a powerful magical weapon, they spare their lives in exchange for their investigation of the temple and the eradication of anything out of the ordinary. A failure to accept the counterproposal may create an extended stay for the group within the dire wolf cells below the initiate tower (**Area M-3**) while they think over the request.

Either way, the intruders must pass the Tests of Garm before leaving the monastery. Master Kandasto lets the shade of Garm far below the central temple determine the trespassers' future in the affairs of any religious conflicts within the Tegel region, including their part in this latest treachery. If the characters survive the test, they are allowed to leave to continue their investigation at the Temple of Frigga. If the group decides to flee the area without completing their new task, Garm repeatedly sends various forms of wolves, real and dead, to haunt them to the end of their days.

If captured, the characters are tattooed with a special Garm rune. The rune is temporary and can be removed by the chief monk at any time. Master Kandasto removes the rune from characters if they survive the Tests of Garm. However, at any time during their captured stay at the monastery that the characters attack the monks or wolves, or try to escape, Master Kandasto or one of his trusted advisors activates the rune. The rune explodes, dealing 6d6 points of damage to the affected character (no save).

See the sidebar for more information on the monks and their abilities if the characters try to bully their way into the monastery. The characters are unlikely to win a fight against the combined might of the monastery and are put to the Tests of Garm as soon as possible.

The Monks of Garm

There are 40 initiate level monks in the monastery, watched over by 10 mid-level instructors and trainers. Master Kandasto runs the monastery, keeping the monks busy with day-to-day tasks, planning long-term schedules, and working with Garm's temples throughout the region for permanent placement opportunities. Master Lofutu is Kandasto's second in charge and implements many of the plans and schedules created by the monastery leader.

Monk Initiates of Garm

The majority of monks found at a Garm monastery are low-level initiates who prepare for their eventual placement in temples found within the region. Their training is rigorous, resulting in quick advancement in level or an early departure from the order. Only the most capable initiates thrive within the endless training sessions and meager lifestyle of the monastery.

Monk Initiates of Garm, Male or Female Humans (Mnk5) (40): HP 5d4; **AC** 5[14]; **Atk** staff (1d6+2) or 2 strikes (1d10);

Move 16; **Save** 11; **AL** C; **CL/XP** 5/240; **Special:** +2 save vs. paralysis and poisons, +2 damage with weapons, alertness (surprise 1 on 1–6), deflect missiles, slow falling (20ft), speak with animals, thieving skills.
Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.
Equipment: robes, staff.

Garm Monks

Although many brothers of equal knowledge and wisdom have left the monastery by the time they reach this level of proficiency, some Garm monks prefer the life of a student and remain behind to serve the masters of their order as teachers to new recruits. A few monks of this level of expertise eventually leave to become masters at other monasteries, but it is not unheard of for some monks to live out their days as a teacher in the very same monastery where they began as students.

Each of the nine trainers wears a colorful sash imbued with a specific magical power. The sashes can be found in three colors: red, yellow, or blue. When removed from the waist, the sash can be used like a whip or a lasso to ensnare a foe's limbs or neck as needed (saving throw avoids). When a successful melee attack is made with the sash, the opponent must make two separate saving throws, one for each of the abilities of the sash. The primary ability deals special damage, while the secondary ability causes a special effect. Note that the sash wielder may choose to not invoke the first ability (damage) if he desires only to subdue his opponent. Only Master Lofutu wears the three-color sash. Master Kandasto does not wear one of the magical sashes.

Sash Abilities

Sash Color	Primary Ability	Secondary Ability
Red	Agonizing Pain (2d6 damage)	Paralysis (1d6+1 rounds, save avoids)
Yellow	Heat (1d6 fire damage)	Fatigue (1d6+1 rounds, –2 to hit and damage)
Blue	Freeze (1d6 cold damage)	Stun (immobile for 1d4+1 rounds, save avoids)
Three Color	All abilities of the red, yellow and blue sashes	

Garm Monk, Male Human, Red Sash (Mnk10) (3): HP 10d4; **AC** 1[18]; **Atk** 2 strikes (2d8+4) or sash (2d6 + paralysis); **Move** 21; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:** +2 save vs. paralysis and poisons, +5 damage with weapons, 2 weaponless attacks per round, alertness (surprise 1 on 1–6), breathe underwater, deflect missiles, paralysis (with sash, 1d6+1 rounds, save avoids), slow falling (40ft), speak with animals, thieving skills.
Thieving Skills: Climb 94%, Tasks/Traps 70%, Hear 5 in 6, Hide 75%, Silent 80%, Locks 75%.
Equipment: red sash.

Garm Monk, Male Human, Yellow Sash (Mnk10) (3): HP 10d4; **AC** 1[18]; **Atk** 2 strikes (2d8+4) or sash (1d6 fire + fatigue); **Move** 21; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:** +2 save vs. paralysis and poisons, +5 damage with weapons, 2 weaponless attacks per round, alertness (surprise 1 on 1–6), breathe underwater, deflect missiles, fatigue (with sash, 1d6+1 rounds, –2 to hit and saves, save avoids), slow falling (40ft), speak with animals, thieving skills.
Thieving Skills: Climb 94%, Tasks/Traps 70%, Hear 5 in 6, Hide 75%, Silent 80%, Locks 75%.
Equipment: yellow sash.

Garm Monk, Male Human, Blue Sash (Mnk10) (3): HP 10d4; **AC** 1[18]; **Atk** 2 strikes (2d8+4) or sash (1d6 cold + stun); **Move** 21; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:** +2 save vs. paralysis and poisons, +5 damage with weapons, 2 weaponless attacks per round, alertness (surprise 1 on 1–6), breathe underwater, deflect missiles, slow falling (40ft), speak with animals, stun (with sash, 1d4+1 rounds, save avoids), thieving skills.
Thieving Skills: Climb 94%, Tasks/Traps 70%, Hear 5 in 6, Hide 75%, Silent 80%, Locks 75%.
Equipment: blue sash.

Master Lofutu

Second in charge of the Tegel Garm monastery, Master Lofutu implements many of the strategies and plans developed by Master Kandasto. He is responsible for most of the martial arts and religious training of the 10th-level monks. Master Lofutu wears the only three-colored sash at the temple.

Master Lofutu, Male Human (Mnk15): HP 46; **AC** –2[21]; **Atk** 3 strikes (4d8+2) or sash (1d6 cold + stun or 2d6 + paralysis or 1d6 fire + fatigue); **Move** 26; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special:** +2 save vs. paralysis and poisons, +5 damage with weapons, 3 weaponless attacks per round, alertness (surprise 1 on 1–6), deflect missiles, fatigue (with sash, 1d6+1 rounds, –2 to hit and saves, save avoids), paralysis (with sash, 1d6+1 rounds, save avoids), slow falling (any distance), speak with animals, stun (with sash, 1d4+1 rounds, save avoids), thieving skills.
Thieving Skills: Climb 99%, Tasks/Traps 100%, Hear 6 in 6, Hide 100%, Silent 100%, Locks 100%.
Equipment: three-colored sash

Master Kandasto

With his youthful appearance and innocent face, the head of the Garm monastery in the Tegel region could blend in with the lower-level monks to those unfamiliar with the order. However, the chief monk of the order can quickly turn his expression intensely serious, often alarming visitors and newly arrived initiates. He is intolerant of disbelievers or those who make disrespectful comments about Garm, the guardian of the Hel-Gate. He personally oversees all Tests of Garm, ensuring that willing and unwilling participants are fully aware of the ramifications of the trials.

He has led the monastery for more than 20 years and appears to be more than able to continue his role for several more decades. In his current role, he is responsible for planning long-term training and study curriculums for all levels of monks, including Master Lofutu, his second in charge. He rarely travels beyond the gates of the monastery, preferring to stay within its walls to oversee the growth and maturity of the initiates.

Master Kandasto, Male Human (Mnk18): HP 54; **AC** –3[22]; **Atk** 4 strikes (4d8+6); **Move** 29; **Save** 5; **AL** C; **CL/XP** 18/3800; **Special:** +2 save vs. paralysis and poisons, +5 damage with weapons, 4 weaponless attacks per round, alertness (surprise 1 on 1–6), deflect missiles, slow falling (any distance), speak with animals, thieving skills.
Thieving Skills: Climb 99%, Tasks/Traps 100%, Hear 6 in 6, Hide 100%, Silent 100%, Locks 100%.

Approaching the Monastery

The road south out of Tegel Village splits after the Boiling Brook bridge, creating a secondary path that leads in a southeasterly direction away from the main road. The dirt trail climbs a steep hilltop and leads

Monastery of Garm



directly to the monastery. The plateau has a few small tree groups on the monastery's west and east sides but is mainly clear of large vegetation besides the 3ft- to 4ft-tall grass covering the entire area. The monks keep the grass tall on purpose; their wolves are able to hide and stalk trespassers much easier under the cover of the thick meadow. There is a 50% chance that **1 or 2 worg wolves** are encountered for every 15 minutes spent on the grassy plateau. Any noise in the area, including combat and spellcasting, brings additional worgs to its source. Additionally, the sounds of combat likely reach the ears of one or more **Garm monks** who patrol the outer walls of the monastery (daytime only).

Worgs: HD 4; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (***Monstrosities*** 515)

Area M-1: Monastery Entrance

At the north end and front of the monastery, a set of oak doors banded with iron strips and bolts remains closed at all times. At night, these doors are locked and barred, but are unlocked during the day. A pair of low-level monks wait just inside the doors during daylight hours, prepared to receive guests or engage with the uninvited. A wide brass bell can be seen atop the wall over the doors; a twisted rope hanging from the device within the entry allows the monks to summon additional members of their order with a single pull.

With the doors secured after nightfall and several worgs patrolling the exterior, the monks leave the front entrance unguarded. The exterior wall is more than 20ft tall. If quiet, the characters can climb the wall and will likely be unseen during this approach.

Area M-2: Monastery Exercise Yard

During the day, dozens of monks practice their skills within the wide yard. At least one mid-level monk instructs the initiates as they train. Training temporarily pauses if dignitaries or high priests of Garm visit the monastery; trainees line up along the inner walls of the yard until officials enter the temple area (**Area M-6**). At night, this area is empty.

Area M-3: Initiate Bunkhouse

This circular, two-story building is reserved for the newest initiates of the order. At least a dozen initiates have simple bunks on the upper two floors of the building. In times where more initiates are needed or an increased interest in the order occurs, six additional bunks can be added. Both floors are empty during the day as the initiates will be training, working, or praying. They are rarely in this tower until night.

Just inside the entrance, several racks of quarterstaffs and slings line the walls along the stairs to the upper and lower levels.

Area M-3a: Worg Cells

An underground floor below the initiate quarters is accessed by a wide, sloping walkway found inside the entrance to the tower. Below, 10 cells for the monks' cherished worgs encircle the bottom floor. Half the beasts are always found outdoors; the monks rotate the outdoor patrols, changing the creature's shifts to keep them fresh and interested in their duties. Each worg is superbly trained, responding to verbal commands and whistles, and is magically bound to the grassy plateau. Any wolf that tries to leave the monastery hill feels agonizing pain until it returns to its patrol area.

Five worgs are almost always here, along with at least **1 mid-level monk trainer**. At night, the trainer sleeps upon a straw mat in the middle of the room. Worgs, upon detecting the unfamiliar scent of adventurers, howl and bark viciously, loud enough to wake the sleeping trainer and the initiates above.

A key on the trainer's belt opens individual cells. However, a series of levers on the central column in the area can open groups of cells; moving individual cell levers into position and throwing the master lever opens all the selected cells at once. The trainer may attempt to free all available worgs if overwhelmed by the characters.

Area M-4: Visiting Guest Quarters

Important guests of the monastery are given special quarters during their stay. Several private rooms with plush beds, fresh clothes and meals served to an open, common area are found in the upper portion of this structure. Although guests are rare, the occasional Garm high priest or wealthy patron may stop here while traveling through the region. The monastery's kitchen and dining hall are found at ground level.

If the characters are caught but subsequently agree to Master Kandasto's counterproposal, they are given several rooms here until they are ready to start their investigation of the temple of Frigga. They are allowed to stay for no more than two nights before they are escorted out of the monastery.

Area M-5: General Quarters

Ten to 20 monks use the large sleeping and study quarters within these structures as their permanent quarters during their lengthy stays at the monastery. Most monks spend their entire life here, never leaving but instead working and training other monks for their service to Garm. A small number of monks leave the monastery each year to further their service to the guardian of the Hel-Gate elsewhere in the realms. Many stay, never receiving the call to leave the monastery, satisfied with their service to their god by protecting the monastery and training initiates for a lifetime.

Much like the initiate bunkhouse (**Area M-3**), the area is quiet and empty during the day. Low to mid-level monks are busy training, working, praying, and teaching elsewhere in the facility until nightfall.

Area M-6: Temple of Garm

Dominating the monastery in sheer size and impressive decoration, the central structure beyond the exercise yard is dedicated to teaching the ways of Garm to all who desire to learn. Monks spend several hours of the day teaching new recruits or praying to Garm in the tall temple. A massive marble sculpture of the wolf-god fills the southernmost portion of the temple, standing upon five raised steps and staring down on the rest of the space with intent and all-seeing eyes.

A pit, 15ft wide and 10ft deep, opens before the sculpture. The pit is the entrance to the Tests of Garm (see **Area G-1**). At any time, a monk or visitor to the monastery may undertake the test to prove his worthiness to the guardian of the Hel-Gate. Master Kandasto also uses

Miscellaneous Greater Magical Item

Bracers of the Master Pugilist

These simple cloth hand and wrist wrappings are light brown in color and mottled with red specks. When first grasped, the cloth immediately attempts to wrap itself around the wrists and hands, until both are tied tightly to the wearer. The wearer immediately feels the sense of strength and power from the bracers and feels no need to use a weapon of any kind.

In combat, the wearer cannot use a weapon to attack. Instead, he strikes with his fists, dealing 2d4 points of damage plus any strength bonuses. If the wearer successfully strikes his foe, he may attack again in the round at a –3 penalty. The extra attacks continue until the wearer misses.

The bracers may not be used with other hand and forearm armors such as gauntlets or gloves.

this pit to punish non-believers or those who threaten the monastery, letting Garm's aspect mete out the appropriate justice to the test's victims or survivors. Most who enter are unworthy and never return.

Several dozen cushions in five ordered lines are seen on the floor. Incense from hundreds of small lamps burns day and night, faithfully replenished by devout monks on a rigorous and unfailing schedule. Although it isn't unusual for the occasional monk to be found here late at night in deep prayer, the area is generally empty during the evening hours until sunrise.

A relic of great power has been stored in a secret compartment at the top of the sculpture in the skull of the great wolf. The well-hidden compartment contains magical gauntlets. If the compartment is opened without using the proper sequence of hidden button presses, a loud chime rings within the temple, alerting all in the monastery to potential thievery. When Master Kandasto opens the compartment, no chimes rings.

Area M-7: Chief Monk of Garm, Master Kandasto

Tucked into the southeast corner of the monastery, the master of the order of Garm has two small rooms dedicated to running the monastery. The front room is used for meetings and monastery business with important guests. Master Kandasto prefers to hold religious discussions within the temple, but in matters of business, finance, or dispersing punishment to the occasional initiate, he uses this small area. A simple wooden table, six chairs, and several tapestries reveling in the wondrous power of Garm fill the room.

Beyond the meeting room, Master Kandasto keeps a small, frugal bedchamber. A writing desk, chair, straw bed, and wardrobe barely fit into the tiny space. Several books are stacked neatly upon the master's desk, but only two of are importance. A book of initiates with their monastery start and end dates sits atop the pile. A quick read of the book indicates that the monastery currently has 11 initiates, 23 mid-level monks, and 10 worgs. The second book on the pile is Master Kandasto's private journal and references the strange shifts in religious energy in the area. Multiple passages clearly mention the disappearances, but all lack opinion and any deeper interest in the problem. He casually notes in one of the latest entries that he wonders if the Temple of Frigga is close to the source of the missing villagers.

During the day, Master Kandasto moves about the monastery according to his own rigorous schedule. He is most often found in the temple, assisting with teaching, or in the exercise yard demonstrating his exceptional martial arts skills. The head of the order is often the last to leave the temple, praying into the late night before retiring to his chambers.

Observant characters may see the signs of floor scratches near the wardrobe's feet. If the wardrobe is pulled into the center of the room, the characters find a hidden floor compartment. Within, Master Kandasto keeps a chest of gold and silver (775gp, 1389sp) that is used primarily to pay for food and services his monks are unable to provide. Much of the treasure has been donated to the order throughout the years, replenished only when patrons visit the monastery or visitors require Master Kandasto or Garm's advice.

Tests of Garm

If the characters are to take the Tests of Garm as punishment for their intrusion and/or injury to the monk's honored pets, then they are brought to the temple (**Area M-6**) and lined up along the edge of the pit. All who are to take the test are treated justly and fairly, leaving the judging to the tests below the monastery. They will be told of four tests, each of which evaluate, in a different way, their worthiness to the mortal world. Very few survive the tests; those who do are changed forever. (After each test described below is a table for assigning points based on the characters' success or failure. Keep track of each character's point total separately to see if they pass or fail.)

Characters are allowed to take any and all of their possessions with them in the test. Master Kandasto likely says that some of their physical possessions will be of little help to what they will soon face. No answers are given to characters' questions, but they are urged to begin the tests immediately. All available monks circle the characters and the pit, ready to use their quarterstaffs to push the adventurers in if they hesitate.

Area G-1: Test of Fear

The characters must blindly jump into the pit; they are not allowed to use ropes or to climb down along the edge of the pit. Those who delay are forcibly shoved into the hole. If the characters resist and fight back, Master Kandasto activates the Garm rune tattoos (as mentioned in the **Monastery of Garm** section). Under their master's commands, the monks continue to push the characters into the pit, even if they are in an unconscious or dying state.

Once the characters are falling within the pit, they may attempt to use magic or other skills to slow their fall or to grab onto the side of the pit. The pit walls are perfectly smooth and are extremely difficult to grab while falling at the speed of the characters' descent. Characters who attempt to grab the wall must roll below their strength on 4d6 three consecutive times. Each successful check allows the character to slow his fall enough until he can cling to a small ledge or crack with the third check.

Each character will think that he will fall at least 500ft before reaching the bottom. They actually fall only 100ft, five consecutive times. Characters can make a saving throw with a –5 penalty to realize this for every 100ft fallen (so a character can make 5 total saves before smashing into the ground). If a character ends up clinging to the wall, the other characters can make their saving throw with a –2 penalty.

If characters fail all their saves, they take 10d6 points of damage when they land at the bottom. If a character passes the check once, he takes half damage from the fall. More than two passes negates all damage, unveiling the illusion; they realize that the fall isn't truly what it seems, and they begin to slow down, settling lightly upon the floor. Since all the characters are falling together (unless other characters have managed to hang onto the side or slow their descent somehow), they aren't able to tell others in their group of the illusion until the test is over.

The remains of dozens of humanoid forms in various stages of decomposition are found sprawled across the floor, their limbs and spines broken, and skulls pulverized. Many forms are still clothed in the robes of the monks of Garm, obviously failing their first test. Other clothing and gear can be discovered if the remains are thoroughly searched; two usable suits of leather armor, a backpack, three daggers, a longsword, a mace, two torches, and a tinderbox are all easily found amid the corpses.

On the east wall of the pit, a single rounded archway leads away into complete darkness. An ancient, indecipherable language covers the stones around the arch. If *read magic* or *read languages* or some other means is used to decipher the words, it reads: "Enter your future without examining your past." The writing repeats itself on every stone.

Event	Points
Characters who take 0 points of damage	2 points
Half damage	1 point
Full damage	0 points

Area G-2: Test of Speed

A 20ft-wide straight and level passage leads east for several hundred feet. The entire length of the tunnel is completely dark, and no exits can be found along the smooth walls throughout its stretch. Nothing remarkable happens to the characters until they pass the first 100ft. At this first invisible mark, the sound a slipping and sloshing steps is heard behind the group, seemingly far away yet close enough to feel as if the moving being will soon overcome the characters.

Garm has created a vile creature for this test, placing it at the start of the tunnel once the characters enter it. A cross between an ooze and a medusa, this shapeless, bubbling mass initially moves as quickly as the characters but increases its speed such that it overcomes the group if they delay or slow down. As long as the group keeps moving as fast as possible, they are likely to reach the end of the hallway and pass the test. Any character who slows down to look behind him must make a saving throw versus its petrifying gaze or be turned to stone. Characters slowly turning to stone immediately slow down, allowing the oozing creature to overcome them and begin its dissolving attack. Instantly petrified creatures are ignored as the creature pursues others in the fleeing group.

The characters should heed the words from the previous room; they should run forward, ignoring what's behind them until they reach the exit of the tunnel. Once the surviving members of the group reach the last 10ft, the **medooza** retreats. Any characters returning to the tunnel to retrieve fallen or injured party members start the pursuit over again.

Medooza: HD 10; **HP** 68; **AC** 6[13]; **Atk** pseudopod (2d6); **Move** varies (matches fastest target's speed); **Save** 5; **AL** N; **CL/XP** 13/2300; **Special:** corrode stone and steel (softens objects to devour, 1d6 damage), devour (destroy softened objects in 1d6+1 rounds), gaze turns to stone (save avoids), resistances (acid, cold, fire) (50%). (See **Appendix II: New Monsters**)

Several stone forms are in the tunnel, as previous monks and challengers failed to avoid the medooza. Any characters running through the tunnel at full speed without a light source or darkvision has a 1-in-10 chance of running into a stone form every 100ft. Any collision deals 1d10 points of damage to the character and slows his run to a quarter normal speed for that round and may allow the pursing creature to catch up.

Event	Points
Characters never look back	2 points
Looking back but not turned to stone	1 point
Engaging the creature or being turned to stone	0 points

Area G-3: Test of Combat

Another archway, this time in the north wall, leads to a large room beyond. Faint etchings of weapon and armor silhouettes are found on the stones around the doorway and can be depressed to light up the outside line of the crude image. An image for every common weapon and armor type is found along the hundred stones set into the archway, but only five images may be depressed at one time. If more than six are pressed, the images reset to their unlit state. The items depressed are the only weapons and armor that may pass through the archway into the next room. Any item carried by the characters that isn't part of the list of depressed items are magically transported to the opposite side of the chamber, more than 100ft away, just beyond the opening of yet another archway.

Besides the standard weapons and armors, other items are also found on the stones: wands, staffs, shields, boots, gauntlets, and other item types that may have a normal and magical category are represented. Simple items such as backpacks, belt pouches, common clothing, and non-protective gear are not shown and will be permitted within the chamber.

Any item type not selected is magically removed upon entry into the chamber. Once a character enters the chamber, he cannot exit through the same archway. However, he can speak to the characters on the other side of the archway and relay details about the chamber without issue. If any character leaves the 10ft space near the door and moves into the room, he immediately initiates the start of the encounter. Characters can try to move to their transported gear but find their way blocked much like the entry into this room; a magical forcefield prevents any exit from the room until the test in this area is completed.

Any item selected that is now within the chamber (carried within by a character) cannot be unselected from the depressed images on the archway. However, items not carried into the chamber can be unselected by characters who have not yet entered the chamber, who are free to select different items by pressing any of the remaining silhouettes.

Once the encounter begins, with any number of characters leaving the location adjacent to the archway and moving farther into the chamber, a **gargantuan wolf** materializes in the center of the room. On the first combat round, the huge creature spends its turn constituting, completing the transformation from mist to flesh and blood. The creature is more than 40ft long, and its mouth is capable of swallowing a man whole with a single bite.

When the wolf is killed, it returns to its misty form and disappears into small holes found within the floor in the center of the chamber. Once the wolf is defeated, the magical one-way barriers on each archway are reversed, allowing characters to exit. Note that once a character exits the chamber, re-entry starts the combat sequence with the gargantuan wolf again, transporting the unselected items to the opposite archway, and preventing any exit from the room until the creature dies.

Gargantuan Wolf of Garm: HD 18; **HP** 125; **AC** 5[14]; **Atk** bite (3d8 + swallow); **Move** 18; **Save** 3; **AL** C; **CL/XP** 20/4400; **Special:** *dimension door* (1/round, as spell), swallow (if to-hit roll is 10 points higher than needed score, automatic 1d10 damage, save avoids). (See **Appendix II: New Monsters**)

Event	Points
Characters that survive the encounter	1 point
Characters that are slain	0 points

Area G-4: Test of Honor

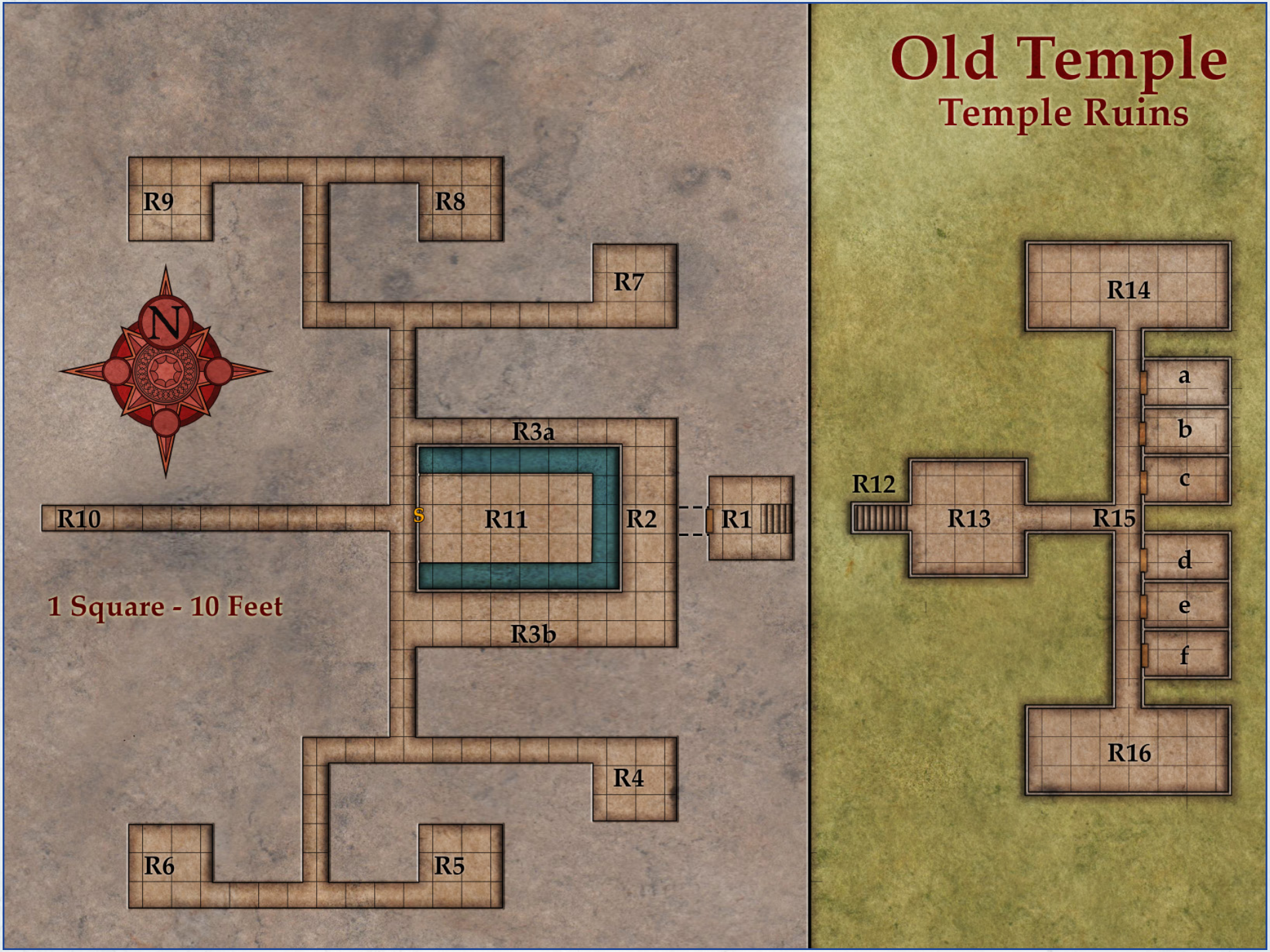
The archway from the previous chamber opens into a 50ft-long hall, with four pairs of pillars through the center, found every 10ft. Each pillar is made of a highly-polished glass that returns a reflection like a full-length mirror. At first, there appears to be no exit from the room. However, the north end of the hall displays a fine silver bead outlining the shape of an archway. Nothing can open this sealed portal; the test in this room must be passed by at least one character for the archway to open.

Any character gazing into one of the pillar-mirrors is immediately captivated by his or her own reflection, trapped until the subsequent test is completed. No spell or device frees the character from his or her unblinking stare and transfixed gaze. Each character locks the pair of pillars so that only four tests may be attempted concurrently. If another character looks into the opposite pillar while a character is transfixed, he is able to watch the events of the test as they unfold. The trapped character must complete the entire test, or it is considered failed.

One of the scenarios presented in the sidebar below is presented to each character who takes the test. You can choose a test or roll randomly (1d6), and you may alter elements as desired. The scenario should be explained to the character as if he was present in the event, as if he was really there. The player should be made to believe that his character has been transported into the pillar and is present for the "real" scenario as it occurs. Other characters know that the character has not left the room, but are unable to communicate with the trapped character. At the end of each short test, the character is freed from the transfixed state.

If more scenarios are needed, you are urged to create them.

You should run each scenario for each transfixed character without providing the results until each character chooses the end to his or her test. If any other characters begin a test before the end of any other character's test, you should run a scenario for them as well, holding the results until every character has gone. If any character passes, the


Old Temple
Temple Ruins
R9
R8
R7
N
R3a
R10
S
R11
R2
R1
1 Square - 10 Feet
R3b
R4
R6
R5
R14
a
b
c
R12
R13
R15
d
e
f
R16

Test Scenarios

Scenario 1: The character sits within a room where an official is judging a stranger accused of murdering a local merchant. The character knows that he or she actually committed the murder, but can only watch as the official finds the stranger guilty, punishable by death. As the stranger is led away, he looks at the character in desperation. If the character says nothing to the stranger or officials before the stranger leaves the room, he or she fails the test and it ends. If they admit to the crime, the scene ends, and the character is freed from the pillar-mirror.

Scenario 2: The character is being praised for finding and dispatching a local bandit group, knowing full well that a different adventurer died completing the task. As a local official heaps praise and monetary rewards on the character, the adventurer's friends look at the character with disgust. If the character stops the official and admits that the dead adventurer was the true hero, he or she passes the test. Otherwise, the character fails and the test ends.

Scenario 3: A pair of brazen guards is harassing a woman in a dimly lit tavern. They are making remarks about the girl's looks and her reputation, both of which are untrue. Getting urged on by other patrons, the guards continue their barrage of filthy remarks, pushing the girl to tears. The character knows the statements are false. She looks at the character for help defending her honor. If the character speaks on her behalf, telling the guards to back off or to quit their insults, they pass the test and exit the scenario. If the character doesn't intercede, the girl breaks down in tears and they fail the test.

Scenario 4: The character watches as a rogue removes the purse from an oblivious merchant on a busy street. A customer points to the thief, indicating that he's just robbed the merchant. Just before he's surrounded by guards, the thief promises to split the bag of large rubies with the character if he or she implicates someone else on the street. If the character agrees and redirects the guards to some other person, he fails the test. If he validates the accusation by saying that the thief indeed stole from the merchant, he passes the test and ends the scenario.

Scenario 5: The character watches as a building rages with fire. Screams for help are heard from within but the character is alone on the street. He or she can see through one of the windows to where a man, woman, and child are trapped in a corner of a room, unable to exit their burning chamber. The child sees the character and reaches his hand out, screaming for assistance. If the character jumps through the window to help, he passes the test. If he leaves or watches the people die, he fails the test.

Scenario 6: Guards run up and ask the character to assist in rescuing people from a sinking ferry in the harbor. The character is on the way to an important meeting with a patron with a lucrative adventure. Seeing that the guards number too few to rescue all the ferry customers, the character must decide whether to help or to continue to the meeting. A character who offers to assists passes the test. One who ignores the request and continues fails

hidden portal opens, revealing the exit. No character may retake a test once he has completed a scenario. If all the characters fail, the exit portal opens.

Event	Points
Characters that pass their scenario	1 point
Characters that fail their scenario	0 points

G5: Judging Room

After the characters leave the pillar-mirror room, they enter a massive chamber that spans hundreds of feet in every direction. When they look back toward the portal they just used, it is gone, replaced with more of the new chamber stretching away into darkness. A scroll floats in the air in the center of room, illuminated by a single beam of light emanating from the floor below it. If searched, the entire chamber is found to have no exit.

Spells and devices that detect magic directed at the scroll register strongly. Any character that opens and reads the scroll invokes the final scoring from the tests. As the scroll is touched, the glowing face of Garm lights up the entire chamber with intensely bright light, seemingly emanating from everywhere all at once. As the image's wolfish mouth moves, a voice speaks in each of the character's heads. Garm indicates the results of the tests to each character individually yet simultaneously. He uses one of two simple words: "Passed" or "failed." The voice should be overwhelming and fill the character with dread and awe.

Use the table below to determine the results of each character's tests by total encounter scores.

Points	Result	Details (permanent)
5+	Boon	Add 1 point to primary attribute, 1 point to a random attribute
4	Boon	Add 1 point to a random attribute
3	Change	Alignment changes to Chaotic
2	Penalty	Subtract 1 point from a random attribute
1 or less	Penalty	Subtract 1 point from a primary attribute, 1 point from a random attribute

Once the instant boons and penalties are applied, the scroll disappears, and the room turns instantly dark. At the south end of the room, an open lit portal appears. When characters exit the area through the open portal, they are transported back to the temple at the monastery of Garm, instantly appearing before the statue of the great wolf on their knees in supplication.

Master Kandasto considers any character that survives the tests to have "passed," regardless of how they were judged by his god. If Garm allows the character to return to the monastery, he must see something of value within the character. All returning characters are escorted to the guest quarters (**Area M4**) and healed by the temple priests. They are reminded of the next part of the agreement, the infiltration of the Temple of Frigga.

Temple Ruins

The remains of Tsathoggus' temple are found adjacent to the new holy place of Frigga. Although the original structure was burned to the ground leaving only rubble and remnants of the building, access to the lower tunnels of the evil complex remain. The holy fire, lightning, and powerful spells of the army of Thor and Frigga devastated the area, but not every inch of the collapse was thoroughly searched. Two sets of stairs, initially impassable, are now open enough to allow a single human-sized creature to pass into the subterranean depths.

As the characters approach, a small wisp of smoke can be seen drifting up from behind the ruins. A young boy no more than 12 years

old has made his temporary home within the remnants of the temple. After traveling her from a western realm, **Lenrall** and his faithful dog have been venturing into the lower levels in search of valuable trinkets to sell at the market. The boy has discovered only several mundane items to this point. Although his searching has kept him fed, he's still looking for a big score.

His dog, **Chomper**, is almost as big as he is and is protective of his master. Unless the characters are superbly quiet and stealthy, the dog alerts Lenrall to approaching strangers. Chomper will not attack the characters unless they make a sudden move toward Lenrall or unless the boy commands him to engage. If the boy flees, so does the dog.

Lenrall has recently discovered a small cache of gold and silver temple utensils and plans to return for them soon. However, his delving has unnerved him; he has heard noises deep within the levels and knows that something evil and violent has awakened there. With his courage failing, he plans one more descent to the cache to grab all he can before he leaves the region forever.

Lenrall will not share his knowledge of the stash with adventurers but for a small fee can direct the group to one or both of the tunnel openings deep within the ground. For 10gp, he'll tell them how to get to one of the openings, or both for double the price. For 100gp, he'll take them there himself.

If the adventurers plan to explore the ruins, Lenrall and his dog wait aboveground until 24 hours pass or until they return sooner. After that, Lenrall makes his final descent to grab all he can before leaving the ruins for good. If he has escorted the group to one or both tunnel openings, he'll leave after doing his part. He immediately heads to the stash, then exit the ruins.

Lenrall, Male Human Thief (Thf1): HP 3; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), thieving skills. **Thieving Skills:** Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%. **Equipment:** rusty dagger.

Chomper, Guard/War Dog: HD 2; **AC** 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; **CL/XP** 2/30; **Special:** none. (***Monstrosities*** 127)

Both tunnel openings require several hours of digging to gain access to the area beyond.

Area R-1: Ruins Exterior

Even decades after the ruination of the vile temple that once occupied the hill east of Tegel Village, the signs of a furious battle between Law and Chaos are still evident. Foundational stones scattered from lightning strikes are found broken in various places around the site. Holy fire from the gods has scorched patches of earth where no grass has grown since. The temple's exterior walls can be imagined from the what's left of the structure's cornerstones and broken pillars.

Two sets of stairs still access the lower level of the former temple. However, only one set of stairs leads to an unobstructed tunnel below (see **Area R-12**). Lenrall has explored several rooms and tunnels in both areas, but with the unnatural sounds he's heard below, his trips have been quick and his searches incomplete.

Area R-2: Gathering Room

The main stair descends into a large chamber once used for gatherings of priests, acolytes, and temple visitors. Dark, pungent water fills the area, pooling here from somewhere beyond the chamber. Remnants of furniture have been piled into the northeast and southeast corners of the chamber. Common rats scuttle about the floating debris, hiding in the piles when the water is disturbed. Two western exits lead into darkness until they reach two collapsed tunnels (**Areas R-3a** and **R-3b**).

Dark magic from the spells of the evil priests of the new temple permeates the water, reaching even this area of the ruins from their subterranean origin far beyond the westernmost tunnels. Prolonged contact with the murky water is dangerous, its effects often causing madness and mental collapse. Each hour spent within the watery depths of the western ruins requires a saving throw, with a failure meaning the character has a10% chance of going insane. Submersion in the water requires a saving throw with a –2 penalty and has a 50% chance of causing insanity, causing the character to forget associations with his or her group, his purpose and some or all of his abilities (as determined by the Referee). Characters who fail a saving throw but don't go insane begin experiencing terrifying hallucinations while within the temple. Insanity can be cured only while outside the ruins and the water within.

The corrupted water also has affected the embalmed priests in this part of the temple ruins. Dark energy from the ensorcelled water brought the dead priests back to a state of undeath, neither living nor truly dead. Their wrapped forms now roam the wet tunnels as mummies when they are unable to rest, or that slumber fitfully upon their deathbeds.

The greatest of their kind, once the most powerful priest in the land, has also been reawakened in his burial chamber. Unlike the others, he retains much of his former power and has gained additional benefits from the water's dark magic. He is now a powerful mummy that quietly guards one of the most powerful artifacts of his former order: the *Book of Madness*. His very presence in the ruins strengthens the other mummies, granting them a 30% chance to resist turning attempts, making this area extremely dangerous for unprepared adventurers.

Each mummy found within the ruins is less susceptible to fire due to its waterlogged wrappings (+2 to saving throws vs. fire).

Area R-3a: North Tunnel Collapse

With the utter destruction of the temple, several tunnels have partially collapsed throughout the underground complex. This area has received a complete undoing, however, with the walls and ceiling sealing the tunnel with hundreds of tons of stone and earth. The area is impassable unless the characters spend several days of effort to clear the collapse. A close inspection reveals that water does pass under and through the debris, seeping into the tunnel and **Area R-2**.

Area R-3a: South Tunnel Collapse

Thousands of pounds of earth and stone filled this tunnel when the old temple above was destroyed. However, years of settling and shifting has created a small pocket at the top of the old passage, creating enough room for a small character (e.g. halfling) to crawl through. Two characters working eight hours, or four characters working four hours, should clear enough rubble to create a passable space for any medium-sized creature.

Noise from digging likely draws several of the ruin's fallen from several burial chambers: the recently reawakened mummy priests. As characters squeeze through the opening to gain access into the darkened tunnels beyond the collapse, there is a 50% chance that **1d4+1 mummies** may be seeking the origin of the noise. Although the priests of the original temple were already evil, the vile magic within the water has twisted their spirits further, infesting the embalmed creatures with hatred and malevolence without regard to whom they once served. They now seek to destroy anything they find, killing all who invade their damp tomb, without a need to serve their old god.

Note that there are no more than 12 mummies in the ruins. Mummies encountered in this area come from **Areas R-4** through **R-7**. Remove mummies from some of these chambers if a few are encountered at the collapsed tunnel entrance. Continued noise from battle in the tunnel may empty the burial chambers of all mummies, leaving those chambers empty. The mummy in **Area R-11** will not leave its chambers, slumbering until the secret door is opened and the room is entered.

Area R-4: Burial Chamber of High Priest Vorkost

Sodden tapestries hang on each of the walls, straining on their fixtures as the bottoms absorb the rising water. Faint visages of vile and unspeakable acts are still seen within the cloth at close examination. Any who study the tapestries for more than a few minutes has a chance to understand the event's details and may suffer temporary effects from the horrifying images (50% chance).

A single marble slab in the center the room is the final resting place for High Priest Vorkost, a once reverent and respectable priest of the former temple. He rises from his death sleep at the slightest noise, seeking the death of any who enter his chambers. Carrying a magical sickle and golden dagger, the **mummy** attacks clumsily with the weapons for one round, before dropping them in favor of his rotting fists.

High Priest Vorkost, Mummy: HD 5+1; **HP** 33; **AC** 3[16]; **Atk** fist (1d12 + rot) or +2 *sickle* (1d6+2) and dagger (1d4); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, +2 to saving throws vs. fire, half damage from magical weapons, resist turning (30%), rot (prevents magical healing, wounds heal at one-tenth normal). (***Monstrosities*** 340)
Equipment: +2 *sickle*, golden dagger.

A heavy bronze chest sits submerged in one corner of the room, barely seen through the murky water. It takes a few characters with a combined strength of 20 to lift the chest out of the water. The chest is air-tight and contains several old parchments of historical importance; if opened underwater, the scrolls are instantly destroyed. If removed from the water, characters discover that the scrolls contain several references to Archpriest Gornax (**Area 11**), the highest of their order, who guards a great and powerful treasure even after his death. This, of course, is a reference to the *Book of Madness*. Unfortunately, the writing is in an ancient, forgotten language; characters must use *read languages* to decipher the key elements of the writing.

Mixed in with the scrolls are 1000sp and 500gp. Additionally, four plain red candles in wax paper wrappings are actually 4 *wax figurines of the onyx dog* that are one-use versions of the normal magical item.

Area R-5: Resting Place of High Priest Hoorvort

Blackened marble walls, dulled with time, intensify the darkness within this chamber, even when torches and lanterns are used. Only magical light sources seem to permeate the unnatural darkness within the area. Tapestries once hung on the walls but are now found in clumps along the edges of the room, fully submerged within the brackish water. Broken fixtures suggest that the weight of the waterlogged tapestries caused them to break away years ago. The tapestries themselves are ruined and useless.

Although the slab in the middle of the room appears empty when the characters enter, the remains of High Priest Hoorvort are floating face down on the opposite side of the area. When the water within the area is disturbed (assuming the characters are trudging through the filthy pool), the **mummy** pulls itself up over the slab, looking for and moving toward the nearest enemy. However, several pieces of its wrappings are caught on the corner of the slab, slowing the creature down.

A bronze short sword lies on the slab, previously laid next to the priest during his funeral ceremony. The mummy has no interest in the weapon, its mind fully focused on rending the characters' flesh with its rotting hands and foul teeth. However, characters should immediately recognize the value of the ancient weapon; ten rubies have been set into the hilt, and its handle is wrapped with a strand of golden hair. On its own, it is an average weapon in combat, but holds exceptional magical power when properly used. Each ruby can be depressed to produce small flames along the blade. Each depressed ruby adds 1d4 points of fire damage to successful attacks. Any attack, failed or successful, causes the rubies to reset. The enhanced fire damage attack cannot be used again until the number of combat rounds passes equal to the number of rubies depressed in the last attack. If the blade is used underwater, the flames will be seen but the fire damage is negated. The golden hair strand around the handle can be extended 50ft and is strong enough to hold 500 pounds of weight.

A secret drawer in the base of the slab well under the water is very hard to find and contains 10 bars of gold, each worth 1000gp.

High Priest Hoorvort, Mummy: HD 5+1; **HP** 37; **AC** 3[16]; **Atk** fist (1d12 + rot); **Move** 3; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, +2 to saving throws vs. fire, half damage from magical weapons, resist turning (30%), rot (prevents magical healing, wounds heal at one-tenth normal). (***Monstrosities*** 340)

Area R-6: Remains of High Priest Guldugat

Several boulders have shaken loose of the ceiling and have crashed into the tunnel making navigation challenging. Characters must climb around and over debris to reach the room beyond. You may elect to have each character roll 3d6 against their dexterity as they climb; failure means the character falls into the dangerous water and must roll against the devastating effects of being submerged. Within the chamber, on a low-lying black slab, the group can see a voluminous **mummy** slumbering on its side. The wrappings can barely hold its rotting skin and bone in place, as putrid flesh bulges through the old linen in dozens of areas. At the first sound of noise, the mummy turns and slides off its slab, and moves toward intruders.

Once an overweight, gluttonous priest, Guldugat has been reduced to a mess of extra skin that flaps loosely when the creature moves. Any damage dealt to Guldugat with blunt weapons is absorbed by the loose, extra skin. The mummy struggles to maintain its fleshy, loose form as it moves.

Six broken wooden chests line the western wall, their contents either swept away by the current or found under the water throughout the room. If characters spend 15 minutes searching the floor of the room under the water, they have a 50% chance of finding 1d4 coins of various types.

High Priest Guldugat, Mummy: HD 5+1; **HP** 31; **AC** 3[16]; **Atk** fist (1d12 + rot); **Move** 3; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, +2 to saving throws vs. fire, half damage from magical weapons, immune to blunt weapons, resist turning (30%), rot (prevents magical healing, wounds heal at one-tenth normal). (***Monstrosities*** 340)

Northern Tunnels

Water in the northern parts of the ruins is deeper than elsewhere, reaching nearly 2ft in the outermost chambers. The tunnels were designed to slope toward **Area 9** where a pit could wash away any excess water in the underground passages. However, the constant seeping of water from the west coupled with the corpse blockage within the pit has made the water rise throughout.

Area R-7: Burial Room of High Priest Jhorl

A faint murmuring can be detected as the group travels through the tunnel to this area. The sounds of low voices, repeating a pattern of foreign words in musical cadence, can be clearly heard when adventurers are within 30ft of the chamber opening. Once they are within sight of the inner portion of the room, they see **4 bloated zombies** standing around a stained white marble slab. A **mummy**,

adorned with ornate wrappings, a silken skirt and golden jewelry, lies unmoving upon the flat stone.

Although noise awakens the slumbering form on the slab, the bloated zombies will not cease their chant or engage the characters until the form fully rises. Even then, they retreat to the rear of the chamber, preferring to chant or sing prayers to their high priest as it engages the group. Each bloated zombie gives its energy to the mummy, meaning that the mummy's hit points and damage are increased by each zombie. Destroying a zombie removes 5 hit points and the +1 additional damage bonus from the mummy.

High Priest Jhorl, Mummy: HD 5+1; **HP** 50; **AC** 3[16]; **Atk** fist (1d12+4 + rot); **Move** 3; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, +2 to saving throws vs. fire, half damage from magical weapons, resist turning (30%), rot (prevents magical healing, wounds heal at one-tenth normal). (***Monstrosities*** 340)
Note: The mummy Jhorl gains +1 damage bonus and 5 additional hit points from each zombie. Destroying a zombie immediately removes 5 hit points and a +1 damage bonus from the undead creature.

Bloated Zombies (4): HD 2; **HP** 10x4; **AC** 8[11]; **Atk** strike (1d8); **Move** 3; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

One of several important Tsathoggus priests who died before the battle between the gods, High Priest Jhorl was a tall, sadistic man who thrived on others' pain and torment. He was known for torturing victims for information and fun, often drinking their blood and eating their organs after they bled out. His current form is impossibly thin, making his wrapped form look absolutely fragile. However, he is anything but weak and, using the energy from the chanting zombies, is tougher than the typical mummy.

A careful inspection of the funeral slab reveals a hidden compartment, accessible from the top of the device. High Priest Jhorl's instruments of torture are found within a bag inside. Any who take the instruments from the bag are instantly cursed, unable to remove the instrument from their hand(s) without magical assistance. The torture items are worth 100gp.

Twenty silver bars line the rest of the compartment, each worth 1000sp.

Area R-8: Embalming Room

Six stone tables form a circle in the middle of this room. Each is stained red from years of embalming and other forbidden rituals, their previous use apparent by the crimson silhouette blemishes on their tops. If the water around the tables is searched, several rusty embalming instruments are likely found.

Wooden tables line the walls, each holding dozens of jars, tubes, and clay pots. Most are empty, their contents dried or evaporated long ago, but a couple of well-stoppered containers hold the remnants of organs. Bits of a human brain, liver, and kidney are found amid the old vessels. A nondescript clay pot holds a single raw cut diamond, round in shape. It is worth 5000gp.

Area R-9: Pit of Undeath

Acolytes of the evil temple sought refuge here when the battle between the frog-god and his enemies raged, dying when holy fire descended into the temple's lower chambers. Black scorch marks are seen on several walls, intermingled with streaks of crimson. Several inanimate skeletons are found slumped against walls and behind broken furniture. Dozens of the acolytes jumped into the drainage pit at the far side of the room, hoping to avoid the intense fire that raged throughout the underground chambers. As the acolytes died in the water, their bodies blocked more and more of the pit's grate until water no longer drained from the area. Although this was not a problem during the period that followed the temple's initial inactivity, in the years that followed when water from the western chambers filled the area, the water had nowhere to go and began filling the tunnels.

Affected by the water's dark magic, the corpses within the pit have recently animated. If the characters look in the hole, they'll see hundreds of corpses underwater crawling over each other trying to find a way out of the watery pit. The force of the underground draw still remains, pulling the corpses toward the grate. However, if the corpses catch sight of the adventurers, **2d4+2 zombies** pull themselves from the pile to claw up to the top of the hole. Any characters who fall into the pit are drawn to the grate and the remaining corpses; characters must roll below their dexterity on 4d6 to avoid getting pinned to the pile or grate. A character may hold his breath for a number of rounds equal to one-quarter of his or her constitution score (rounded up). They may try to break free of the underwater pull once each minute, by rolling below their strength on 4d6.

If more than a dozen corpses exit the pit, water noticeably begins to lower in the area as the bodies block the grate are cleared. The water in the entire tunnel system lowers by about an inch per hour, until only a few small pools of water remain in lower areas. With the water blockage cleared and the watery pull gone, the remaining hundred or so corpses climb out of the hole and wander the underground tunnels.

Bloated Zombies (2d4+2): HD 2; **AC** 8[11]; **Atk** strike (1d8); **Move** 3; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Several dozen silver coins, rusty knives, and rotted wooden clubs are found on the dead acolytes. If the water drains from the room, more coins and weapons are found amid the debris in the room.

Area R-10: Tunnel Opening

A major collapse of the tunnel blocks the entire area. However, water still flows underneath the collapse, indicating that there may be a way underneath. If Lenrall is with the group, he reveals that there is enough room under the collapse to swim to the other side. It is a long distance and only the strongest adventurers may make the swim. The young boy says that he has done it only once and it was difficult. He took the chance to swim back only because of the horrifying sounds he heard on the other side. Lenrall will not make the attempt again. The only information he can relay is that the tunnel continues for a great distance on the other side. After his horrifying swim, Lenrall spent several days in the ruins above regaining his wits and courage.

Attempting the swim requires three checks; each takes place at a third of the distance and get progressively harder as the characters squirm and squeeze through small openings under the collapse. At first, they fight the rising fear of swimming through narrow places in darkness, then using their strength to move through challenging areas. Finally, they struggle to hold onto that last remaining moment of their breath to make the last stretch of the swim. Those who make it to the other side find a dark, long tunnel leading into absolute darkness.

Check	Required to Succeed	Failure
First	saving throw	Panic, 1d4 damage, return to start
Second	roll below strength on 3d6	1d6 damage from collapse, block path, retry next round, save to avoid drowning after 2 failures
Third	roll below constitution on 4d6	2d6 damage, save to avoid drowning

If a character drowns in the tunnel, his body clogs the tunnel for other swimmers.

This tunnel leads west without any exits or rooms along his length until it reaches the second level under the Temple of Frigga (**Area DT-7**). Note that characters who survive the long and dangerous swim may surface on the other side of the rubble amid several stone delvers and hellbenders working to clear the area.

Area R-11: Secret Chamber of Archpriest Gornax

A well-hidden door hides the burial chamber from the hallway, its advanced mechanism a challenge to even the most talented thief (–20% Open Locks check). The door slides into the wall, allowing water from the tunnel to pour into the otherwise dry room, unless the blockage in the pit grate in **Area R9** has been cleared. Hundreds of dried scarab beetles covering the floor will be reconstituted by the onset of water, returning them to life. Riding the rushing water backward into the chamber, the small insects grab onto the back and side walls to escape drowning under the deluge. Once on the walls, the tiny insects await their master's awakening before moving again.

Five black and red tapestries line the north and south walls, showing images of physical and spiritual transformations, both of willing worshippers and unwilling victims. A single pedestal stands before each tapestry, holding a simple clay pot. Nine of the 10 clay pots contain the heart of a former high priest of the order. The clay pot on the southern wall closest to the sarcophagus contains the heart of Archpriest Gornax, now a powerful mummy. The destruction of the archpriest's heart ensures that the mummy cannot reform after its death.

Large piles of bones in the northeast and southeast corners are the remains of Gornax's private guard. While alive, the archpriest kept 20 well-trained soldiers nearby at all times. Upon Gornax's death, the men willing gave up their lives to die with their master, knowing that his reawakening would mean their return to the world of the living as more powerful warriors. If summoned by the mummy, **1d4 skeletal knights** form out of the piles in one combat round. They rush to their master's aid after they have formed, attempting to shield him from melee attackers by standing in their way.

Skeletal Knights (1d4): HD 5; **AC** 5[14]; **Atk** longsword (1d8+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)
Equipment: chainmail, longsword.

Archpriest Gornax rests in his standing sarcophagus, awakening when water splashes against his container or the lid is pried open. Standing more than 7ft tall, the mummy reigns supreme over the ruins, lending his power to all undead creatures within (granting them a 30% chance to resist turning attempts). He exits his sarcophagus with his *scepter of agonizing torment* in one hand and a *glove of exsanguination* covering the other (see sidebox). A solid gold headband encrusted with black onyx gems adorns his wrapped forehead, and a silver sash with shimmering silk hangs over his bony hips. Unless he is beset as he exits his tomb, he immediately targets the first spellcaster he sees with a blast from his scepter.

The silken sash and waistband is magically enchanted to remain perfectly clean at all times, even when wet or exposed to dirt, blood, or grease. It grants a +2 bonus to the wearer's Armor Class and may be worn over light armors.

Although non-magical, the gold and onyx headband is worth 10,000gp. The archpriest's sarcophagus is filled with silver and gold coins; there are 5575sp and 1250gp within small pots in the standing funerary box. Five bags of 100 gems are found amid the containers. Rubies, emeralds, diamonds, sapphires, and topazes are in the bags, each worth 100 gp (total value of 50,000gp).

Archpriest Gornax, Mummy: HD 12; **HP** 90; **AC** 1[18]; **Atk** glove of exsanguination (2d6) and scepter of agonizing torment (2d4) or fist (1d12+4 + rot); **Move** 3; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better magic weapons to hit, half damage from magical weapons, rot (prevents magical healing, wounds heal at one-tenth normal). (***Monstrosities*** 340)
Equipment: *scepter of agonizing torment*, *glove of exsanguination*.

Archpriest Gornax attacks characters within melee range with his *glove of exsanguination* and uses one of his scepter's powers. He can either blast a character with agonizing torment or automatically convert 2d6 of the scarab beetles into 2 skeletons (1d6 beetles per skeleton). He can also command any number of the scarab beetles to attack as a swarm. Once undead scarab beetles have been transformed into skeletons, the mummy can continue to "upgrade" them every round, using the scepter's power to alter their undead forms. Use the **Undead Upgrades Table** below for the undead upgrade steps.

Undead Upgrades

Current Undead Creature	Next Undead Creature	Charges Used
2d6 scarab beetles	2 skeletons	No charge used
2 skeletons	1 wight	1
2 wights	1 wraith	2
2 wraiths	1 mummy	3

Each conversion is a single action; only one of the table options can be used per action (e.g. 2 skeletons converted to a wight, or 2 wraiths converted to a mummy; 4 skeletons cannot be converted to 2 wights).

Mummy: HD 5+1; **AC** 3[16]; **Atk** fist (1d12); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, half damage from magical weapons, resist turning (30%), rot (prevents magical healing, wounds heal at one-tenth normal). (***Monstrosities*** 340)

Skeleton: HD 1; **AC** 8[11]; **Atk** strike (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Wight: HD 3; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit).

Wraith: HD 4; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit).

Undead Scarab Beetle Swarm: HD 6; **AC** 7[12]; **Atk** swarm (1d8 + necrotic rot); **Move** 9; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** immune to all but blunt weapons, necrotic rot (1d4 damage per hour, save resists rot, *cure disease* heals ends ongoing damage after failed save), turned as a wight.

Instead of spending an action to upgrade undead (as shown on the table above), Archpriest Gornax may instead reanimate 1d4 of his personal guard, summoning them back to the world as skeletal knights (see above). Note that the skeletal knights cannot be converted by the scepter.

As long as Archpriest Gornax is holding his magical scepter, he will not use his rotting fist attack, preferring to use the device's power or his glove attack on nearby foes. If needed, Archpriest Gornax can send the scepter to a safe location is his sarcophagus within **Area R-11** to keep it out of the hands of intruders.

A large, black tome hovers close to the 10ft-high ceiling, spotted only when characters look in its direction. The foul leather tome is

Greater Miscellaneous Magical Items

Scepter of Agonizing Torment

This magical scepter is a 2ft-long rod made of a steel infused with chunks of meteorite. It is usable only by Chaotic clerics and can be used to strike opponents for 2d4 points of damage. Lawful or Neutral creatures who try to wield the scepter take 1d6 points of electrical damage (no save). The scepter uses charges like a staff (most carry 200 charges) and has the following abilities:

It may be directed at a foe, unleashing an ebony ray of destructive energy that deals 2d12 points of damage. The target must make a saving throw or be unable to attack for 1 round due to the tortuous agony of the attack. This uses 1 charge.

It can be directed at 2 undead creatures within 30ft, instantly transforming them into a different undead creature with new abilities. The progression is skeleton to wight to wraith to mummy. So, 2 skeletons can be turned into a wight, or 2 wraiths could be turned into a mummy. It cannot transform more than 2 creatures at a time. It takes 1 charge to turn 2 skeletons into a wight; 2 charges to transform 2 wights into a wraith; and 3 charges to turn 2 wraiths into a mummy.

The scepter magically can be sent to a safe location within 100 miles, as determined by the wielder in advance.

Glove of Exsanguination

This glove is made of black leather cut from the back of a demon. It fits any hand, shrinking or growing as necessary. When the wearer makes a successful melee attack against a foe using the glove, the target takes 2d6 points of damage. The wearer may then pull his or her hand from the glove, leaving it in place on the victim. Each turn thereafter, the glove makes another attack on its own using the wearer's HD and deals the same damage if the attack is successful. All damage taken by the victim heals the glove's owner for the same amount. However, the attacker can never have more hit points than he originally started with. Additionally, the enemy stands rooted to the spot, unable to move or attack until he makes a successful Open Doors check to escape the glove. Only Chaotic creatures can wear the glove; all others take 1d6 points of damage (no save) per round they have it on.

the *Book of Madness*, a unique and legendary tome of incredible destructive power. See **Appendix VI: New Magic Items** for details about the artifact.

Dozens of Tsathoggus' acolytes and their demonic workforce are scouring the underground levels below the new temple, searching frantically for the *Book of Madness*. Sarthoggus, the new high priest of the frog god, plans to finalize the transmogrification ritual with the lost spell found within the book. See **Area DT-13** for more details on the final ritual and the lost spell.

Area R-12: Eastern Stairs

Lenrall and his faithful dog ventured farther in this area of the ruins, and the tunnels are both dry and safe compared to the western section. The young boy searched the three largest rooms fairly thoroughly (**Areas R-13**, **R-14**, and **R-16**) and found many small trinkets to sell at market. However, with the smaller rooms inaccessible and no other places to search, he began scouring the western tunnels. After a few close calls with the foul undead in the flooded tunnels, he returned to the eastern section, hoping to find a few more treasures before leaving the area for good.

Strange noises within a few of the smaller rooms along the main tunnel in this section made Lenrall reluctant to force many of the doors open to get inside. He tried a few of the quieter areas and came away with several nice baubles and would like to get several more. He welcomes the characters' assistance in opening the rest of the doors to get inside, offering a share of the treasure found within. Of course, they would have to take care of whatever is still lurking in the locked rooms.

Area R-13: Storage Room

The slippery steps drop the characters down into a wide underground area filled with a mixture of destroyed furniture, barrels, crates, and natural debris. Leaves and sticks from aboveground have been swept down the stairs and into the large room after heavy rains and strong winds. Lenrall has looked through the area several times and nothing of value remains.

Area R-14: Senior Acolyte Chamber

Lenrall pulled the rotted door to this room off its rusty hinges weeks ago as he searched the area for treasure. Broken furniture, decaying clothing, and spoiled wine are found amid the clutter. It is clear that the young boy searched under piles, within furniture, and around every inch of the room.

Hundreds of dusty old tomes and disintegrating scrolls litter the floor, pulled down from shelves during dozens of thorough searches. Although the young boy has searched the area well, he cannot read and skipped over several valuable tomes and journals. A lengthy search of four to eight hours reveals at least two interesting books. Besides the two books listed below, other books in the room have little information about Tsathoggus or the *Book of Madness*, but some contain interesting notes about rituals, general prayer, and clerical practices that are valuable to those seeking these types of antique materials.

Although the first journal has been damaged from fire, smoke, and time, several legible pages in the first part of the book reference the story of the Archpriest Gornax and his failed attempts to use a magical artifact (*Book of Madness*) in his possession. The name of the artifact is never mentioned within the journal, although it is referenced often. The journal's owner, a high priest of Tsathoggus, questions the archpriest's loyalty to the order, instead supposing his greedy lust for individual power. Most of the middle of the book is destroyed, but the last entries in the journal theorize that the archpriest hid the artifact away before his death so that no other priest would be able to use it. The high priests suspect it is hidden somewhere under the temple but even the archpriest's burial chamber is a secret, unknown to the order.

The second critical find is a single page tucked into a rather unimportant book. A map of the burial chambers in the western portion of the old temple's tunnels details several areas that were thoroughly checked for the artifact. **Areas R-2**, **R-4**, **R-5** and **R-6** are crossed off on the parchment, leaving **Areas R-7** through **R-9** "unchecked." Of course, the priests did not know about the existence of the archpriest's burial chamber (**Area R-11**); the map does not show this area.

Area R-15: Acolyte Rooms

Before the warriors of Frigga and Thor destroyed the old temple, it was the home of 14 priests. Two high priests and 12 acolytes staffed the temple, spending their evenings resting in the dark chambers belowground. Six rooms for 12 acolytes are found in this hallway; four

of the doors are open and lead to rooms Lenrall has searched. The doors to **Areas R-15c** and **R-15f** remain closed and locked, and unsearched.

Each of the open rooms has the remnants of a bunk bed, a broken table and chairs, and fragments of rotted robes or travel clothing. It is possible that searchers may find pieces of deteriorating parchment or damaged writing utensils. After Lenrall's last few weeks of investigation, little is left to find in the four accessible areas.

Area R-15c: Locked Room

A sophisticated lock and thick wooden door kept this area unexplored for many years. The door can be opened by a thief with thieves' tools working on the rusty lock. Like the rest of the acolyte rooms, a bunk bed, a table, and two chairs are seen within this room. The furniture is in decent shape, however, having been locked away all this time. An exhaustive search may reveal a few trinkets of value, but the area reveals nothing of importance to the characters' current mission.

A few normal rats occasionally visit the room using several cracks in the stone walls and tunnels in the earth. These pose no threat to the party and are probably what Lenrall heard behind the closed door when he explored the hallway rooms.

Area R-15f: Ritual Room

When the followers of Frigg and Thor attacked the temple, many acolytes and worshippers fled into the east and west tunnels. Those who fled to the eastern section realized they were trapped in an underground dead-end and tried to find a place to hide until the battle ended. As the holy warriors searched the tunnels for remaining followers of Tsathoggus, the dozen huddled within this room made one final plea to the frog-god for protection. The evil god demonstrated his power — and his twisted humor — and killed them all, piling them into a pile of bloody bones. Assuming the bodies of the followers were dead, the triumphant warriors continued their search elsewhere. However, Tsathoggus reanimated his followers as a single, foul being; a **bone swarm**. All the bones, blood, and hatred were lumped into one new creature, still waiting here, searching for an exit.

When the door is finally unlocked, the bone swarm leaps out into the hallway, attacking the nearest characters. The mindless creature is seething from its long imprisonment and seeks only to kill any organic being it finds. It attacks all within its swarm (multiple attacks) and may grapple characters as a special attack.

Before he was slain by his god, one of the acolytes hiding in this room stashed a box under the bunk bed. It contained several vials of a special salve that was needed in the planned raid of the archpriest's burial chamber. One of the high priests had uncovered the burial room and knew that the archpriest prolonged his "life" with a ritual. Suspecting that the archpriest had buried the artifact in his chamber, several acolytes and the priest planned to enter and search Gornax's burial room (**Area R-11**). However, the attack on the temple came just before the planned attempt. Their answer to the mummy's deadly rotting disease was a special concoction that would negate the mummy's infectious attack. The acolyte responsible for the vials was in this room when Tsathoggus decided to "protect" his followers. Details of the plan can be found in **Area R-16**.

Of the eight vials, only five have survived. When the salve is applied to the skin, it negates two successful mummy rot attacks. It no longer protects the skin after it negates the two attacks, leaving the character susceptible to mummy rot. Each vial can be used only by one medium-sized creature and cannot be split between two medium-sized creatures without losing its effectiveness. However, it may be split between smaller humanoids such as halflings and dwarves. When split in this way, it provides only a single negation of the mummy's rot attack.

A black box is under the lower bunk bed. Three vials are open and dry; the other five are sealed with wax and contain a glittery, viscous liquid. The vials' contents smell like wildflowers. If consumed, the liquid acts as a *cure disease* potion.

Area R-16: High Priest's Chambers

Lenrall searched this room, removing all valuable trinkets and treasures for his trips to market. Much like the room at the north end of the underground tunnel (**Area R-14**), he threw books and scrolls to the side as he searched for gold and silver. Drawers have been emptied, the bed mattress has been opened up, and tapestries torn down to search for hidden areas in the walls.

Most of the written work references service to the frog-god; simple rituals, daily prayers, important calendar dates, and acolyte performance notes are found in hundreds of tomes and scrolls in the room. Much of the work however, has been ruined by time's decaying hand. A long search of the area (four to eight hours) reveals one important book: the high priest's diary. A thorough read of the legible pages reveals the plan to infiltrate the archpriest's burial chamber to search for the artifact. The diary describes how a trusted few acolytes and the high priest, with the aid of a special concoction made for the trip, would be entering the recently discovered chamber. Instructions to cover their skin with the special salve are clear, but the vials cannot be found within this room (they are instead located in **Area R-15f**).

The diary does not mention the location of the burial chamber or the artifact. All that the characters will be able to glean from the few surviving pages is that the small group of priests was on the verge of possibly finding the lost artifact within the secret chamber. An exceptionally perceptive character may be able to determine that the secret chamber of the archpriest mummy is somewhere in the western portion of the underground tunnels (roll below wisdom on 4d6).

Optional Encounter

If you feel as though the players need additional information at this point in the adventure, you may use this optional encounter to reveal one or more pieces of useful background. This optional encounter is unnecessary if the group has already explored the underground caverns of the current high priest of Tsathoggus.

At some point while the characters are exploring the old ruins, they encounter two robed figures in the area, preferably in a location making it difficult to escape the group. Identifying the holy symbols on the robes, it is apparent that the two men are acolytes of Frigga. One of them is wearing a strange mask that covers his entire face and neck. The mask is made of a green-hued ceramic, and frog-like in design. Bumps in the ceramic resemble warts and overly exaggerated widely spaced eyes make the frog's face both grotesque and pained in expression. Although horrible, the mask is mild in comparison to the priest's true features underneath: Warped, sagging skin covers small fissures seeping greenish pus around the priest's eyes, nose and mouth. Various-sized green blotches cover the priest's skin, giving him an amphibious appearance. One orbital socket seems to be out of place, moved farther to the side of his head, and the eye within it roams in random directions.

Arrogant and devout in his faith of the frog-god, the masked acolyte demands the characters leave the area to avoid Frigga's wrath. The characters notice that he drags out the goddess's name, almost as if unwilling to say it. Characters should quickly come to realize that the acolyte is unlikely to serve the goddess; his demeanor and rude behavior are unfitting an acolyte of Odin's wife. If insulted, the **masked priest of Tsathoggus** attacks the group.

The unmasked, younger priest seems nervous and confused, and allows the masked man to answer all questions. He avoids verbal and physical conflict, preferring to negotiate for his life with the limited information he has. If his partner attacks the group, the young acolyte recoils from battle, cowering in the safest area he can find. If questioned about his purpose in the area, he trades his knowledge for his safe release.

He first tells the group that he is new to the order of Frigga, joining the temple in the last few weeks. When he arrived, he found that the notoriously caring priests were anything but that; the acolytes rarely spoke to each other and treated one another with distrust and suspicion. Only low-level acolytes were running the temple, and all other priests

were belowground researching newly found artifacts and writings. The lowest-level acolytes were not allowed under the temple, and any who tried to gain access were sent back aboveground by newly hired temple guards. Several of the young acolytes caught brief glimpses of the priests below the temple, and noticed that they all were wearing variations of the frog mask.

The two acolytes were sent to the old ruins from the Frigga temple to search for lost writings, in the form of ancient scrolls or personal journals. Neither priest knew where to search but were instructed to search every inch of the underground tunnels for any writing from before the old temple's fall. The masked priest had been sequestered underground for some time and volunteered for a quick trip aboveground to search the ruins. Being the most recently recruited acolyte, the young man was forcibly volunteered to accompany the masked man, to assist in digging, lifting, and any other physical task required. When the characters find the two priests, they were just beginning their search of the ruins. They do not have any scrolls or journals in their possession.

If the characters require additional information, the young man reveals that the area under the Frigga temple connects to the underground tunnels of the old ruins. The pair were instructed to start their search aboveground after it was discovered that the connecting tunnel was blocked by several yards of rubble and deemed impassable.

The young acolyte plans to leave the temple of Frigga, fleeing the region after his encounter with the characters.

Acolyte, Human Male Priest of Tsathoggus (Clr4):
HP 16; **AC** 9[10]; **Atk** mace (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, control undead, spells (2/1).
Spells: 1st—*detect magic*, *light*; 2nd—*find traps*.
Equipment: robes, mace.

Masked Acolyte, Transformed Human Male Priest of Tsathoggus (Clr4): HP 18; **AC** 9[10]; **Atk** mace (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, control undead, spells (2/1).
Spells: 1st—*cause light wounds*, *detect magic*; 2nd—*hold person*.
Equipment: robes, mace.

Temple of Frigga

To most, the Temple of Frigga is a holy and lawful place, proudly serving the surrounding area near Tegel Village since the defeat and destruction of the old temple many years ago. For those who prefer serving Odin's wife over her son Thor, the Temple of Frigga provides housewives, maidens, and those seeking marriage a place to pray and seek wisdom. However, the temple has undergone a quiet and yet unnoticed transformation from serving the loving goddess to an unholy and wicked worship of the grotesque frog-god Tsathoggus.

Services at the temple remain dedicated to the goddess, at least in appearance. Regular worship hours have been maintained and most of the congregation has been excluded from the changes under way underneath the temple. A select few Tegel villagers have been secretly included in the return to the foul god; those who have rejected the offer of a new life under Tsathoggus have been included in the list of "missing." All who rebuked the offer perished in the transmogrification vats deep under the temple. Additionally, many of the acolytes, refusing to change their faith to the frog-god, became test subjects in the earlier rituals deep under the temple. Most died in the early tests, but a few survived as mindless, mutated humanoids who now roam the dark tunnels in the lowest level.

While acolytes maintain appearances aboveground, higher-ranking priests have delved deep under the temple in search of necessary components and artifacts needed to complete the rituals of the frog-god. Sarthoggus has been instructed by his new deity to complete the unfinished ritual, failed by his predecessors buried below the old temple. Tsathoggus wishes to transform humans to sentient forms of himself, retaining knowledge of their human lives while gaining the benefits of the evil demon. Unfortunately, Sarthoggus cannot find the last spell, which is hidden within the *Book of Madness*. The former Archpriest Gornax hid the book away before his death, ensuring that no other cleric could complete the ritual until his eventual return.

Sarthoggus and his minions have thoroughly searched the levels below the Friggan temple and are beginning to recheck the tunnels below the destroyed ruins. Although the human priests searched the ruins previously, they're sure they've missed something. Hordes of demons, stone delvers and hellbenders clear the rubble-strewn tunnel between the two areas, and investigate every inch of the ruins until they find the secret door (**Area R-11**) and regain the lost book. They find the room and book within five days of the characters' arrival.

To ensure that his plans remain secret, Sarthoggus hired a small band of six mercenaries to keep nosy villagers and travelers out of the temple. They have been instructed to keep the Frigga acolytes out of the lower levels and temple exterior, and to help preserve the appearance of normal temple operations. However, any inquisitive visitors should not be allowed entrance into the temple nor should they have any interaction with the remaining disciples within. Force has been authorized for those unwilling to follow the guards' rules. The hired thugs work in groups of two, rotating between three eight-hour shifts in the temple.

One of the six hired mercenaries leads the small band. He stands out when he commands the others during encounters with the characters. You should determine which two-man group he is in at the time the characters arrive (**Areas T-1**, **T-3** or **T-8**). His stats are listed in **Area T-1**.

Temple Priests

Visitors to the Temple of Frigga might not initially notice anything amiss. Acolytes still roam the halls, helping visitors in the name of Frigga. However, all of them are now actually servants of Tsathoggus masquerading as the Lawful clerics. Most of the clerics inhabiting the temple now are low-ranking members who have not undergone the hideous transformations the higher-ranking priests have taken. Use the following for any acolytes the characters encounter in the upper-most chambers of the temple.

Acolyte, Human Male Priest of Tsathoggus (Clr4): HP 4d6; **AC** 9[10]; **Atk** mace (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, control undead, spells (2/1).
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person*.
Equipment: robes, mace.

Area T-1: Approach to the Temple of Frigga

Until recently, the approach to the temple was a well-tended path winding through a trimmed grassy hill. Acolytes cleared the path of debris, meticulously raking errant stones out of the grass back into the walkway. Wooden signs with Frigga's wisdom, faithful encouragement, and reminders of the goddess's promises to her people were always maintained with fresh paint and wiped clean of nature's damaging effects. As the characters approach, they see a path that is now disheveled, with stones scattered throughout the lawn, and find the signs either fading from the sun's rays or covered in moss and dirt. It is obvious the once dutiful acolytes have given up their

Temple of Frigga

Ground Floor



1 Square - 10 Feet

notorious cleaning duties.

Acolytes would once rush forward to welcome visitors and the faithful as they approached, but now only 2 armed temple guards stand outside the closed entrance, watching nearing travelers with suspicion. For simple townsfolk, the guards open the doors to the temple without question. However, advancing armed characters are refused entry unless they leave their weapons outside. Guards ring a nearby bell to summon more of their kind if the characters become unruly. Neither guard wears a Frigga holy symbol or the typical colors favored by her followers.

Temple Guard, Mercenary Leader, Male Human Warrior (Ftr9): **HP** 63; **AC** 5[14]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 6; **AL** C; **CL/XP** 9/1100; **Special:** multiple attacks (9) vs. creatures with 1 or fewer HD, +2 to hit and damage strength bonus.
Equipment: chainmail, longsword, light crossbow, 20 bolts.
Note: The mercenary leader can be found in **Area T-1**, **T-3** or **T-8**.

Temple Guard Mercenaries, Male or Female Human Warriors (Ftr6): **HP** 40; **AC** 7[12]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 6; **AL** C; **CL/XP** 6/400; **Special:** multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: leather armor, longsword, shortbow, 20 arrows.

Area T-2: Temple of Frigga

The largest area of the temple is dedicated to the goddess. Dozens of marble benches are grouped throughout the area, either facing flawless sculptures or situated around reflecting pools with intricate patterns made from bright mosaic tiles arranged in the form of Frigga's face. Eight symmetrically placed pillars extend from the floor to the towering roof. The eastern wall of the temple displays a masterfully woven tapestry of incredible beauty and value, showing Odin's wife surveying all aspects of a woman's life, from birth through death. Exits are visible to the north, south, and east. A temple guard is stationed in each of the eastern doorways and will not allow anyone through without an escort, even the acolytes.

A quick examination of the area reveals that the temple interior matches its exterior: Debris floats in the reflecting pools, the floor is dirty with sand and dirt tracked in from the outside, and much of the shine of the marble surfaces is missing. Even within the temple of Frigga, the acolytes have resigned their duties.

During most days, several women and a few men sit on the marble benches in quiet contemplation, or seek advice from one of the many acolytes in the temple. Often, devoted townsfolk would sit for hours in hopes of receiving Frigga's inspiration or assistance. Most stay but a few minutes now, quickly asking the goddess for help or rapidly making their donation. It may be noticed that many worshippers avoid the acolytes, instead keeping to themselves and leaving abruptly when priests approach.

Acolytes serving in the temple all wear the same simple robes, displaying their symbol of Frigga proudly. Although they seem to behave as any zealous young acolytes newly acquainted with their god should, a careful eye may detect a level of distrust with others of their order. The interactions between acolyte and worshipper seem normal enough, but acolytes seem to intentionally avoid the other holy servants of Frigga.

A golden urn set below the magnificent tapestry of the goddess overflows with dead flowers. Acolytes were responsible for burning the daily and weekly floral donations but have apparently stopped performing the important ritual. Few fresh floral arrangements are found in and around the urn.

After the sun drops below the distant hills and darkness creeps into the temple, the remaining acolytes of the temple sequester themselves in **Areas T-5** and **T-9** to avoid the strange events within the main temple. Each night, the **4 sculptures of Frigga** awaken and stalk the temple and its halls. Except for the mercenaries and the occasional priest passing through the temple to the outdoors, any who are found in the open are subject to the wrath of the possessed marble creatures. The once lovely and peaceful features of the All-Father's wife on each stalking statue are replaced by twisted expressions of hate and malevolence. Although they slide through the temple slowly and silently, they quickly charge any who do not belong.

Possessed Living Statues of Frigga, Clay Golems (4): **HD** 10; **HP** 45; **AC** 7[12]; **Atk** fist (3d10); **Move** 8; **Save** 5; **AL** N; **CL/XP:** 14/2600; **Special:** immune to slashing and piercing weapons, immune to most spells. (***Monstrosities*** 218)

Area T-3: Storage and Staircase

Temple guards will not allow any worshipper or temple visitor past **Area T-2**, keeping all but a few acolytes from entering this area. Two sets of stairs descend under the temple out of sight. Several casks of spices, salted meat, and charcoal line the western wall. In the center space between the two staircases, a huge burning urn sits unused. Careful inspection reveals that it looks to have not been used for many days, perhaps weeks.

Like those from **Area T-1**, the temple guards' uniforms lack any insignia or holy symbol. Any characters attempting to enter this area are first warned, then escorted from the temple. The guards use force if necessary, even within the holy temple itself. They never use force with the acolytes, instead preferring to summon a higher-level priest from below the temple to ascend to ground level to discipline the acolyte. If necessary, the guards call to other off-duty mercenaries in **Area T-8**.

Temple Guard Mercenaries, Male or Female Human Warriors (Ftr6) (2): **HP** 40x2; **AC** 7[12]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 6; **AL** C; **CL/XP** 6/400; **Special:** multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: leather armor, longsword, shortbow, 20 arrows.

The stairs in this area descend to what was once the study and sleeping quarters of many of the priests and acolytes of Frigga. However, in their twisted and evil state, the new followers of Tsathoggus rarely rest or stop to eat, ever pursuing the final goal of their leader's mission.

Area T-4: Private Council Area

Followers in need of further advice or wisdom can arrange an appointment with an acolyte or priest, using this area for a private discussion away from the main temple. A simple chalkboard on the wall by this room's door often lists the names and times of appointments. However, a simple, hastily scrawled message is currently displayed: "No appointments at this time."

A small table with four comfortable chairs fills the center of the room. A tall bookcase on the east wall contains dozens of old books and scrolls that are filled with the wisdom and teachings of the goddess. A wooden serving tray holding four simple metal cups and pitcher are on a corner stand. A thin layer of dust covers the table and serving tray, indicating little use over the last few weeks.

A curtained archway in the south wall leads to a simple bedchamber that is reserved for evening acolytes who are responsible for receiving travelers and worshippers during off hours.

Area T-5: Sleeping Area

This area was often used by one or two slumbering acolytes who awaited late-night visitors to the temple. When the entry bell was rung, one or both would rush to receive those in need, providing refuge, healing, or advice as necessary. During less chaotic times, this area would be empty during the day as the acolytes bustled about their

daily tasks. With many of their underground rooms now off limits, the remaining acolytes cram themselves into the only two sleeping chambers aboveground (this area and **Area T9**). A quick look in this room indicates that at least four acolytes are sharing the living space. There is a 25% chance that one of the acolytes may be resting here during the day.

A set of double bunks has been pushed up against the south wall, and several blankets lie crumpled on the floor in the center of the area. A dozen books and scrolls have been piled between the blankets and bunk beds, with the top book flipped open. A quick check of the temple book shows that the manuscript is open to a chapter titled, "Purging Your Temple of the Unfaithful." A loose parchment tucked behind the open page in the book lists several names with all but one crossed out; the only uncrossed name is Arvid.

Arvid is the last acolyte who entered the lower levels to investigate the strange events below the temple. Arvid hasn't returned and is feared lost to the growing evil underground. In fact, Arvid was captured sneaking around and dropped into one of the transmogrification vats. The young acolyte did not survive the painful process.

Area T-6: Private Room

Women who were unwelcome in Tegel Village or who were passing through the area were allowed to stay at the temple for a long as they needed, using this private room until they were ready to move on. Single pregnant women, the homeless, or traveling maidens were given a soft bed and warm meals until their eventual departure. Although small, the two sets of bunk beds in this room could hold four women in need. A simple washbasin, a four-drawer dresser, and two stools fill the tight space.

The room is not currently used by any wayward women and is instead filled with the extra gear of the newly hired temple guards. When the mercenaries arrived several weeks ago, the two women who were using this room were asked to leave. Both women, nearly ready to give birth, may be found in Tegel Village temporarily staying with the resident midwife.

Travel backpacks, patched cloaks, and dirty bedrolls are piled up in the center of the room. Broken weapons and spoiled food are found amid the hastily discarded items. At the rear of the room, several dismembered bodies of murdered acolytes and late-night visitors are found thrown into a thoughtless pile. These are the remains of the unfortunate few who encountered the possessed statues of **Area T-2** late at night. The mercenaries tossed their bodies into the small room the following morning.

Area T-7: Priest's Chambers

One mid-level priest was responsible for the daily schedules and temple tasks and used this room as his temporary quarters when his turn came up in the rotating schedule. The priest directed the acolytes' training and studies, and observed their duties each day. Additionally, the priest conducted general worship services in the main temple and met with followers to give advice or to dispense Frigga's wisdom. At night, the priest retired to these quarters to study and rest.

After the shift in the faith occurred, the role of head priest of daily worship was abandoned. No priests have used this room since Sarthoggus called the mid- to high-level disciples to the lower level. The last priest locked the door as he departed for the underground; no one has entered the room since. Although the mercenaries discussed breaking in and looking around, their fear of the high priest's wrath keeps them out of the forbidden area. The remaining acolytes are too busy trying to maintain their faith in the failing temple to enter the priest's quarters.

The last priest left the room as if he was returning to it at some point. A plate of moldy food sits upon the wooden table, with a half-filled cup of spoiled wine nearby. Three candles have guttered long ago, leaving a large pile of wax at each of their bases. A pair of dusty spectacles sits in the crease of an open book on a side table.

A search of the room should reveal the message from the high priest, summoning all his priests to a special meeting in lower level. The parchment with the short message is found under the wooden table in the room. In Common, it reads, "To all those with three summers of service, assemble below in the open library today at noon for an important discovery of faith and truth. — Sarthoggus"

No identifying details are found within this room, making it impossible to determine which priest used this room last and where he may be at this time. However, it is obvious to most that no one has returned to this room in several weeks.

Area T-8: Mercenary Quarters

Four beds line the walls of the room, and a single table with two chairs clutter its center. Once a room for one or two acolytes, the area has been retrofitted to fit four guards and their gear. At any time, two mercenaries are resting here during their time off, with the other four of their band watching the temple entrance and guarding the stairwell to the lower levels. Each pair of guards rotates through the 16-hour duty, split between the two guard posts, returning here for an eight-hour rest period.

Any intrusion into their sleeping quarters by anyone other than an acolyte bringing food instantly aggravates the mercenaries. They jump up and grab their weapons and attack the intruders.

Temple Guard Mercenaries, Male or Female Human Warriors (Ftr6) (2): HP 40x2; **AC** 7[12]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 6; **AL** C; **CL/XP** 6/400; **Special:** multiple attacks (6) vs. creatures with 1 or fewer HD.
Equipment: leather armor, longsword, shortbow, 20 arrows.

The small band of mercenaries are a talented bunch, skilled in combat and fighting in close quarters. Although cornered in the small area, the two off-duty warriors fight togetherNeither guard surrenders, knowing that a fate worse than death awaits traitors.

Area T-9: Acolyte Chamber

Six acolytes share this room, resting here at night to avoid the lurking statues in the main temple. Makeshift bunks from seat cushions, old blankets, and soiled mats cover the entire floor. Although a half dozen acolytes use the room currently, the number of beds suggest that more than a dozen once spent their nights here. During the day, the room is empty while the temple acolytes continue to serve their goddess in the main temple, attempting to reassure the local populace that the temple remains strong in faith. At night, the acolytes huddle in the room, whispering in hushed tones, and hoping that the statues or mercenaries leave them be for just one more pass of the moon. Several of their number have tried to leave the temple or sneak into the lower levels; none has returned.

A poorly fashioned door bar has been constructed on the inside of the portal and is thrown across the door at night to keep the evil out. Although it gives the young priests a small measure of comfort, it likely would fail to withstand a strong push from the other side. One or two strong individuals could push the door inward, breaking through the wood bar and flimsy door.

Guessing that many of their order have either been taken away or worse, the acolytes defend their only safe location if pinned down, fighting with clubs, cudgels, and staffs if forced into battle by intruders. However, characters offering assistance will be well received, likely drawn into the room to discuss matters in hushed voices. If asked about the state of the temple, the acolytes tell the characters that their order is compromised by evil, instigated by higher-ranking officials at the core of their group. They say that many of the younger brethren have either fallen victim to the growing evil below the temple or have gone missing.

The help they seek does not include their rescue from the temple. They wish to continue to serve the village during the day, reassuring the farmers and settlers of the region that Frigga still protects her

people. Continuing the daily services is their duty, and they will not fail the goddess's flock. However, the characters may assist the acolytes and their goddess by ridding the lower levels of the unknown evil that seeks to destroy the temple. They can point the group to the stairs that lead to the lower levels and to a few of the rooms below. Unfortunately, they have not been below the temple in several weeks and are unaware of the vast exploration and tunneling by summoned demons and otherworldly creatures.

Temple Tunnels

Two small areas were created by craftsmen below the Friggan temple long ago, primarily built for study and to house the large contingent of priests of the order. Each area was separated by two different stairs: The northern staircase led to a section reserved for the leaders of the temple, while the south steps led to an area for the main group of veteran priests. Acolytes were housed aboveground in several small rooms within the temple itself. Private chambers, study rooms, and open libraries were found in both sections.

When High Priest Sarthoggus discovered ancient texts referencing a defeated temple nearby and its foul deity within the topmost and dusty shelves of one of the open libraries, he began a journey seeking knowledge. He was interested in the history of the ruined temple and its corruption, which led to its eventual demise. At first, his interest was purely academic, but his pursuit of details led to the discovery and lure of the frog-god's power. Unable to withstand the desire for extreme power, he secretly converted his faith to Tsathoggus and began his campaign to transform the Friggan temple to the frog-god.

Over the last few months, Sarthoggus enlisted the support of dark forces to help tunnel the areas beyond the original space below the temple. Using enslaved hellbenders and stone delvers, the high priest has dug in several directions in his search for the lost arcane items of his new god. Illusionary walls maintain the original appearance of the small under chambers, but the temple tunnels have been expanded to nearly double their size. The new areas now house many of the foul creatures who work to help bring the vile deity back to the material plane. Many of the priests have also been converted to Tsathoggus and now serve in roles of taskmasters and explorers, leaving their divine studies in the past.

Tsathar have been the largest group of supporters, flocking to the high priest in the hundreds. Leaving their swampy homes in the Derfingel Marsh and farther west, they've migrated to the dark tunnels below the temple by swimming upstream in the Boiling Brook and into the main chamber below the temple. Each tsathar has volunteered for as many transformations as needed, both to prove their devotion to Tsathoggus and for a chance to transform into a more powerful creature, the sacerdotal tsathar. The majority of the surviving tsathar exit the transformation pools crippled, deformed, and grotesquely misshapen. These tsathar are put to work as slaves and workers throughout the tunnel complex.

Sarthoggus has abandoned safe and precise tunnel work, instead preferring that his workers dig faster and farther as he seeks the last piece of his goal. Dozens of converted townsfolk and misled priests now search new levels even lower than the original tunnels, each seeking the *Book of Madness*. A great reward awaits the one who finds it, driving explorers into unsafe areas and in some cases to their death.

Several different evil creatures roam the halls, either freely or led by human priests who usher workers to new areas of work. Most of the creatures are now in the lowest level of the temple but many return to the original tunnels to receive new tasks or to dig through old texts, hoping for a bit of information missed by others. The hallways are wet, the floors and walls covered in a strange oily substance that has been tracked to the outer areas from the transformational vats. Many of the creatures below the temple have either been to the vat cavern (**Area DT-13**) to work or have survived one of the failed transformations in one of the surrounding chambers. Creatures track the foreign substances on their feet as they move through the tunnels, or their aberrant wounds spit grotesque fluids on the walls and floor. Characters likely encounter the filmy substance throughout their journey in the tunnels.

Wandering Monsters

1d20	Result
1–10	No encounter
11–14	1d8 tsathar
15–16	1d4 hydrodaemons
17	1 derghodaemon
18	2 derghodaemons
19	1 cacodaemon
20	1 masked priest of Tsathoggus

Cacodaemon: HD 12; **AC** –3[22]; **Atk** sword (2d6) or 2 claws (1d6); **Move** 12; **Save** 3; **AL** C; **CL/XP:** 18/3800; **Special:** hit only by silver weapons, immune to acid and poison, magic resistance (60%), telepathy (100ft), spell-like abilities. (***The Tome of Horrors Complete*** 117)
Spell-like abilities: 3/day—*darkness 15ft radius*, *ESP*, *fear*, *hold person*, *polymorph self*.

Derghodaemon (1 or 2): HD 10; **AC** –2[21]; **Atk** 5 claws (1d4) or 2 claws (1d4) and 3 swords (2d6); **Move** 15; **Save** 5; **AL** C; **CL/XP:** 16/3200; **Special:** detect invisibility, hit only by silver weapons, immune to acid and poison, magic resistance (50%), telepathy (100ft), spell-like abilities. (***The Tome of Horrors Complete*** 118)
Spell-like abilities: at will—*darkness 15ft radius*, *fear*, *sleep*; 2/day—*feeblemind*.

Hydrodaemons (1d4): HD 7; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit (sleep); **Move** 9 (swim 24, fly 12); **Save** 9; **AL** C; **CL/XP:** 13/2300; **Special:** hit only by silver weapons, immune to acid and poison, magic resistance (35%), telepathy (100ft), spell-like abilities, spittle (20ft line, save or sleep for 6 rounds). (***The Tome of Horrors Complete*** 120)
Spell-like abilities: at will—*darkness 15ft radius*, *detect magic*, *dimension door*, *fear*; 1/day—summon 8HD water elemental.

Tsathar (1d8): HD 2; **AC** 3[16]; **Atk** weapon (1d8) and bite (1d4) or 2 claws (1d6) and bite (1d4); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, leap (30ft leap), slimy (escape most confinement). (***The Tome of Horrors Complete*** 574)

Masked Priest, Transformed Human Male or Female Priest of Tsathoggus (Clr9): HP 9d6; **AC** 6[13]; **Atk** *+1 mace* (1d6+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** +1 save vs. fear, charm, and sleep, +2 save versus paralyzation and poison, control undead, spells (3/3/3/2/2).
Spells: 1st—*cause light wounds* (x2), *light*; 2nd—*bless*, *find traps*, *hold person*; 3rd—*cure disease*, *locate object*, *speak with dead*; 4th—*cause serious wounds* (x2); 5th—*finger of death*, *insect plague*.
Equipment: *bracers of defense AC 6[13]*, ceramic frog mask, robes, *+1 mace*.

Area TU-1: Northern Staircase

A wide stone staircase drops the characters 25ft below the temple into an old, foot-worn tunnel. A small open chamber at the foot of the stairs was once a private latrine for the venerable priests housed in the northern section but has now been widened into a public toilet for all manner of creatures of the area. Both the smell and appearance of the area makes its purpose immediately apparent.

Masked Priests of Tsathoggus

Each cleric that converts to worshipping the vile frog-demon Tsathoggus undergoes a trial of faith. Although many of the masked priests were once acolytes of Frigga, some have come from great distances to serve the re-emerging god. Nearly every priest is human although a small number of monstrous faithful are found among the ranks. Each priest wears a decorative mask of green or brown ceramic with the features of a deformed frog. The eyes of the mask are at the sides, staring in unusual directions. The mask's mouth is often sneering, tooth-filled and grotesque. Each priest wears simple robes of brown or green, lacking writing, insignia, or embellishment.

Under their masks, each priest's features are distinctly horrific, contorted, and damaged beyond reasonable understanding. Open sores continually drip green pus, gashes seem to never heal, and eyes and tongues rarely work as they once did. The transformational trials, designed to convert frog eggs to unnatural warriors, was not intended for humans. However, to show their faith to their god, each priest volunteers to submerge themselves in the vats as many times as the high priest requests to ensure their place in the new order.

Their dedication to Sarthoggus and their new god is unfaltering, never questioned once they've survived their trials and begun their service to the temple. They are revered and feared by all the minions of the tunnel complex, and their orders are followed without challenge.

Former Friggan priests who travel the under chambers all wear the mask of the frog-god, hiding their failed transformation mutations from each other by order of Sarthoggus. Each priest has suffered the painful test, proving their worthiness to Tsathoggus while offering the high priest a subject to further his experimentation. Although each mask has a unique expression of horror, pain, or evil laughter, they all have a similar design, with a frog-like appearance and made of the same ceramic and clay material. The faces beneath the masks are all hideous, with various mutations and twisted transformations. You are encouraged to describe the unmasked priests as awfully and disgustingly as possible.

Those who fail the full transformation but survive are blessed with unnatural powers. Each surviving priest or villager found within the tunnels below the temple has a +1 bonus on saves vs. fear, charm, and sleep. All creatures found in the underground can speak the special language of Tsathoggus, a confusing series of croaks and clacks that befuddles even the most intelligent listeners. Listeners can pick up a few repeating patterns, giving them a 50% chance to understand simple conversations.

Use the following stats for most of the priests found wandering in the tunnels. More powerful priests are detailed where they are encountered.

Masked Priest, Transformed Human Male or Female Priest of Tsathoggus (Clr9): HP 9d6; **AC** 6[13]; **Atk** *+1 mace* (1d6+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** +1 save vs. fear, charm, and sleep, +2 save versus paralyzation and poison, control undead, spells (3/3/3/2/2). **Spells:** 1st—*cause light wounds* (x2), *light*; 2nd—*bless*, *find traps*, *hold person*; 3rd—*cure disease*, *locate object*, *speak with dead*; 4th—*cause serious wounds* (x2); 5th—*finger of death*, *insect plague*. **Equipment:** *bracers of defense AC 6[13]*, ceramic frog mask, robes, *+1 mace*.

There is a 1-in-10 chance that one of the denizens of the area is using the latrine as the characters descend the stairs. Unless the group is noisy, they gain surprise over the occupied creature. Use one of the creatures from the wandering monster table to determine which foul foe is found here.

The eastern and western portions of the tunnel appear to be corners that turn the passages north toward the private chambers of the priests beyond. However, characters who make a saving throw at either corner realize that the tunnel also continues straight, leading deeper into newly created sections of the underground. The tunnel beyond the simple illusion is rather new, likely mined within the last six months.

Area TU-2: Library of the High Priests

The entire south wall of this large stone chamber has been carved into a long, five-shelf bookcase. Books that are often used occupy the middle three (second to fourth) shelves, while massive old tomes fill the lowest (fifth) shelf. Ancient tomes and dusty scrolls fill the top (first) shelf. The stone bookcase is very strong, holding thousands of pounds of books, statuettes, and other small idols.

This is the location that started High Priest Sarthoggus on his evil journey to reawaken the frog-god. A small tome tucked into the corner of the highest shelf was discovered by the old priest several months ago, forever changing his faith to Frigga and his view of the old pantheon of gods. The high priest carries the small book with him at all times, often thumbing through its ancient pages when he searches for answers to his questions.

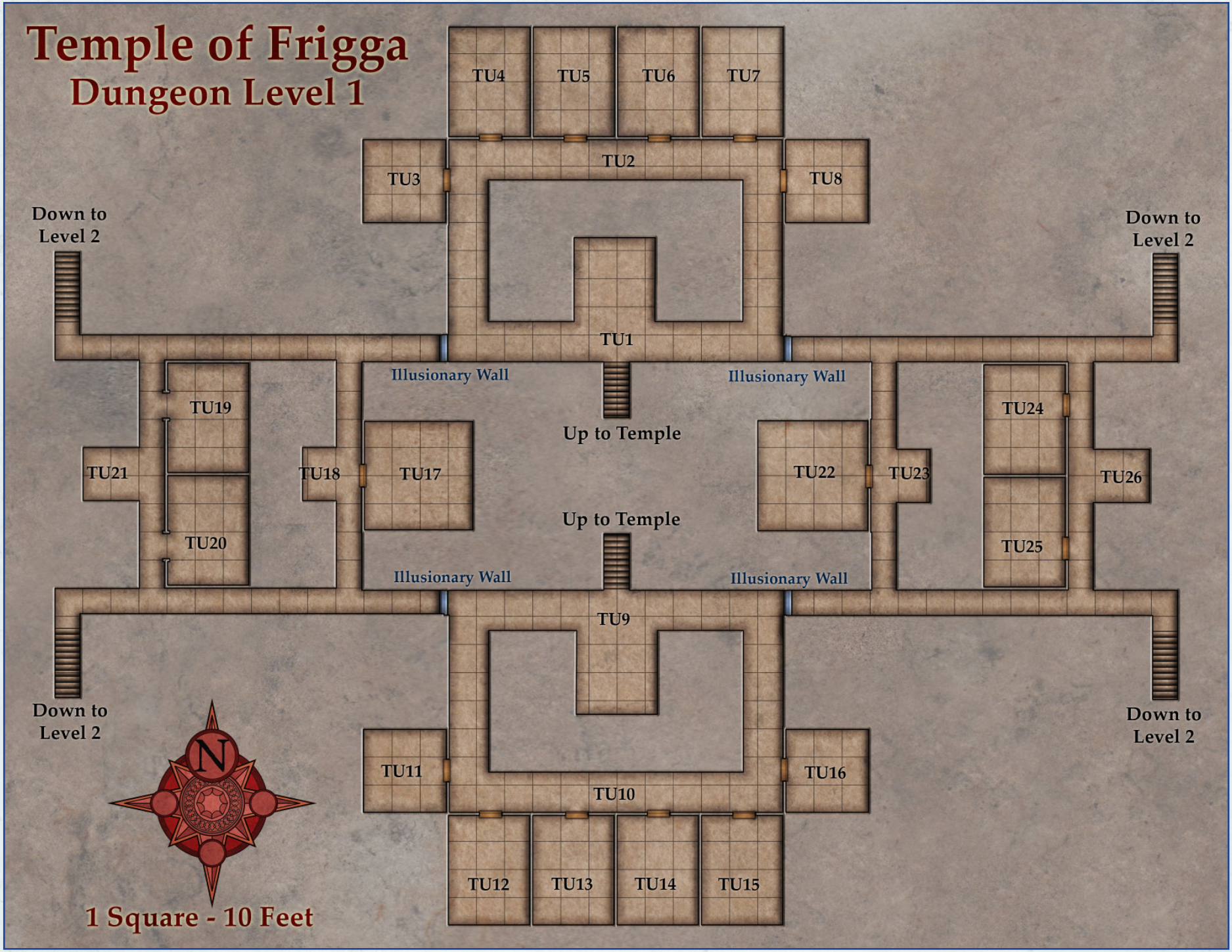
Characters could spend several weeks searching through the shelves, finding dozens of valuable books and scrolls. Each character has a cumulative 5% chance to find a valuable item here for every four hours searched. All but a few valuable books are focused on religion, history, or regional geography, and range in value from 100gp to 1000gp. Not a single book or scroll in this area gives the location of the *Book of Madness*; the Archpriest Gornax made sure that its location was not documented.

Several priests enter the area throughout the day, searching through tomes for clues to the location of the *Book of Madness*. There is a 1-in-10 chance that a masked priest enters the library while the characters are in the room.

TU-3: Study Chamber

Used only by the occasional priest searching through library books in private, the former study chamber was once filled with priests tutoring acolytes or studying ancient texts. Three tables and six chairs fill the small room. Oil sconces are found on each wall, and dozens of candle stubs are scattered about the tabletops and floor. A single book lies open on one of the tables, left behind by a priest scurrying off to check a new location in the tunnels. If the open pages are examined, it will be clear there is nothing relevant or important about the content or the book itself.

A careful search of the area, specifically on one of the tables, reveals an interesting charcoal pattern on its top. If a character places a parchment on the table and presses down on it firmly, it creates a simple map of the main transmogrification cavern below this level. Apparently, a priest had drawn the area on the top of the table for


Temple of Frigga
Dungeon Level 1
TU4
TU5
TU6
TU7
TU2
TU3
TU8
Down to Level 2
Down to Level 2
TU1
Illusionary Wall
Illusionary Wall
TU19
TU24
Up to Temple
TU21
TU18
TU17
TU22
TU23
TU26
Up to Temple
TU20
TU25
Illusionary Wall
Illusionary Wall
TU9
Down to Level 2
Down to Level 2
N
TU11
TU16
TU10
TU12
TU13
TU14
TU15
1 Square - 10 Feet

someone, perhaps to give directions to one of the vat rooms. The charcoal drawing was well done and is accurate. Note that a parchment pressing will be reversed from the drawing on the table.

Area TU-4: Private Chamber

High-ranking priests once used the private rooms in this section of the level; however, any priest or villager surviving the transformation tests below may use any of the living quarters in the north or south sections. Several of the rooms are shared by multiple individuals, using the space for brief periods of rest between long shifts of exploration and work. If a priest or worshipper finds a room occupied, they choose a different one. Ownership of space is unimportant to the followers of Tsathoggus — only the discovery of the lost artifact to return the frog-god to power matters.

The private chamber has two small beds, a table and stool, a writing desk, and small dresser. Various religious objects of their previous faith are found tossed aside or in pieces on the floor. A thorough search of the room reveals a small leather bag tucked in the back of the bottom drawer. A single, large ruby wrapped in a piece of burlap is found within the bag. It is worth 5000gp.

TU-5: Private Chamber of the Dying

Unlike the other private room doors of this section, a lock secures the door of this room. The device is not a challenge for a trained adventurer, and once opened reveals a ghastly sight if the characters provide a light source for the dark area beyond. Several mattresses have been laid side by side on the floor, filling the entire area; no other furniture is found within the room. Several dying priests and villagers lie upon the soiled mattresses, left here to slowly die. Every doomed individual, suffering from a failed transformation, spends his last moments in compete darkness and incredible agony, without any aid from the rest of the frog-god's cult. The dead are removed only to make room for more of the dying.

The characters get a clear view of the mutations and failed transformations, seeing several grotesque alterations to the human form. Fluids spill from open wounds, limbs are bent in impossible directions, and facial disfigurations make all but the strongest willed characters violently ill. Each character must make a saving throw or suffer a –2 penalty to attacks and saves for the next 1d4 hours.

None of the dying can be healed enough to return them to a worthwhile state; the transformations are too devastating and the magic from the failed tests is too strong to reverse.

Area TU-6: Private Chamber and the Thief

As the characters approach the door to this room, they notice that the entry is open slightly. If the characters briefly listen, they may hear what sounds like a quick search of the area beyond. Within, a **drow thief** is tossing the contents of the room, searching for any clues to the location of the *Book of Madness*.

The drow plans to use the *Book of Madness* as a gift for her dark queen and hopes to find the book before Sarthoggus or his minions. When not hiding and lurking in the tunnels listening for information, she is searching each room thoroughly for further clues. If caught by the characters, she attempts to negotiate her way free, first using absurd lies before attempting to convince the group to help. If the characters refuse to assist her or to let her go, she uses her ring to teleport out of the temple.

She is unaware that Sarthoggus recently stole an artifact (the *wand of painful anguish*, **Area DT-19**) from a drow priestess. If the rogue learns that this wand is within the tunnel complex, she may try to obtain it and use it as leverage with or to gain a reward from one of the many drow families of the underworld. Sarthoggus is actively being hunted by drow assassins who are tasked with retrieving the wand and eliminating the meddlesome priest.

The room is currently a mess from the drow's quick search. Two beds, a table, and a high-backed chair, and tall wardrobe are found within the small chamber.

Female Drow Thief: HP 68; **AC** 2[17]; **Atk** *+2 short sword* (1d6+2); **Move** 12; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** +2 save bonus, backstab (x4), magic resistance (50%), read languages, spell-like abilities, thieving skills. (***Monstrosities*** 146)
Spell-like abilities: at will—create lights, *darkness 15ft radius*, outline targets (+1 to hit target).
Thieving Skills: Climb 94%, Tasks/Traps 70%, Hear 5 in 6, Hide 75%, Silent 80%, Locks 75%.
Equipment: bracers of defense AC 2[17], drow cloak (75% chance to surprise), *+2 short sword.*

Area TU-7: Private Chamber of the Collector

As the door to this room opens inward, the characters view a bizarre and awful sight. Hundreds of glass containers filled with different humanoid body parts floating in a greenish, eerie liquid have been placed on tables, desks, and shelves throughout the chamber. External parts as well as internal organs are in the containers, each labeled to identify the creature, organ, and date cultivated. The containers vary in size, from small tubes holding eyes, tongues, or teeth, to large canisters with entire heads, limbs, or full but tiny humanoids. The glass storage vessels are arranged by creature type.

A narrow path weaves through the stacks of glass containers, leading to the back of the room to a small cot and a stack of old tomes. Dozens of unlit candles are found throughout the room, lit to illuminate sections of containers as needed. Each book found in the pile focuses on the subject of humanoid anatomy and lists both common and uncommon features of a wide array of creatures. The top book is opened to a page that highlights the internal organs of hellbenders, a race of intelligent salamander-like creatures from Limbo. Several empty containers piled on the floor near the bed suggest that the hellbenders are the next target for organ collection.

The Collector (as he is known throughout the tunnels) uses this area for his personal quarters and study area. Charged by Sarthoggus to research the organs of the creatures that die from failed transformations, the **skin stitcher** dissects and catalogs every part of each new creature. He either pulls their bodies directly from one of the transformation vats or from the nearby death room (**Area TU-5**). Using the large room found at **Area TU-17**, the Collector and his helpers dismember creatures and test the organs for various results. The short, disfigured human has not been subjected to the trials of the frog-god; Sarthoggus spared him from the tests to ensure he remains functional to test the failed experiments. The Collector's physical appearance is purely genetic, as he was born stunted and deformed. Shunned by the villages in the region, the old man was an undertaker before coming to help the high priest.

There is only a 1-in-20 chance that the Collector is here, either resting or dropping off newly cataloged organs. He is almost always found in **Area TU-17**, working tirelessly to help Sarthoggus reach his ultimate goal. The containers in this room are his prized possessions; he does almost anything to preserve them. Any threat to the damage or destruction of the glass vessels forces the Collector to beg for their safekeeping. He trades information or his hidden stash of gold coins to ensure that the jars remain intact. However, the Collector is dedicated to the high priest and likely gives the characters false information to lure them to their doom.

The Collector, Male Skin Stitcher: HD 7; **HP** 50; **AC** 4[15]; **Atk** 2 *+1 daggers* (1d4+1) or 2 claws (1d4) or 2 barbed chains (2d4); **Move** 12; **Save** 9; **AL** C; **CL/XP:** 7/600; **Special:** chain rake (natural 20 to hit, triple damage [6d4 damage]). (***The Tome of Horrors Complete*** 496)
Equipment: *+1 dagger* (x2), barbed chain.

A small chest under the Collector's cot contains 1250gp. The small wooden box has a false bottom that hides an agreement from

Sarthoggus. The parchment details the arrangement between the high priest and the Collector, and promises that the former undertaker would be spared from the mandatory trials of the frog-god for his service to the high priest. A special clause in the "contract" states that the Collector may keep any parts of the test subjects after their examination.

Area TU-8: Former Chambers of the High Priest Sarthoggus

Although the door to this room looks similar to the rest in the area, it has the addition of a worn brass name plate that reads "High Priest of Frigga." The goddess's name is barely legible, having been scratched out some time ago. Any who try to open the door must make a saving throw to avoid the magical trap placed upon the door handle. Failure results in an electrical discharge that does 3d6 points of damage to the anyone grasping the handle and 2d6 points of damage to anyone within 10ft of the door (save avoids). The trap can be found beforehand and disabled by a thief. The magical trap resets after its initial discharge, allowing for a second and final blast.

The high priest of Frigga was afforded a luxury room filled with fine furniture, a private library, and dozens of gold and silver personal possessions. When the characters enter the room, it is apparent that the room has not been used in some time. In fact, the high priest no longer sleeps, and never leaves the lower chambers while he toils endlessly with new transformational attempts. It does look as if the high priest left the room with the intention of never returning, leaving personal items of his old human form no longer needed.

A neatly made canopy bed sits near the south wall, with bright white lace hanging between the posts. A small table next to the bed holds six small books and a silver candelabra. Five barely used wax candles sit in the polished holder (1000gp value). The bottom five books are common temple references, independent of specific pantheons, that discuss and detail worship practices, congregational motivations, and tithe management. The top book in the pile is Sarthoggus' journal and details temple events, interesting regional meetings and gatherings, and the high priest's daily musings. However, the last two pages reveal the ramblings of a mad man, as Tsathoggus took hold of the priest's mind. A read of the pages reveals that Sarthoggus struggled for weeks to fight the frog-god's return, but failed in the end. His final message, scribbled in a shaky hand, acknowledges his need to confront the evil deity's simulacrum at the ruins and drive him out of the mortal plane as his predecessors did before. Based on the current state of the Friggan temple, it is apparent that Sarthoggus failed.

Two 8ft-tall dressers sit against the east wall, their double doors closed. One holds formal robes and clerical garb used by the high priest when he served his former deity. The other contains travel gear, including hooded cloaks for inclement weather and leather pants and boots. A sturdy desk and a high-backed chair are pushed up against the west wall. A gold inkwell, two feather quills, and a stack of parchment sit unused on the desk. The inkwell is dry but is worth 500gp. A successful review of the quills discovers that one of the writing instruments is magical. The magical quill allows the user to write mistake-free messages, increasing writing speeds by 25%.

A small dinner table with two plush chairs sits in the middle of the room, holding six neatly stacked silver plates and matching cutlery. Two silver goblets embedded with rings of small sapphires stand next to the dishes. The total value of the set of silver is 5000gp. A search of the goblets reveals the initial "S" (in common) on the bottom of each.

If the large canopy bed is slid away from the wall, the group finds a trapdoor in the floor. The complex lock in the small door requires an Open Locks check (–20% penalty). The shallow space below the trapdoor contains four small wooden chests of equal size. The first chest holds 10 gold bars, each stamped with the likeness of the frog-god Tsathoggus. The second chest holds two unmarked vials, both filled with a red and silver swirling fluid. Each vial is a *potion of extra healing*. The third box contains a solid gold holy symbol of Frigga that is indestructible and emits a powerful protection magic. Any who touch the symbol have a chance to convert instantly to Frigga (saving throw to avoid conversion). If the bearer of the symbol is a follower of Frigga, he or she gains a +2 bonus to saves for 24 hours; otherwise, it has no effect. The last chest holds a *staff of healing* (67 charges).

Area TU-9: Southern Staircase

In better times, acolytes and visitors to the temple were allowed to use these stairs to access the public latrine found at the bottom. Now, acolytes may use the toilet with an escort from one of the mercenaries, and visitors are not permitted beyond the storage room (**Area T-3**) upstairs. Acolytes who attempt to slip away from mercenaries are harshly punished or, worse yet, given to the priests below to be test subjects within the transmogrification vats.

Human priests are allowed to use the latrine, but non-humans are not permitted in this area of the tunnels. There is a 1-in-20 chance that a human priest is occupying the latrine as the adventurers enter the area from the stairs. The illusionary walls are the same as in **Area TU-1**.

Each of the private living quarters' doors in this section are locked, opened by the same key held by many who wander in the area.

Area TU-10: Open Library

The acolytes and lesser priests of the order were allowed to borrow and study any of the books found on the long wooden shelf on the north wall. Spanning the entire wall, the wooden shelf is fairly empty, having but a few books on it. Most of the books are uninteresting, detailing regional plant life, historical climate patterns, simple sewing methods for robes, and the proper way to polish marble sculptures. Several books have been damaged by an oily substance (from the hands of surviving priests who search for the location of the *Book of Madness*).

A careful observation reveals that the wooden bookcase has been built in front of a carved stone shelf in the wall. A single, long stone shelf was likely replaced with the bigger book rack, making more space for the priests' tomes and scrolls. If the bookcase is slid away from the wall (requiring a combined strength of 30), a dusty ledge can be found. A meticulous search discovers a frail parchment in the shadowed corner of the shelf. The paper is extremely old and crumbles unless care is taken in its handling. Several lines have been scrawled upon the parchment, in a trained and steady hand: "… and so, the archpriest hid the artifact in his tomb under our struggling temple, had it sealed and the masons slain and burned.This was the last we ever saw of the hateful Gornax and the cursed book, although he promised to return someday to return the Unspeakable back to our world. May the gods keep him dead forever."

Moving the bookcase is a noisy endeavor, likely attracting inquisitive priests and creatures from the tunnels beyond the living quarters. There is a 25% chance that one of the tunnel wandering monsters enters the area to search for the source of the noise.

Area TU-11: Study Room

Several overturned tables and dozens of broken chairs fill the room, giving the appearance that the area was destructively searched. Someone or something tossed the room without regard for any of the items within. Torn books have been thrown into piles, their removed pages scattered about, and bent brass candelabras lie in various parts of the room. At first glance, the room appears to have been thoroughly searched. However, if the characters perform an exhaustive investigation, they may find a few interesting items. One of the hundred torn pages found at the bottom of a pile on the floor details the complete morphological cycle of a frog. Five crude drawings, each with a few words in common, are illustrated on the page, using a circle to show the evolutionary steps: The process begins with eggs, moves to tadpoles, then two-legged frogs, and finally to full frogs. Where the fully formed frog should be shown as the final stage before laying eggs to start the cycle again, a fifth stage depicting a humanoid frog-man, bent and wicked, is instead listed as the new last step in the process.

Additionally, a small leather pouch is found strapped to the underside of a chair. Although it seems to contain a pinch of ordinary sand, the bag actually holds a single use of *dust of disappearance*. There is enough to make all creatures within a 10ft radius invisible for 5d6 turns.

Area TU-12: Private Quarters

When the door to this small room is opened, the characters' nostrils are immediately assaulted with the stench of burned flesh and charred bone. Smoke drifts from the room through the open door, floating into the hallway behind the characters. Within, four bloodstained bunks, stacked two high, are pushed against the east and west walls. A 3ft-high pile of burned bodies of various sizes and conditions smolders in the middle of the room. Humans and unrecognizable large humanoid forms are bent and twisted upon the old pyre. Bodies closer to the bottom are blackened and partially disintegrated while those piled upon the top of the grotesque stack are more lightly burned. Bone ash and charred bits of leather and cloth are found along the edges of the fire ring. A small pile of simple weaponry is haphazardly stacked near the south wall.

Bodies of the dead found in **Area TU-5** and the transformation pool rooms are often brought here to be burned. At the same time every day, two human priests transport several bodies from the tunnels and vats to the room. After searching the bodies for valuables, they pile them upon the growing pyre, and burn the remains for four to six hours before dousing the fire with sand. Any gold, silver, or gems found on the dead are returned to the altar of Tsathoggus. Weapons and armor are piled along the south wall to be sorted at a future time.

Two masked priests of Tsathoggus may be here (50% chance) tending the fire when the characters arrive. One priest aggressively attacks temple intruders without regard for his safety while his cohort casts one of his spells before also launching into combat.

Masked Priest, Transformed Human Male or Female Priests of Tsathoggus (Clr9) (2): **HP** 47, 40; **AC** 6[13]; **Atk** *+1 mace* (1d6+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** +1 save vs. fear, charm, and sleep, +2 save versus paralyzation and poison, control undead, spells (3/3/3/2/2). **Spells:** 1st—*cause light wounds* (x2), *light*; 2nd—*bless*, *find traps*, *hold person*; 3rd—*cure disease*, *locate object*, *speak with dead*; 4th—*cause serious wounds* (x2); 5th—*finger of death*, *insect plague*. **Equipment:** *bracers of defense AC 6[13]*, ceramic frog mask, robes, *+1 mace*.

Most of the weapons and armor in the pile are simple common items, but a careful examination reveals that one of the short swords is a *+2 dancing short sword*. One side of the sword's blade is white and the other is jet black. When released to attack on its own, the sword strikes first with the white side of the blade as a +1 weapon and does an additional 1d4 points of cold damage (save avoids). On the second round, the sword strikes with the black side of the blade, dealing an additional 1d4 points of fire damage (save avoids). On the third round, the sword strikes as a +3 weapon and has a 50% chance to hit with the white or black side of the blade.

Area TU-13: Private Quarters of the Blind Priest

If characters attempt to pick the lock of the door to this area, an old, bent man on the other side opens the portal before they finish their work. Unlike most of the human priests in the tunnels, the elderly man is unmasked, displaying the ravages of the transformation tests across his features. His eyes are milky white, glazed over with an oozing film that slowly drips down his scarred cheeks. A crooked, toothless mouth moves silently, his distorted lips parting enough for the characters to see he lacks a tongue. He beckons the characters inside with a wave of his fingerless hand, but resorts to telepathic communication to ask the nearest character to step inside if the group halts at the door. The targeted character hears the crisp words of the old priest clearly in his or her head, and may respond with thoughts in return.

The old man cares little for Sarthoggus and his search to return the frog-god to this world, having suffered through several failed transmogrifications with little reward. He seeks only a few moments of companionship, and a dialogue with intelligent and sane individuals. If he persuades the characters to enter his small room, he shuffles to a nearby oversized chair, settling into the plush seat slowly and gingerly. He probes the minds in the room, looking for the most likely candidate to answer his questions about the outside world (you should pick the character most fit to answer his questions honestly). In return, he answers questions about the temple and the high priest's plans, and although his answers may often be misleading or incomplete, they are never false.

He questions the characters about the state of the Friggan temple above, the residents of Tegel Village, and the time of year in the region. He has lost track of time within the windowless and dark tunnels, and knows he can't leave to see the world above as he expects to die soon. He is especially interested in news of Arnthora, the priestess of the temple of Thor, and her viewpoint on the change in power within the pantheon (with Frigga abandoning her temple).

After several minutes of questioning, the old man becomes visibly exhausted and begins to fall asleep in his chair. Before drifting into unconsciousness, the old man gives one of the characters a mental warning: "Beware the planar servants of the high priest, especially the faceless and winged ones, who enslave others for their evil purposes!" Accompanying the warning is a series of horrific imagery depicting insect-like creatures and winged fiends assaulting the weak, teleporting away from one place only to reappear somewhere else. Additionally, a four-limbed salamander-like creature is quickly shown, carving through rock with massive, fiery claws. These are of course the alien hellbenders, unseen in the material plane before the high priest's enslavement.

There is very little in the room of interest. Besides his chair and an empty side table, a few wooden crates and boxes are piled in a corner, and a ragged blanket is stuffed behind his chair.

Area TU-14: Private Quarters

This room has the typical trappings of priest quarters, with beds to sleep four men. The room is used by any who are looking for a brief rest between long hours of work. There is 25% chance that 1d4 priests may be here resting, reading, or praying.

Area TU-15: Temporary Storage Room

An overabundance of unused and broken furniture fills the space from wall to wall, haphazardly and precariously stacked to the ceiling. There is still 5ft of open space just inside the door, allowing one or two characters an area to stand and move within the room. Any adjustment to the dangerous stack of chairs, tables, cots, and dressers may cause an avalanche of furnishings to fall upon any within the tight space. Perceptive characters have a 1-in-6 chance to notice a glass-topped case in the rear of the room surrounded by broken furniture and empty crates. The container looks out of place with the rest of the items in the room; the ornate wooden box is engraved with the runes of Frigga.

Characters who have carefully examined the stack of furniture may be able to remove less dependent pieces to reduce the chance of a total collapse. A successful saving throw for every 5ft of clearing negates a collapse; otherwise, there is a 50% chance that the entire stack slides into the open space and into the hallway. Any characters under the pile within the room takes 2d4 points of damage from the weight of the avalanche of furniture.

To clear the area, much of the excess furniture must be moved into the hallway. Each 5ft of cleared space must be relocated to another open 5ft square within the room or hallway. Removing 5ft of furniture takes 15 minutes.

Unique Weapon

Frigga's Influence

This +1 golden mace is +2 vs. undead and demons that has a 50% chance to destroy undead (save avoids) with a successful melee attack. If the wielder of the mace is a disciple of Frigga, it provides one *restoration* spell per week. The *restoration* spell may be cast by any who wield the mace regardless of their class or level.

When the characters reach the rear of the room, they see the wooden case more clearly. A golden mace lies within a red velvet-lined case under a clear class lid. The lid, case, and mace are all perfectly clean, absent of any dirt or grime normally found throughout the tunnels. Holy runes are both on the interior and exterior of the case, decipherable by any who follow Frigga or who use magic. The runes repeat, declaring the item within the case is called "*Frigga's Influence*," a magical mace once used by high priests of her order in times of battle.

Area TU-16: Priests' Meal Area

Many surviving villager test subjects have been made the slaves of the tunnels, providing meals and basic services for the priests, daemons, and hellbenders. Although the hellbenders avoid the northern and southern sections of the priests' quarters, only passing through when necessary, the human slaves travel to their locations to serve the salamander-like beings as needed. Powerful daemons travel throughout the complex unhindered and unquestioned.

Four human slaves are busy within this chamber, cleaning up empty plates and cups, and discarding uneaten meals. They are under the watchful eye of the horrific and terrible **Taskmaster**, a mutated human villager that survived more tests than any of his kind. The large man lashes out at the slaves with his barbed whip even when the slaves work hard, tearing skin from their scarred backs and arms with each strike. The Taskmaster is a grotesque and foul creature, with much of his memory of his previous life lost during the painful transformation tests. He thrives on hate, pain, and suffering, for the slaves under his charge as well as for himself.

Although the Taskmaster stands roughly 5ft tall in a bent-over state, he can straighten up to his full 7ft frame when encountered by the characters. He blows a whistle found around his thick, bulbous neck when intruders enter the room, hoping to summon nearby priests to his aid. The slaves cower in the corner until the battle ends. They flee the area as soon as they can. If questioned, the characters find that the slaves' minds are nearly empty of useful information.

The Taskmaster, Male Ogre Overseer: HD 9; **HP** 65; **AC** 5[14]; **Atk** longsword (1d10+1) or barbed whip (1d6 + tangle); **Move** 9; **Save** 6; **AL** C; **CL/XP** 9/1100; **Special:** none.
Equipment: longsword, barbed whip (if hit, save or tangled and automatic 1d6 damage until freed), whistle.

There is a 25% chance that **1d4 masked priests** may already be in the chamber, seated at tables eating a disgusting meal made from the remains of failed transformation victims. The priests aid the Taskmaster in battle but clearly care little for the failed experiment, ordering him to engage the characters directly while they cast spells from afar.

Masked Priests, Transformed Human Male or Female Priests of Tsathoggus (Clr9) (4): HP 50, 46, 45, 37; **AC** 6[13]; **Atk** +1 *mace* (1d6+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** +1 save vs. fear, charm, and sleep, +2 save versus paralyzation and poison, control undead, spells (3/3/3/2/2).
Spells: 1st—*cause light wounds* (x2), *light*; 2nd—*bless*, *find traps*, *hold person*; 3rd—*cure disease*, *locate object*, *speak with dead*; 4th—*cause serious wounds* (x2); 5th—*finger of death*, *insect plague*.
Equipment: *bracers of defense AC 6[13]*, ceramic frog mask, robes, *+1 mace*.

In the rear of the chamber, a small kitchen is used to prepare the foul meals for the priests. Large pots filled to the brim with a greenish liquid and chunks of torn flesh are stacked three high in several places. A washbasin with brown water contains dozens of unwashed metal dishes, bowls, and cups. If examined, the characters may be able to find several different types of creatures' flesh within the pots.

Area TU-17: Dissection Chamber

The hallway near this area is always busy, with slaves, daemons, and other creatures continuously transporting the remains of failed experiments to the Collector for his tests. Priests often visit the Collector for his latest analysis on recent failed transformations, hoping for news or a breakthrough. There is a 50% chance that the hallway is empty when the characters arrive at either end. Use the **Hallway Encounters Table** below to determine possible encounters in the hallway.

Hallway Encounters

1d20	Result
1–2	1 derghodaemon, leaving the Collector's dissection chamber (north)
3–5	2 hydrodaemons carrying four halves of humans (north to south)
6–10	1 priest, checking in with the Collector (south to north)
11–16	2 human slaves carrying a full human body into the dissection chamber
17–19	2 human slaves exiting the dissection chamber (south)
20	The Collector exiting his work area, heading toward **Area TU-7** (north)

Derghodaemon: HD 10; **AC** –2[21]; **Atk** 5 claws (1d4) or 2 claws (1d4) and 3 swords (2d6); **Move** 15; **Save** 5; **AL** C; **CL/XP:** 16/3200; **Special:** detect invisibility, hit only by silver weapons, immune to acid and poison, magic resistance (50%), telepathy (100ft), spell-like abilities. (***The Tome of Horrors Complete*** 118)
Spell-like abilities: at will—*darkness 15ft radius*, *fear*, *sleep*; 2/day—*feeblemind*.

Hydrodaemon: HD 7; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit (sleep); **Move** 9 (swim 24, fly 12); **Save** 9; **AL** C; **CL/XP:** 13/2300; **Special:** hit only by silver weapons, immune to acid and poison, magic resistance (35%), telepathy (100ft), spell-like abilities, spittle (20ft line, save or sleep for 6 rounds). (***The Tome of Horrors Complete*** 120)
Spell-like abilities: at will—*darkness 15ft radius*, *detect magic*, *dimension door*, *fear*; 1/day—summon 8HD water elemental.

The door to the work area is always unlocked, as partial remains and full bodies are brought in and out at all times of the day. Unusable portions of dissected remains are dumped into the hole found across the hall (**Area TU-18**).

Eight metal tables are in the room, four adjacent to the north wall and four near the south edge. All but one has a body on it, each in

various stages of dissection. **Four low-level acolytes** turned assistants prepare the bodies for **the Collector** by performing the first stages of dissection. The body, depending on the anatomy, is split open and each organ is removed but left connected (if possible). The remains of three humans, one hellbender, one derghodaemon, one priest, and one stone delver are on the tables, in different stages of organ removal.

When the characters arrive, the assistants are busy with their work and ignore any who enter unless threatening noises or actions are made. Although the assistants are human, the failed transformational side effects have made them perfect for the tasks in the dissection room. They are single-minded in purpose and task, working on each body until it is ready for the Collector to examine. If the Collector is within the area when the characters arrive, he scrambles to a lever on the eastern wall. If allowed to pull the lever, he summons a squad of **8 hydrodaemons** that arrive within five rounds. Until the supporting soldiers arrive, the Collector begs for his life, attempting to delay the characters. He confesses that he does his work in exchange for being spared the transformations below the temple. When asked specifically of locations and further details of the transformation, he ceases to communicate, preferring the character's wrath to that of High Priest Sarthoggus. However, if the characters praise the Collector's work and feed his ego, he more than likely divulges information while he describes his findings and analysis.

The Collector, Male Skin Stitcher: HD 7; **HP** 50; **AC** 4[15]; **Atk** 2 *+1 daggers* (1d4+1) or 2 claws (1d4) or 2 barbed chains (2d4); **Move** 12; **Save** 9; **AL** C; **CL/XP:** 7/600; **Special:** chain rake (natural 20 to hit, triple damage [6d4 damage]). (***The Tome of Horrors Complete*** 496)
Equipment: *+1 dagger* (x2), barbed chain.

Hydrodaemons (8): HD 7; **HP** 52, 49x2, 46, 42, 40, 36, 33; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit (sleep); **Move** 9 (swim 24, fly 12); **Save** 9; **AL** C; **CL/XP:** 13/2300; **Special:** hit only by silver weapons, immune to acid and poison, magic resistance (35%), telepathy (100ft), spell-like abilities, spittle (20ft line, save or sleep for 6 rounds). (***The Tome of Horrors Complete*** 120)

Acolytes, Human Male or Female Priest of Tsathoggus (Clr4) (4): HP 21, 20, 17x2; **AC** 9[10]; **Atk** mace (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, control undead, spells (2/1).
Spells: 1st—*cause light wounds*, *light*; 2nd—*silence 15ft radius*.
Equipment: robes, mace.

The acolyte assistants will not fight, preferring to hide behind bodies until the characters leave. For every 30 minutes the characters are in the area, there is a 50% cumulative chance that one of the hallway encounters occurs (use the Hallway Encounters table above, not including the Collector leaving); there is a 100% chance after 60 minutes.

Two bins are lined up next to each table, marked "Keep" and "Discard." Organs and flesh that can be used to make food for the transformed priests are placed in the "Keep" bin. Unusable flesh, destroyed organs, and bones are placed in the "Discard" bin, then dumped into the disposal chute across the hall when filled. Several tables throughout the room are covered in glass bottles, jars, and vials. Although most are empty, at least a dozen are tagged and filled with a full organ cultivated from a failed transformational experiment. The Collector's work notes are found on a table, filled with thousands of entries on his findings. Although most are unintelligible ramblings of an untrained madman, a few tidbits of information can be discovered.

A thorough check (60 minutes) of the book reveals that High Priest Sarthoggus is still seeking the final spell to complete the transmogrification process. Another 60 minutes of review discovers that the high priest seeks a lost book that likely contains the spell he needs. A final 60 minutes of review (3 hours total) reveals that the high priest plans to transform all the residents of the region by adding transformational powers into the local water supply.

Area TU-18: Disposal Chute

A recess in the hallway contains a wide, slippery hole that leads into darkness. This hole is used to discard unusable remains from the dissection across the hall. Anything thrown into this hole slides down a steep chute into **Area DT-2** below. Months of rotten and bloody remains have been dumped into this hole, making it incredibly slippery. Non-thief characters who decide to descend into the hole unaided need to roll below their dexterity or fall into the churning pool below, taking 4d6 points of damage.

Area TU-19: Hellbender Nest

An open entry to this area provides a clear view into the hellbender nest from the hallway. In the room are **3 hellbenders**; one slumbers while two are feeding on the remains of a stone delver. In the back of the room, an unconscious human acolyte bound to the wall by his hand and foot slowly squirms in intense pain. The area reeks of death and rotten meat.

The acolyte has not undergone any transformation from below. This is Arvid, mentioned on a list in the temple (**Area T-5**). He was caught sneaking around in the tunnels by the two hellbenders, who decided to infect him with a hellbender tadpole as they captured him. A hellbender tadpole is maturing in his belly and is nearly ready to eat its way out. He can be roused and questioned one time before passing into permanent unconsciousness and death within 12 hours. Arvid tells the characters that he ventured down the stairs just southwest of this chamber and into two subsequent chambers beyond (**Areas DT-3** and **DT-5**) before being caught. He briefly describes the horrific areas and the creatures he hid from while he searched for a way out. Arvid lasts no more than 10 minutes before succumbing to the pain and drifting into unconsciousness. Within several hours, the red hellbender tadpole eats its way out of the acolyte's stomach and begins to consume the remainder of the body.

The 3 hellbenders are confident that they can best mere mortals. They do not call for aid and try to infect as many of the characters with one or more hellbender tadpoles as possible.

Hellbenders (3): HD 8; **HP** 61, 56, 48; **AC** 2[17]; **Atk** 2 fiery claws (1d8 + 1d6 fire); **Move** 9 (burrow 9); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** fiery pulse (3/day, 20ft radius, fiery blast, damage equals half creature's current hit points, save for half), immune to fire, resist acid and poison (50%). (see **Appendix II: New Monsters**)

Arvid, Acolyte, Human Male Priest of Tsathoggus (Clr4): HP 18 (currently 5); **AC** 9[10]; **Atk** mace (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, control undead, spells (2/1).
Spells: 1st—*light*, *protection from evil*; 2nd—*speak with animals*.
Equipment: robes, mace.

Area TU-20: Feeding Pool

A shallow pool overfilled with abnormal and deformed tadpoles fills most of this room, leaving but a narrow ledge that allows characters to complete circumnavigate the depression. The tadpoles are of various sizes, colors, and stages of the morphological transition of a frog. Two, four- and no-legged varieties of tadpoles swim within the brackish waters, bumping into each other frequently with the lack of space. The failed transformation tests below often result in an overabundance of tadpoles, which are perfectly suited for hellbender and daemon meals. Several times per day, humans slaves transport large buckets of frog tadpoles to the chamber, depositing dozens of the large creatures into an already overflowing pool. Dead tadpoles are consumed by living frog

Wand

Rod of the Protector

This 3ft-long silver rod allows the wielder to cast any of the following spells once per day: *bless*, *create food*, *create water*, *find traps*, *protection from good (or evil)*, and *purify food and drink*. Once per week, the wand can cast *anti-magic shell*. Only clerics can use the rod.

spawn within the pool or tossed aside by the hellbenders when found.

One out of every five tadpoles has unnaturally developed razor-sharp teeth that are capable of rending the skin from an arm or hand thrust into the pool. If a character feels brave enough to reach into its relatively shallow depths, a **swarm of deformed tadpoles** attack much like a school of piranha. Their attack is swift and vicious, with each tadpole satisfied with a small chunk of flesh. The swarm can reduce an arm to bone in mere seconds.

Deformed Tadpole Swarm: HD 4; **AC** 7[12]; **Atk** swarm (1d6); **Move** 24 (swim); **Save** 13; **AL** N; **CL/XP:** 4/120; **Special:** none. (***The Tome of Horrors Complete*** 531)

A perceptive character may see a shiny object at the bottom of the pool (1-in-6 chance). A mindless slave accidentally collected a silver rod along with a batch of tadpoles, and dumped it into the pool. It appears as a simple, plain metal rod made from or covered in silver. However, when fetched from the pool, the finely engraved runes and patterns spanning its entire length will be seen immediately. The wondrous item is a *rod of the protector* (see sidebar). Priests and servants of High Priest Sarthoggus are actively searching the tunnels for the missing item, which has been lost for several days.

Area TU-21: Healing Pool

A small alcove in the western side of the hallway contains a sculpted fountain within its dark and shadowed confines. The chiseled face of a wide-eyed demon slowly drools a green, foamy liquid into the basin under its short chin. A drain at the bottom of the basin gathers unused liquid, recycling it back into the demon's mouth. Smelling like an infected wound, the liquid emits a slight glow as it drips down the stone features of the monstrous demon face. Very little of the strange fluid pools at the bottom of the basin before draining away. The demon face closely resembles that of Tsathoggus.

Any non-believer of the frog-god who consumes the fountain's fluid must make a saving throw with a –4 penalty or suffer the ill effects of the liquid. A failure means the characters takes 3d6 points of damage from the poison. The character then either goes insane for 30 minutes or loses control of his or her muscles, suffering a –4 penalty to attacks and damage for an hour (50% chance of either).

Believers of the frog-god can use the fluids from this fountain to recover energy and health each day. Just a mouthful of the foul goo heals a creature for 2d6 hit points once per 24-hour period. Although many creatures drink from the fountain several times each day, they receive the boon from its powers only once each healing period.

Area TU-22: Holding Cell

Captured villagers, rebellious priests, and insubordinate servants are brought to this large holding cell before being transported to their next destination. Human villagers are brought to the transformation vats for testing or discarded into the sewer pits below the disposal chute (**Area DT-2**) if they are too unruly. Worthy priests are given a second chance after suffering a long imprisonment within the cells. Those unable to reorient themselves to Sarthoggus' master plan return to the transformation vats for a second round of painful testing. Most fail to survive the extra trip through the pools. The priests who emerge from the vats still breathing are deemed special and given more authority and responsibility; they are considered to be one of the frog-god's chosen few. Finally, any of the humanoid servants that have been locked in the holding cell are re-evaluated for service by one of the priests after their lengthy confinement. Those who pass their evaluation are returned to duty to serve the priests or Sarthoggus. The majority of defiant servants fail their review and are given to the daemons, hellbenders, or stone delvers to do with as they wish; they are generally never seen again.

When the characters arrive, 5 humans, a priest, and 2 dwarves are here. Three of the five humans are recaptured tunnel slaves being held until enough slaves are available for more transformation tests. The other humans were recently captured skulking around the Friggan temple at night. The lone priest is near death, having been beaten severely by his brothers after he was caught stealing from them. After refusing to dig a new tunnel for their masters, the two dwarves were thrown into the cell for an attitude adjustment.

All but the two villagers ignore the characters as they approach the latticework of iron bars that make up the exterior of the holding cell. They rush to the bars and scream for assistance, likely attracting the Number Keeper or the torturer in the eastern section of the tunnels. Distraught and terrified, the husband and wife duo do not silence their pleas until freed or until the characters leave their line of sight. Any continued wailing has a 50% chance of infuriating the dwarves, who may beat them into silence and possibly to death.

A massive padlock and wrapped chain keep the door to the holding cell secure. The keeper of the key to the lock, a bloated and lazy astral ronin known as the Number Keeper, is either in his office in **Area TU-24** or assisting the torturer in **Area TU-25**. Picking the lock is noisy. As the large-linked chain unravels from the bars, it cascades to the floor in a thunderous crash.

Both the priest and dwarves have little to say to the intruders, instead smirking knowingly at their queries. Only the human slaves answer questions from the characters. They give vague directions and provide simple answers to basic questions. Any challenging requests are too complicated for the slaves, as their minds are nearly destroyed from their dark surroundings and constant, tortuous work.

Area TU-23: Blood Fountain

The twisted form a young human child, bent backward as if its back has been broken, has been carved into a shallow alcove in this hallway. The human child's face is wracked with horrific pain, and its tiny arms seem uncontrollably thrown back. A red liquid spews from the ruptured stomach of the stone statue, splattering against the interior of the alcove before sliding into a metallic bowl. A slow stream of the same liquid seeps from the child's eyes, also eventually trickling down into the bowl.

Sampling the red liquid confirms that it is blood. The blood is a mixture of several different races and creatures.

A detailed investigation of the mechanical workings of the fountain indicate that the blood is pumped to it from the east. A slow-moving drain at the bottom of the bowl prevents it from overflowing, redirecting excess blood back into the statue where it again exits, draining slowly from its eyes.

Although the bloody substance spewing from the fountain contains no special properties, it amuses Sarthoggus to provide a drink to his faithful, drained from the many slain slaves and servants of the tunnels.

Area TU-24: Office of the Number Keeper

Sarthoggus recruited an **astral ronin** to assist in keeping track of the tests and the numbers of races who failed or survived the initial transformations. The fat, lazy mercenary answered the call to raise the frog-god from his slumber on the Prime Material Plane. He spends most of his time behind an oversized, bloodstained desk counting the eyeballs of the dead. Hundreds of glass jars line the shelves of the room, grouped

by race and week. A massive book lies atop the desk, open to a page with thousands of marks, scribbles, and notes. Red liquid in an inkwell and a long feather quill sit next to the book. A wonderful silver bastard sword rests on a wall rack at the far side of the room.

There is a 1-in-3 chance that the **Number Keeper** is here, his head deep within the book as he tallies the results of more victims of the transformation vats. If he is not present, he is likely in the adjacent room (**Area TU-25**) or down below gathering more numbers from High Priest Sarthoggus. He first considers the intrusion of the characters to be a welcome break from his laborious workload, and makes sarcastic remarks about their appearance, the futility of their endeavor, and their lesser breeding. However, he soon gets bored of the banter, and wants to get back to his work. Dismissing them with a wave of his hand and expecting them to leave, he returns to counting eyeballs and writing notes in his book. If they do not leave, he immediately becomes enraged, and viciously and mercilessly attacks the group with such vigor that it is likely heard in the next room.

Helping the astral ronin with his work are **3 drow assistants** who recheck counts, organize jars, and find missing eyeballs. The Number Keeper adores the three female drow helpers who willing aid in the mission to awaken Tsathoggus and wreak havoc in the region. Each of the drow is an elite warrior trained to defend the Number Keeper at all costs. They have grown equally fond of the generous mercenary and do all they can to save him from intruders.

A painstaking count of the Number Keeper's book reveals that there have been 444 tsathar, 252 humans, 134 hellbenders, 77 halflings, 46 dwarves, 12 elves, 11 hydrodaemons, 7 stone delvers, 4 orcs, and 1 derghodaemon lost to the transformation vats since the tests began. A single eyeball from each and every creature is found within the glass jars in this room, except for a single eye of each race stored in the containers in the private chambers of the Collector (**Area TU-7**). An additional exhaustive check of the book indicates a rough estimate of the number of surviving creatures. The unsubstantiated numbers are about double the dead.

A note in the back of the book mentions that a large group of goblins is being recruited for assistance, using the promise of ransacking and pillaging nearby towns to entice the small humanoids. However, the note details their eventual "sacrifice" to the transformation vats.

The bastard sword on the far wall was owned by the first astral ronin the Number Keeper dispatched in battle many years ago. He keeps the prized item in sight as a reminder of the race's struggle and to validate his prowess to visitors. The silver blade is a *+3 bastard sword*. It is fixed in place and takes 2 rounds to remove from the secure rack. The Number Keeper cannot use the bastard sword created by his defeated nemesis; he merely appreciates it upon his wall.

In a lower desk drawer, a lock box holds the Number Keeper's payment for his dedicated work. The metal box holds 2500gp and a scroll of *lightning bolt*.

Number Keeper, Astral Ronin: HD 14; **HP** 104; **AC** 4[15]; **Atk** short sword (1d6+2) and longsword (1d8+2); **Move** 12; **Save** 3; **AL** C; **CL/XP** 16/3200; **Special:** +1 or better magic weapons to hit, +3 to-hit bonus, spell-like abilities, teleport (1/day). (see **Appendix II: New Monsters**)
Spell-like abilities: at will—*light*, *magic missile*; 2/day—*polymorph self*, *shield*, *sleep*; 1/day—*darkness 15ft radius*, *detect invisibility*, *ESP*.

Female Drow Assistants (3): HD 4; **HP** 30, 27, 25; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 11 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** +2 on all saving throws, magic resistance (50%), spell-like abilities, surprise (1-in-8 chance). (***Monstrosities*** 146)
Spell-like abilities: at will—create lights, *darkness 15ft radius*, outline targets (+1 to hit target).
Equipment: *+1 chainmail*, drow cloak, *+1 longsword*.

Area TU-25: Torture Room

Two **chain devils** are hard at work torturing a Tegel villager as the characters near the door to this area. The work is being supervised by the torturer, a disgraced **cambion**. Using shovels and buckets, **3 tsathar** slaves gather blood and organs from the floor, depositing it all in a wall chute in the western wall. Three tables are found in the room with only one in use at the moment. A worktable nearby holds dozens of cruel-looking instruments covered in coagulated and dried blood. The walls of the room are stained a dark maroon, hinting at patterns typically produced by violent evisceration and forceful bludgeoning.

At the characters' arrival, the chain devils immediately rush the group, using their chain attacks to slow down the first through the door. The torturer uses its *wand of fire* from a distance until he needs to wade into combat with his spear. The tsathar slaves hide behind a table, avoiding combat unless they are directly threatened.

The cambion and his assistants were torturing the Tegel villager for pure pleasure, requiring nothing from the frightened human. The poor adolescent is near death after nearly an hour of meticulous cutting and slicing. He is able to answer one or two basic questions about his capture and imprisonment before expiring.

Blood and organs are separated after they are dropped into the wall chute; a slanted screen filters fleshy material away from a funnel below. Organs and flesh slide along the screen until they drop into a chute, taking them to parts unknown. The blood flows down a slight decline through a clay pipe in the wall until it reaches a reservoir adjacent to the blood fountain (**Area TU-23**). As the reservoir fills, a magical pump forces it through the fountain in dramatic fashion.

Chain Devil: HD 8; **AC** 2[17]; **Atk** 4 chains (2d4); **Move** 12; **Save** 8; **CL/XP** 12/2000; **Special:** +1 or better magic or silver weapons to hit, control chains (4 chains within 20ft), darkvision (60ft), immune to cold, regenerate (2hp/round), unnerving gaze (30ft radius, –1 to hit and saves, save resists). (see **Appendix II: New Monsters**)

Cambion Demon: HD 8; **HP** 51; **AC** 1[18]; **Atk** spear (1d6) or 2 claws (1d6); **Move** 15; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** +1 or better magic weapon to hit, immune to electricity and poison, magic resistance (20%), spell-like abilities, telepathy (100ft). (***The Tome of Horrors Complete*** 136)
Spells: at will—*ESP*, *fear*, *levitate*, *polymorph self*.
Equipment: spear, *wand of fire* (see sidebar).

Tsathar (3): HD 2; **HP** 13, 10x2; **AC** 3[16]; **Atk** weapon (1d8) and bite (1d4) or 2 claws (1d6) and bite (1d4); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, leap (30ft leap), slimy (escape most confinement). (***The Tome of Horrors Complete*** 574)

Wand
Wand of Fire

Similar to a *wand of cold*, this wand casts a stream of fire up to 60ft. Creatures caught in the blast of fire take 6d6 points of damage (unless they make a saving throw for half damage). The wand holds 25 charges and cannot be recharged.

Area TU-26: Rinsing Station

The sound of trickling water emanates from the dark alcove at the east side of the hallway. A sneering face made from darkened marble appears as the group nears the shadows of the alcove. It has two long-fingered hands cupped under its chin that form a small bowl. Brown water spills from the mouth of the stone face, filling the wide hands of the fountain basin. Although it smells musty and earthy, the water is fairly clean. Under the hands, a wider bowl takes spilled water and any overflow back underground away from the fountain.

When the cambion or Number Keeper desires to wash after a particularly bloody session in the torture room, they use this fountain to rinse the mess from their hands and faces. Remnants of dried blood are found on the walls and floor of the alcove, left behind by the otherworlders from previous washings. Slaves and servants passing by the area may occasionally drink from the fountain.

Final Notes on the Level

Servants on errands from below the level use all four staircases to access areas of the tunnels. Characters may encounter slaves, servants, and patrolling guards along the two main tunnels (the long routes stretching from staircase to staircase), especially if they remain in these areas for too long. Although the group may bump into servants and slaves along the cross tunnels and in rooms throughout the level, most of the guards rarely patrol outside their main routes.

Deep Tunnels Under the Temple

Abandoning the square angles and perfectly formed tunnels above, Sarthoggus has instructed his servants to mine the deeper tunnels quickly to make room for the growing masses of his minions. Using stone delvers and hellbenders instead of the dwarves he previously enlisted to make tunnels, Sarthoggus has seen the distance and number of tunnels increase dramatically. The natural tunneling abilities of the stone delvers and the rock-melting claws of the hellbenders have produced an array of twisting and interconnected passages throughout the level. Natural caves have been found and connected to the new tunnels, and most importantly, the large beasts have found the underground stream that the high priest has been seeking for months.

Coursing deep below the surface, the unusually warm waters of the underground stream have been harnessed and redirected to five large pools in a massive cavern in the north end of the complex. Sarthoggus uses these manmade pools to test his transmogrification spells, attempting to create likenesses of the frog-god through unnaturally forced morphological transformations. Without the *Book of Madness*, however, the high priest lacks the spell to complete the process. Each and every transformed humanoid dies in the last pool.

Regardless of his failures, Sarthoggus continues his work in hopes that the book will be found. As the characters arrive at the Friggan temple, his priests are narrowing down the location of the lost artifact, guessing that it may be in one of the overlooked areas of the old temple. If the characters take too long delving under the temple, Sarthoggus' minions finally discover and obtain the book. The repercussions of the book falling into the high priest's hands are immeasurable. With the last spell for the transformation process known, Sarthoggus begins his population of frog-god "aspects," hoping to gain the favor of Tsathoggus himself and awaken him from his deep slumber.

Increasing the number of willing and unwilling servants for the new subterranean temple required the stone delvers and hellbenders to boost their work speed. New tunnels have been started throughout the area, with many abandoned as work is constantly needed elsewhere. The tunnelers are continually redirected to new areas to satisfy the high priest's desires. Several large chambers have been carved out to house hundreds of slaves and mining servants. Dozens of dwarves, tsathar, and humans toil endlessly to meet the priest's requests. The number of demonic guards has been increased to keep the servants and slaves on task. The area is teeming with dedicated minions.

Recently, Sarthoggus secretly began the formation of a new escape chamber below the Tsathoggus altar in **Area DT-19**. The high priest hired 10 dwarves to build the secret chamber, promising their families thousands of gems and bars of gold for their service. The dwarves understand that they are to be slain upon completion of the hidden area. The high priest will use this area to escape or travel from the region as necessary, using a unique teleportation device he has magically relocated to the unfinished chamber. He keeps priceless artifacts and his personal effects within the chamber, away from the distrustful hands of his priests and minions.

The deeper tunnels are lit only in areas where human slaves and priest must travel. Chambers are usually not lit. Commonly traveled tunnels and passages are periodically lit with sconces, providing just enough light between light sources to navigate the treacherous terrain in relative safety. If the area's description lacks lighting details, use the creature types in the area and frequency of travelers to determine if light sources exist.

The encounters of this level are extremely challenging. Each large chamber is filled with large numbers of minions, and demonic patrols are large and plentiful. Hydrodaemons make up the bulk of the guards' ranks, supported by several hezrou and a few greruors.

Area DT-1: Northwest Entry Chamber

The 10ft-wide stairs descend from the tunnels, forming two right angles to alter the direction of travelers 180 degrees. At the point where the last stairs end and a long tunnel extends to the entry chamber, the characters can see light and movement in the distance. The remains of discarded servants can be found along the tunnel, likely unable to prove to the guards their need to travel through the area.

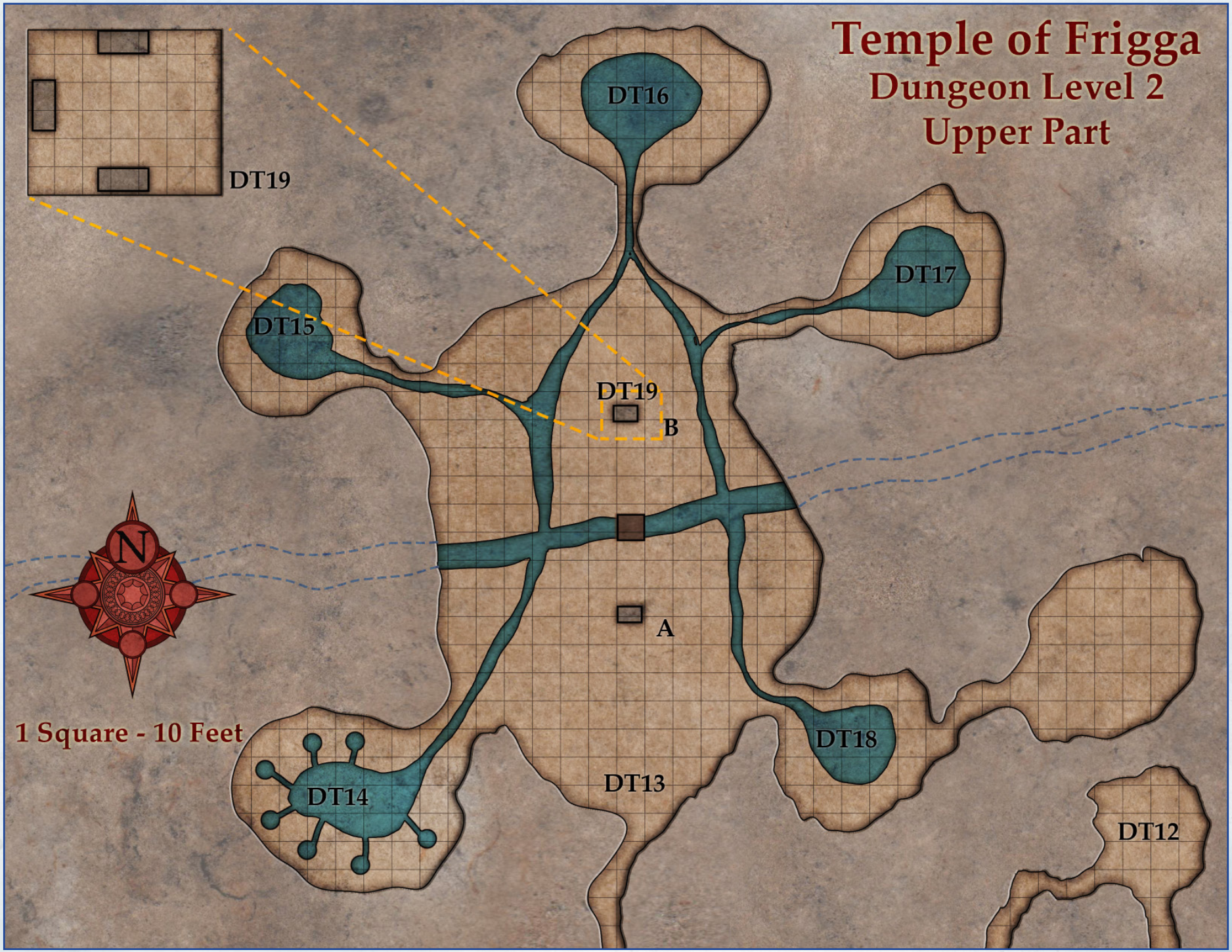
A group of **4 hydrodaemons** and a **hezrou** are stationed in the large chamber, charged to stop every servant, slave, and priest as they enter the area from either direction. Any who travel through the room are questioned as to their purpose; unsatisfactory answers are met with rejection or an attack, depending on the mood of the guards. The bodies of the dead are either tossed into the western hallway as a warning to others or discarded in **Area DT-2**.

There is a 50% chance that an **greruor** is present, checking in on the lesser creatures. If present, the faceless fiend naturally leads the mezzoloth guards, directing them in battle as needed.

Greruor Demon: HD 10; **HP** 73; **AC** –1[20]; **Atk** gore (1d6) and bite (2d6) or polearm (2d6); **Move** 9 (20ft leap); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** acid and fire spittle (every 1d4 rounds, 30ft line, 4d4 acid damage, ignites 1 round later for 1d6 damage per round until extinguished, save for half damage and avoid fire damage), immune to electricity and poison, leap (20ft), resists cold, fire and acid (50%), spell-like abilities. (***The Tome of Horrors Complete*** 143)
Spell-like abilities: at will—confusion, darkness 15ft radius, detect good, hold person.

Hydrodaemons (4): HD 7; **HP** 52, 49, 43, 38; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit (sleep); **Move** 9 (swim 24, fly 12); **Save** 9; **AL** C; **CL/XP:** 13/2300; **Special:** hit only by silver weapons, immune to acid and poison, magic resistance (35%), telepathy (100ft), spell-like abilities, spittle (20ft line, save or sleep for 6 rounds). (***The Tome of Horrors Complete*** 120)
Spell-like abilities: at will—*darkness 15ft radius*, *detect magic*, *dimension door*, *fear*; 1/day—summon 8HD water elemental.

Second-Category Demon (Hezrou Type): HD 9; **HP** 65; **AC** –2[21]; **Atk** 2 claws (1d3), bite (4d4); **Move** 6 (fly 12); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** magic resistance (50%), spell-like abilities. (***Monstrosities*** 96)
Spell-like abilities: at will—*darkness 15ft radius*, *detect invisibility*, *fear*.


Temple of Frigga
Dungeon Level 2
Upper Part
DT16
DT19
DT17
DT15
DT19
B
N
A
1 Square - 10 Feet
DT18
DT14
DT13
DT12

Area DT-2: Walkway

When the naturally formed ravine was discovered by the dwarven miners, they preserved a narrow, stone walkway that arched over the deep depression. The arching bridge is just over 10ft wide at its center, and closer to 15ft in width at both ends. Slaves and passive servants usually wait at one end, allowing others to pass over the bridge before continuing across. However, natural adversaries and new rivalries between groups that encounter each other at this area often use the bridge as a dueling area. There is a 10% chance that the characters arrive here as a duel between two combatants is taking place. It will likely be between a drow and a dwarf or two different demons (hydrodaemons or hezrou), but other racial combinations may be found.

Remains discarded through the disposal chute above (**Area TU-18**) periodically fall into the depression below the walkway but occasionally splash along the stone bridge itself. Areas of the bridge may become slippery and although slaves are charged with cleaning the walkway each day, spots may develop that require a saving throw to avoid falling.

The bottom of the recess can be found 50ft below the walkway, although it is covered with more than 10ft of rotting remains. Any descent into the area is likely to cause a character to become diseased; for every 10 minutes spent in the disposal pit under the bridge, the characters must pass a saving throw with a cumulative –1 penalty to avoid becoming dangerously ill. You can pick from any known diseases.

There is a 50% chance that characters encounter **2 otyughs** in the disposal pit who are happily immersed in the endless supply of carrion. The two creatures likely ignore movement in the pit unless they are close by, assuming it's more falling organic matter from above. However, communication between characters or extreme movement within the pit gets the attention of the otyughs.

All but a few bodies within the pit are stripped slaves, failed transformation test subjects, or dissection chamber remnants. The occasional duel or fight on the bridge has sent drow and dwarves into the hole with their gear. There is a 10% chance that searching characters may find a fresh body still wearing armor, weapons, and carrying treasure.

Otyughs (2): HD 7; **HP** 50, 44; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** disease (90% chance of contracting, death in 3d6 days unless cured). (***Monstrosities*** 367)

Area DT-3: Demon Lair

The southwestern staircase empties into a freshly bored tunnel of intermittent widths and heights that twists and turns until it reaches this large chamber. Stone delvers have recently created this tunnel that eventually ends in the central chamber (**Area DT-5**). Total darkness envelops the area, hiding several demons who lounge or rest between shifts of supervising slaves. Several niches at varying heights within the roughly hewed chamber make for excellent resting spots and defensible positions. Only extremely perceptive characters with darkvision see the total number of demons resting at various heights in this chamber when they arrive. Any light source instantly alerts the creatures to intruders; human slaves, servants, and priests rarely use this entrance to the tunnels.

If the characters are lucky, only hydrodaemons are encountered here. Use the **Tunnel Encounters Table** below to determine what other foul creatures may be found.

Tunnel Encounters

1d20	Result
1–3	1 greruor, 3 hezrou, and 2 hydrodaemons
4–7	2 hezrou and 4 hydrodaemons
8–12	1 greruor and 6 hydrodaemons
13–18	4 hydrodaemons
19–20	6 hydrodaemons

Greruor Demon: HD 10; **AC** –1[20]; **Atk** gore (1d6) and bite (2d6) or polearm (2d6); **Move** 9 (20ft leap); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** acid and fire spittle (every 1d4 rounds, 30ft line, 4d4 acid damage, ignites 1 round later for 1d6 damage per round until extinguished, save for half damage and avoid fire damage), immune to electricity and poison, leap (20ft), resists cold, fire and acid (50%), spell-like abilities. (***The Tome of Horrors Complete*** 143)
Spell-like abilities: at will—confusion, darkness 15ft radius, detect good, hold person.

Hydrodaemons (4): HD 7; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit (sleep); **Move** 9 (swim 24, fly 12); **Save** 9; **AL** C; **CL/XP:** 13/2300; **Special:** hit only by silver weapons, immune to acid and poison, magic resistance (35%), telepathy (100ft), spell-like abilities, spittle (20ft line, save or sleep for 6 rounds). (***The Tome of Horrors Complete*** 120)
Spell-like abilities: at will—*darkness 15ft radius*, *detect magic*, *dimension door*, *fear*; 1/day—summon 8HD water elemental.

Second-Category Demon (Hezrou Type): HD 9; **AC** –2[21]; **Atk** 2 claws (1d3), bite (4d4); **Move** 6 (fly 12); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** magic resistance (50%), spell-like abilities. (***Monstrosities*** 96)
Spell-like abilities: at will—*darkness 15ft radius*, *detect invisibility*, *fear*.

A total of **6 greruors** are in the tunnels; if one is found here, it should be removed from other encounter areas accordingly. The higher positions within the chamber are generally reserved for more powerful demons; greruors and hezrou will be in the higher niches above the lesser hydrodaemons and remain there during combat, casting spells and using ranged abilities to harass the characters.

This area is one of two lairs found within the subterranean labyrinth, the other being found at **Area DT-11**. The demons desire little rest while on the Material Plane, preferring to spend their time tormenting slaves and servants. They have no treasure, instead awaiting the fulfillment of Sarthoggus' promise of widespread mayhem and chaos and wealth in the region after the frog-god's return.

Area DT-4: Chamber of Slaves

A dim light can be seen from either entrance, casting shadowy silhouettes on the tunnel walls just beyond the chamber. Hundreds of slaves use this many-tiered chamber for brief rests between long hours of servitude. Humans, dwarves, and tsathar all share the tight space, often fighting for a small patch of open area for a brief nap. Fights between races break out frequently, usually resulting in one or more slaves falling to their death in the center of the deep cavern. Their captors care little for their squabbles, often letting the slaves work out their own issues.

The cavern has been dug out in a spiraling pattern, with a thin ledge that winds downward into a deep pit. A shallow alcove has been carved out along the inside portion of the ledge, providing space for resting slaves. Looping around the cavern 10 times, the ledge finally ends at the bottom of the cavern in a small depression filled with stagnant water. Bodies of the dead that have fallen or been pushed from the upper ledges are dragged out of the pool and placed to the side to decompose. Dozens of partially rotted remains and humanoid bones can be found opposite the ledge ending at the bottom. Although the slaves drink from the pool, characters may become ill if they sample the water (saving throw or –1 to saves for one hour). When unable to swim in the run-off pools near the transformation vats, tsathar slaves may be found washing in the brackish pool.

Guarding each entrance are **6 hydrodaemons** and **1 greruor** who watch over the slaves, ensuring that none linger too long in the

chamber. Slaves are permitted only a few hours of rest, and are roused from their naps when they oversleep. There is a 50% chance that a priest is present in the chamber, looking for a missing slave.

If the characters attempt to free the human slaves after the demons are killed, they refuse to leave the tunnels unless escorted to the surface. Otherwise, they hide in the sleeping holes with the dwarves and tsathar, preferring slavery to being captured while trying to escape. The gruesome stories of those caught while trying to flee the tunnels have made the notion of escape an impossibility to the minds of the weakened slaves.

Greruor Demon: HD 10; **HP** 68; **AC** –1[20]; **Atk** gore (1d6) and bite (2d6) or polearm (2d6); **Move** 9 (20ft leap); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** acid and fire spittle (every 1d4 rounds, 30ft line, 4d4 acid damage, ignites 1 round later for 1d6 damage per round until extinguished, save for half damage and avoid fire damage), immune to electricity and poison, leap (20ft), resists cold, fire and acid (50%), spell-like abilities. (***The Tome of Horrors Complete*** 143)
Spell-like abilities: at will—confusion, darkness 15ft radius, detect good, hold person.

Hydrodaemons (6): HD 7; **HP** 52, 50, 46, 43, 40, 34; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit (sleep); **Move** 9 (swim 24, fly 12); **Save** 9; **AL** C; **CL/XP:** 13/2300; **Special:** hit only by silver weapons, immune to acid and poison, magic resistance (35%), telepathy (100ft), spell-like abilities, spittle (20ft line, save or sleep for 6 rounds). (***The Tome of Horrors Complete*** 120)
Spell-like abilities: at will—*darkness 15ft radius*, *detect magic*, *dimension door*, *fear*; 1/day—summon 8HD water elemental.

Area DT-5: Central Chamber

Always a bustle of activity, the well-lit central chamber is an intersection of several tunnels where slaves, servants, priests, and guards pass through on their way to their next errand. The wide chamber has four possible exit points that simplify travel to three of the stairwells and to the main transformation chamber. At any time, dozens of different races move through the area. Slipping through the chamber unnoticed is a near impossibility, especially with surplus water from the stream in the northern part of the tunnels washing into the central chamber.

Excess water from the transformational vat chamber stream (**Area DT-13**) flows through the tunnel and into this chamber, eventually spilling into the sloping tunnel that leads to **Area DT-10**. All who walk through the northern and eastern edges of this area trudge through quick-flowing, shin-deep water. A steady stream of water pours down into the lower tunnel, following the natural slope that eventually feeds the tunnel to the old temple (**Areas DT-7** and **R-10**).

The exit to the north passage is the only guarded location, where **2 greruors** and a **masked priest of Tsathoggus** ensure that no unwanted visitors access the transformation vats and rooms beyond. A low wall made of empty casks and crates barricades the northern tunnel entrance. Only masked priests, recognizable assistants to High Priest Sarthoggus, or specially branded slaves are allowed past this sentry point. Any who try to sneak by are instantly attacked. If necessary, the masked priest uses a specially tuned whistle hanging about his neck to summon stone delvers and hellbenders (**Area DT-10**) for assistance. In two rounds, **1d4 stone delvers** and **1d4 hellbenders** arrive, with more following every four rounds thereafter.

Battle in the chamber scatters noncombatants; slaves and servants flee to any open exit, scattering into darkness and safer chambers until the fighting ceases. There is a 50% chance that **1d6 hydrodaemons** or **1** to **2 masked priests** are traveling through the chamber at the time the characters enter the area. The additional foes may detect sneaking characters or join the fight if battle between the tunnel guards and intruders ensues.

Two sloping tunnels dip below the central chamber, taking travelers to **Areas DT-3** and **DT-11**.

Greruor Demons (2): HD 10; **HP** 73, 63; **AC** –1[20]; **Atk** gore (1d6) and bite (2d6) or polearm (2d6); **Move** 9 (20ft leap); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** acid and fire spittle (every 1d4 rounds, 30ft line, 4d4 acid damage, ignites 1 round later for 1d6 damage per round until extinguished, save for half damage and avoid fire damage), immune to electricity and poison, leap (20ft), resists cold, fire and acid (50%), spell-like abilities. (***The Tome of Horrors Complete*** 143)
Spell-like abilities: at will—confusion, darkness 15ft radius, detect good, hold person.

Hellbenders (1d4): HD 8; **AC** 2[17]; **Atk** 2 fiery claws (1d8 + 1d6 fire); **Move** 9 (burrow 9); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** fiery pulse (3/day, 20ft radius, fiery blast, damage equals half creature's current hit points, save for half), immune to fire, resist acid and poison (50%). (See **Appendix II: New Monsters**)

Hydrodaemons (1d6): HD 7; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit (sleep); **Move** 9 (swim 24, fly 12); **Save** 9; **AL** C; **CL/XP:** 13/2300; **Special:** hit only by silver weapons, immune to acid and poison, magic resistance (35%), telepathy (100ft), spell-like abilities, spittle (20ft line, save or sleep for 6 rounds). (***The Tome of Horrors Complete*** 120)
Spell-like abilities: at will—*darkness 15ft radius*, *detect magic*, *dimension door*, *fear*; 1/day—summon 8HD water elemental.

Masked Priests, Transformed Human Male or Female Priests of Tsathoggus (Clr9): HP 48; **AC** 6[13]; **Atk** *+1 mace* (1d6+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** +1 save vs. fear, charm, and sleep, +2 save versus paralyzation and poison, control undead, spells (3/3/3/2/2).
Spells: 1st—*cause light wounds* (x2), *light*; 2nd—*bless*, *find traps*, *hold person*; 3rd—*cure disease*, *locate object*, *speak with dead*; 4th—*cause serious wounds* (x2); 5th—*finger of death*, *insect plague*.
Equipment: *bracers of defense AC 6[13]*, ceramic frog mask, robes, *+1 mace*.

Stone Delvers (1d4): HD 12; **AC** 2[17]; **Atk** 2 claws (1d8); **Move** 12 (burrow 12); **Save** 3; **AL** C; **CL/XP** 12/2000; **Special:** charge (+1 to hit with claws, save or knocked prone), healing (1d6 hit points restored per 100gp value of gems devoured). (see **Appendix II: New Monsters**)

Area DT-6: Northeastern Staircase

A short staircase from the upper tunnel ends abruptly in a well-lit chamber filled with newly arrived recruits to Sarthoggus' cause. A dozen encamped **trolls** await new orders from the high priest, ready to serve the returning frog-god's will with the promise of man-flesh and unending treasure. All but one or two are asleep or resting on rotting fur mats and are easily surprised if the area is entered quietly.

Feeling that the emergence of characters is a test by the high priest, the trolls engage the group without seeking aid from other creatures of the tunnels. They fight to the last, willing to prove their worthiness to Tsathoggus by killing and dying in his name. Not a single troll flees or grants mercy to its foes during the fight to hold their position in this chamber. Although they do not seek aid from others, the sounds of battle may alert and draw creatures from **Areas DT-11** and **DT-12**.

Trolls (12): HD 6+3; **HP** 49, 44, 42, 40x2, 38, 37, 35, 34, 33x2, 30; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate (3hp/round). (***Monstrosities*** 489)

A massive chest filled with the trolls' tribute to the high priest can be found in the northeastern corner of the room. The 8ft-long chest is wrapped with a several chains, which are secured together with a rusty padlock. Although the lock can be picked, it can also be opened with a key that the leader carries around his neck. Picking the lock on the chest triggers a magical fire trap that explodes for 6d6 fire damage (save for half) in a 20ft radius unless the trap is discovered.

Hundreds of books written by several different races are piled on top of thousands of gold coins. The trolls heard that Sarthoggus was looking for a book and, not knowing exactly what he was seeking, they decided to bring every book they could find. Most of the books are mundane in nature, but a thorough examination of the pile of tomes should reveal a couple of useful items. A full read of a magical tome titled *The Way of the Warrior* gives any fighter-based class a boon of 10,000 experience points. A spellbook with two remaining pages holds the spells *hold person*, *slow*, *wall of fire*, and *wall of stone*.

Under the books are 15,000gp in coins, each minted with the profile of a drow priestess.

Area DT-7: Tunnel to the Old Temple

Sarthoggus' latest command to the stone delvers and hellbenders is to clear the rubble in the collapsed tunnel that leads to the old temple. Several groups of tunneling creatures take shifts clearing the rubble to provide simpler access for the high priest's minions. Sarthoggus is intent on finding the *Book of Madness* and has directed his searching priests to recheck the old temple. He'd rather keep the masked priests belowground for now; clearing the long tunnel keeps the priests hidden from prying eyes aboveground and provides direct access to the old temple crypts.

Excess water from the rinsing station above (**Area TU-26**) trickles down through the ceiling of the watery tunnel.

The large creatures are a few days from clearing the tunnel completely. They clear the large stones and piles of earth from the tunnel, loading large bags that are periodically hauled away by numerous slaves. The bags are emptied in various empty chambers and dead-end tunnels found throughout the subterranean labyrinth. Waiting to transport bags are **1d6 tsathar** or **human slaves**.

Area DT-8: Southeastern Staircase

Hundreds of pieces of broken furniture and debris fill the room at the bottom of the staircase from the upper tunnels. A narrow path winds between precariously piled furnishings, eventually leading to a secret door in the west wall. The dangerously piled bed frames, chairs, tables, and wardrobes are held in place by a thick blanket of webs. Just wide enough for a single medium-sized creature to navigate, the weaving path itself is free of webs, indicating that it may be used somewhat frequently.

Characters see hundreds of tiny, harmless spiders throughout the webs and piles. However, a large **wolf-spider** lurks in one of the corners of the dark room, waiting to spring on the characters as they travel through the area. It prefers to target the last character on the path as the group exits the room on either side. Although the spider is only 3ft in length, its demon gaze and steely exoskeleton make it a challenging foe. It may be detected if the characters stop to listen in the area.

Wolf-Spider: HD 6; **HP** 45; **AC** 4[15]; **Atk** bite (1d8 + poison); **Move** 15 (climb 9); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** poison (1d6 damage, save avoids), surprise (1–3 on 1d6), web (8/day, 50ft range, tangle as a net, Open Doors check to escape). (***The Tome of Horrors Complete*** 609)

Sarthoggus has placed the demon spider in this area to guard the stairs from intruders and to prevent slaves from escaping. Occasionally, the torturer from **Area TU-25** deposits a misbehaving servant or dying slave in the room for the spider. The foul creature prefers to feast upon healthier victims, making it more apt to attack a character in the group and risking detection to get to its target. Its nest is in the southeastern corner of the room, well-hidden and difficult to get to. A ceiling nest contains several dried husks of dead humanoids, including an orc wearing leather armor. A careful examination of the body reveals two magical items stuck within the web wrappings. His bony fingers still grasp the scabbard of a *+2 short sword (extra attack)*, indicating that he was unable to free the magical blade in time to fight the demonic insect. He wears *+2 leather armor*. A thorough search of the nest also leads to finding 1d100gp and 1d100sp amid the belongings of various victims.

The narrow path through the debris pile seems to lead to a dead-end at the west wall. A poorly disguised secret door leads to **Area DT-9**.

Area DT-9: Storeroom

Dozens of casks, barrels, crates, and boxes of food and drink are stacked in this area for the human denizens of the lower tunnels. The high priest and his trusted minions have little time to break from their work to sit down to a meal, so servants fetch supplies from this chamber for Sarthoggus and his priests in the transformational chambers. Servants prepare light meals for their masters once per day, using ingredients from the storeroom. When supplies run low, additional food and wine are brought down into the storeroom by servants in the upper tunnels.

As Sarthoggus and his masked priests continue their transformation, their need for human food lessens. Eventually, the storeroom will be used for other purposes when food supplies are no longer needed.

Area DT-10: Stone Delvers

Water flows into this chamber constantly from the central chamber (**Area DT-5**) above, moving on to the long tunnel to the old temple (**Area DT-7**). Ledges along the edge of the chamber have been carved out by forceful claws, providing wide sleeping platforms above the waterline for slumbering stone delvers. Half the large beasts rest in this chamber while the other half of their tunneling group works in the long tunnel beyond. Resting here until their shift begins are **1d4 stone delvers**. Additionally, there is a 50% chance that slaves carrying bags of rock and dirt are trudging through the chamber, heading up to the central chamber before depositing their heavy loads in other areas of the complex.

Stone Delvers (1d4): HD 12; **AC** 2[17]; **Atk** 2 claws (1d8); **Move** 12 (burrow 12); **Save** 3; **AL** C; **CL/XP** 12/2000; **Special:** charge (+1 to hit with claws, save or knocked prone), healing (1d6 hit points restored per 100gp value of gems devoured). (see **Appendix II: New Monsters**)

Sarthoggus first recruited the creatures to quickly tunnel under the Friggan temple to find the underground stream for his transformational vats. After the stream was discovered, they were instructed to continue their rapid excavating to create room for the high priest's growing number of servants and guards. They were recently redirected from creating tunnels and chambers to clearing out the collapsed tunnel to the old temple.

The high priest is compensating the creatures for their hard work with large quantities of rare gems and precious metals discovered during their tunneling. A secret niche in the chamber holds a large stash of gems and chunks of gold. After discovering the hidden compartment in a rock wall, characters find 147 rubies, 122 emeralds, 88 diamonds, 47 sapphires, 33 topazes, and 21 black opals. Each gem is worth 2d20gp. Several chunks of raw gold are piled within the niche, each worth 500gp in weight.

Unlike the stone delvers, hellbenders require little to no sleep and are rarely found in this chamber. They toil endlessly, melting rock

with their intensely heated claws as their tunneling counterparts rest. They are bound to their work, summoned by the high priest to do his bidding until they finish.

Area DT-11: Derghodaemon Lair

Narrow at the base but widening at its top, this chamber has several ledges at various heights along the walls up to the ceiling more than 30ft from the floor. The area smells of old excrement and rotting flesh. Characters may detect the foul smells from as far as 50ft away.

Crammed into this small chamber is a **derghodaemon** leading a group of **12 ankhegs** as they await instructions from their superiors in **Area DT-12**. Stationed at a crossroad chamber between the staircase to the upper level (**Area DT-6**) and the central chamber (**Area DT-5**), the insect daemon is in a prime position to assist different areas of the tunnel complex when trouble manifests. There is a 50% chance that half the ankhegs have been sent to a different area of the tunnels, leaving only 6 here.

When idle, the derghodaemon harasses the occupants in **Area DT-6** by throwing excrement and dead bodies into the staircase chamber. The tension is rising with the trolls currently residing in the area, and will soon escalate into a light skirmish between the creatures. If the masters in **Area DT-12** don't soon intercede, a full battle will eventually occur.

Derghodaemon: HD 10; **HP** 73; **AC** –2[21]; **Atk** 5 claws (1d4) or 2 claws (1d4) and 3 swords (2d6); **Move** 15; **Save** 5; **AL** C; **CL/XP:** 16/3200; **Special:** detect invisibility, hit only by silver weapons, immune to acid and poison, magic resistance (50%), telepathy (100ft), spell-like abilities. (***The Tome of Horrors Complete*** 118)
Spell-like abilities: at will—*darkness 15ft radius*, *fear*, *sleep*; 2/day—*feeblemind*.

Ankhegs (12): HD 3; **HP** 22, 21x2, 20, 19x2, 18, 17x3, 14, 12; **AC** 2[17], underside 4[15]; **Atk** bite (3d6); **Move** 12 (burrow 6); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** spits acid (1/day, 5d6 damage, save for half). (***Monstrosities*** 14)

Area DT-12: Tunnel Masters

Preferring not to mix with the other demons, blood reavers use this area to organize their group and to plan for the eventual invasion of the village and region aboveground. While contemplating their attack on the surface, they direct the other creatures in daily activities within the tunnel complex. Regional maps adorn the walls of the chamber with markings indicating primary attack points and rally locations. Tables are covered with dusty tomes and writing utensils, as well as glass jars and vials filled with unknown liquids. Four dozen bare and bloody skulls from several different races sit upon narrow ledges that circle the chamber, each turned to stare at the western and southern entrances into the room. Characters may recognize many of the skull shapes as human, dwarf, orc, halfling, and even demon. Interestingly, the most numerous of the cranial trophies are of hydrodaemons.

Usually in deep conversation about the upcoming invasion, **3 blood reavers** are always found here. There is a 50% chance that one additional blood reaver will be here in between work shifts in the tunnels. Each of the creatures in the room is a veteran of several campaigns wreaking havoc on various planes throughout the multiverse. They fearlessly attack intruders, using their spells and innate abilities to quickly thwart characters, or call for the derghodaemon and ankhegs in **Area DT-11** to assist them if overwhelmed.

Blood Reavers (Garugin) (3): HD 9; **HP** 68, 65, 61; **AC** 1[18]; **Atk** dual-headed barbed flail (1d10+3 + stun) or 2 claws (2d6+3); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special:** +1 or better magic weapons to hit, immune to fire and poison, regenerate (5hp/round), resist acid and cold (50%), siphoning aura (20ft radius, 1d6 damage/round, save avoids), spell-like abilities. (***The Tome of Horrors Complete*** 170)
Spell-like abilities: at will—*invisibility*, *teleport*, *wall of fire*; 1/day—*lightning bolt*.

Characters likely recognize the wall maps as Tegel region and village locations. The tomes on the table are roughly written in an illegible language. Magic is required to understand the information found in the dusty journals. Most of the writings contain the ramblings of arrogant demons declaring their victories over the humans in advance. All but one of the vials and jars on the tables are foul concoctions made from the bodily fluids of different races. One vial is actually a *potion of invulnerability*.

A hidden chest under a pile of discarded leather cloaks and capes contains a bag of gold (750gp), a small box of uncut diamonds (10, each worth 500gp), and a stone of controlling earth elementals. One of the cloaks in the pile has a magical brooch attached that adds a +1 bonus to the wearer's armor class when worn in plain sight and attached to a cloak or cape.

Area DT-13: Main Transformation Cavern

Only the northern passage from the central chamber (**Area DT-5**) leads to the main transformation cavern. Water flows unchecked through the tunnel, forced outward by the rushing stream in the large cavern. Characters tramp through surprisingly warm water as it rushes past their shins and knees. Characters must roll below their dexterity on 4d6 or be knocked over by the strong flow of water.

When the tunnel ends, the group get its first clear view of the massive cavern at the northern end of the complex. It is more than 200ft long and 100ft wide, with a ceiling nearly 50ft above their heads. A narrow but fast-moving stream cuts through the middle of the cavern, running east to west in a slightly diagonal line. Five sections of the stream have been channeled to allow water to veer off to five smaller chambers along the outside of the cavern. The force of the underground river coupled with the sloppily carved diversion channels sends excess water over the edges and into the chamber. The entire floor of the cavern is under a thin layer of warm water.

Hundreds of short stalactites and stalagmites cover the floor and roof of the large chamber, obstructing various parts of the area from the group's view. Thousands of inverted skeletons hang from rusty chains, intermixed with the rock formations of the roof. Suspended by bony ankles or cracked pelvic bones, the skeletal remains of humanoids of all different shapes and sizes lightly swing on their bulky chains overhead. Many are missing arms or heads, but those who still have their upper appendages have them wired to point their hands and fingers in various directions, suggesting they are hinting at different locations in the chamber. Skeletal remains with intact skulls have had a permanent *light* spell cast within their empty craniums. Eerie lights shine from their eye sockets, providing a dim light to the cavern. Occasionally, a breeze from an unknown source drifts through the cavern, causing hundreds of skeletal mandibles to clatter in a cacophony of eerie chatter.

The characters may be able to use the stalagmites to hide and move through the cavern unseen. Many of the natural rock formations provide enough cover for one creature. The rushing river adds a constant noise that drowns out light footfalls and whispers.

Dozens of tsathar slaves bustle about the chamber, carrying full barrels or pushing wooden carts filled with watery contents. They take little notice of the characters, intent on performing their assigned tasks to avoid the lash of the whip. Hezrou taskmasters circle the chamber, watchful of lazy slaves or unauthorized visitors, ever ready with their barbed whips and sharp knives. If seen, humans, dwarves, and elves in the group are immediately attacked by **8 hydrodaemons** and **3 hezrou**. Other races may be able to avoid immediate assault.

Second-Category Demon (Hezrou Type) (3): HD 9; **HP** 65, 62, 57; **AC** –2[21]; **Atk** 2 claws (1d3), bite (4d4); **Move** 6 (fly

12); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** magic resistance (50%), spell-like abilities. (***Monstrosities*** 96)
Spell-like abilities: at will—*darkness 15ft radius*, *detect invisibility*, *fear*.

Hydrodaemons (8): HD 7; **HP** 54, 51, 50, 46, 43x2, 39, 36; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit (sleep); **Move** 9 (swim 24, fly 12); **Save** 9; **AL** C; **CL/XP:** 13/2300; **Special:** hit only by silver weapons, immune to acid and poison, magic resistance (35%), telepathy (100ft), spell-like abilities, spittle (20ft line, save or sleep for 6 rounds). (***The Tome of Horrors Complete*** 120)
Spell-like abilities: at will—*darkness 15ft radius*, *detect magic*, *dimension door*, *fear*; 1/day—summon 8HD water elemental.

At least **2 masked priests of Tsathoggus** are present in this chamber, scurrying from side chamber to side chamber, taking water samples, and casting minor spells to keep the pools warm and viable for the transforming creatures within. If a battle begins in the watery chamber, the masked priests join, supporting the hezrou taskmasters to repel intruders.

Masked Priests, Transformed Human Male or Female Priests of Tsathoggus (Clr9): HP 48; **AC** 6[13]; **Atk** *+1 mace* (1d6+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** +1 save vs. fear, charm, and sleep, +2 save versus paralyzation and poison, control undead, spells (3/3/3/2/2).
Spells: 1st—*cause light wounds* (x2), *light*; 2nd—*bless*, *find traps*, *hold person*; 3rd—*cure disease*, *locate object*, *speak with dead*; 4th—*cause serious wounds* (x2); 5th—*finger of death*, *insect plague*.
Equipment: *bracers of defense AC 6[13]*, ceramic frog mask, robes, *+1 mace*.

Two raised platforms in the center of the cavern (marked A and B on the map) provide a higher vantage point for viewing the work within the main chamber and the smaller side rooms. Standing on the platforms are **1 or 2 unmasked priests of Tsathoggus** who supervise and assist the other priests as needed. A roll of 11–20 on 1d20 indicates that no unmasked priests are present; however, a result of 6–10 suggests one priest stands watch over the area. A roll of 1–5 means that two of the dreaded priests are within the cavern.

Gorask and Forgnast, Unmasked Priest Assistants to Sarthoggus, Transformed Human Male Priests of Tsathoggus (Clr11): HP 53, 50; **AC** 3[16]; **Atk** *+2/+3 vs, Lawful mace* (1d6+2 [1d6+3 vs. Lawful]); **Move** 12 (10ft leap); **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** +1 save vs. fear, charm, and sleep, +2 save versus paralyzation and poison, control undead, leap (10ft), spells (4/4/4/3/3).
Spells: 1st—*cause light wounds* (x2), *light*, *protection from good*; 2nd—*bless*, *find traps*, *hold person* (x2); 3rd—*cure disease*, *locate object*, *prayer*, *speak with dead*; 4th—*cause serious wounds* (x2), *sticks to snakes*; 5th—*finger of death* (x2), *insect plague*.
Equipment: *+2 chainmail*, *+2/+3 vs. Lawful mace*.

An arched wooden bridge crosses the rushing stream at the middle of the chamber, providing safe access between the northern and southern halves of the large cavern. The fast-moving stream pulls any who fall into it out of the chamber quickly, unless the character rolls below his strength on 4d6. You might allow the character a second attempt before the current draws the swimmer into a subterranean river that eventually merges with the Boiling Brook to the southwest. You must determine if those trapped within the swift-moving stream can survive the lengthy ride through the underground river.

Unmasked Priests, Assistants to Sarthoggus

Gorask and Forgnast are High Priest Sarthoggus' dedicated assistants, utterly devoted to the frog-god and his return to the Material Plane. Each refuses to wear his mask, preferring to show his grotesquely peeling face and roaming wide-set eyes. They each have long tongues that constantly dart in and out of their sharp-toothed mouths.

Both assistant priests wear specially made *+2 chainmail*. The green armor shimmers as if it were wet, resembling the skin of a green frog. They are armed with black *+2 maces*, custom made to thwart good creatures (+3 versus any Lawful foe).

The two priests are tasked with overseeing the main chamber during their master's prolonged absences. They are tasked with casting spells to keep the pools functioning properly, chastising idiotic slaves and ensuring that demonic guards remain watchful for intruders. Additionally, Sarthoggus may task one or both of them with special research at various times.

Somewhere to the east of the chamber, the stream is heated as it passes through a volcanic subterranean lake. The temperature of the water was perfect to initially heat the transformation pools. Priests use their magic to keep the pool temperatures at the required levels that best suit the growth and production of the eggs, tadpoles, and froglings. By the time the water merges with the Boiling Brook a mile later, the water has changed to match the average temperature of underground rivers.

If the group arrives after the high priest finds the *Book of Madness*, Sarthoggus is present within the main chamber. He is preparing the final spell needed for full transformation of the grotesque beings in the fourth morphological chamber (**Area DT-17**) before they are moved into the last chamber (**Area DT-18**) for maturation. If the high priest is beginning the long incantation to complete the challenging process, most of the slaves will be moving frog-like creatures into the fourth chamber for maximum effect. Additionally, the guards and priests will likely be watching the magical process and may miss the characters as they enter the area.

During the dark ritual recreated from the *Book of Madness*, Sarthoggus alternates between sacrificing Tegel villagers on the raised platform (B) and speaking the unholy words of the lengthy incantation. His gaze is fixed upon the fourth chamber as he performs his grisly work, awaiting visual confirmation that the evil spell is taking effect. At the incantation's midway point, a green hue emanates from the chamber, bringing a murderous grin to the high priest's face and confirming imminent success. The entire process should take two hours to complete, imbuing the transformation pool with the magic needed to complete the transmogrification. Within 10 days, any creatures from the fourth pool moved to the last vat mature into sacerdotal tsathar (see **Appendix II: New Monsters**).

However, if the characters arrive before the book is found, the high priest will either be in his newly fashioned chamber below the cavern or in one of the transformation vat areas. The **Sarthoggus Location Table** below provides possible locations for the high priest (with and without the *Book of Madness*). Sarthoggus' statistics are found within the description for **Area DT-19**.

Sarthoggus' Locations

1d20 (without book)	Location	1d20 (with book)
1	Main Cavern (**area DT-13**)	14–20
2	Transformation area (**DT-14**)	13
3–4	Transformation area (**DT-15**)	12
5–6	Transformation area (**DT-16**)	11
7–10	Transformation area (**DT-17**)	7–10
11–14	Transformation area (**DT-18**)	2–6
15–20	Secret chamber (**DT-19**)	1

Sarthoggus is so intent on finding the *Book of Madness* that he can sense its location if it comes within 50ft of him, even if he is belowground in his secret chamber (**Area DT-19**). If the characters have the book with them and come near the high priest, he immediately rushes to its location, attacking any who stand in his way to get the artifact. The high priest summons every guard and priest within range to find the book and to destroy its current possessors. Using a magical device that hangs around his neck, Sarthoggus may call on the hundreds of flying frog-bat creatures who nest in the stalactites above the cavern. A slight squeeze of the pendant causes the hideous failed transformations to swarm any targets the high priest indicates.

Frog-Bat Swarm: HD 3; **HP** 30; **AC** 8[11]; **Atk** swarm (1d6); **Move** 3 (fly 18); **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** none.

The character carrying the book is drawn to Sarthoggus' power once the high priest is nearby, and is inclined to hand it over without hesitation. The high priest avoids targeting the current possessor of the book with any damaging effects, instead choosing to destroy their companions while the character struggles with the book's willful impact. Characters must make a saving throw with a –2 penalty to avoid losing their sanity and handing the book over to the high priest. After they've handed over the book to Sarthoggus, the character is stunned for 1d6+2 rounds. The book has other effects on the character that carries it; review **Appendix VI: New Magic Items** for more details about the *Book of Madness* and the dangers of possessing the vile artifact.

The top of the platform labeled B on the map can be raised to provide ladder access to the high priest's secret chamber below. Sarthoggus prefers to use a *teleport* spell to access his hidden chamber to keep the physical entrance a secret from the prying eyes of lesser minions and slaves within the cavern. A successful search of the platform reveals the secret entrance. The interior of platform has been magically altered with a *phantasmal force* to make it look like an empty interior. Any who look into the platform after the top is raised see a bare storage container unless they make a saving throw.

If the high priest begins to lose his battle with characters here, he uses *teleport* to flee to his secret chamber (**Area DT-19**). Any guard or priest protects their high priest to the death, ensuring his escape above all other actions.

Area DT-14: Egg Chamber

A narrow channel funnels the stream's warm water into this dark chamber. Meshed metal screens cover an iron barred gate entrance. The door is unlocked, but a bell above the entrance rings loudly when it is opened. Characters can disable the bell by opening the door slightly and moving the bell before it rings. A ringing bell brings tsathar slaves from within the chamber to the entrance.

Tens of thousands of green frogs cling to every viable surface, with many engaged in egg production or mating. Although most of the frogs are normal-sized amphibians, more than a hundred **giant frogs** are engaged in the same activity. Tsathar slaves try to keep the larger frogs from the smaller varieties, but the task is nearly impossible. A small percentage of the little frogs are eaten by the larger versions if they venture into their small area.

Giant Frog (small) (as needed): HD 1; **AC** 7[12]; **Atk** bite (1d3); **Move** 3 (or 150ft leap); **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** leap (150ft). (***Monstrosities*** 179)

Giant Frog (medium) (as needed): HD 2; **AC** 7[12]; **Atk** bite (1d6); **Move** 3 (or 100ft leap); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** leap (100ft). (***Monstrosities*** 179)

Giant Frog (large) (as needed): HD 3; **AC** 7[12]; **Atk** bite (1d8); **Move** 3 (or 100ft leap); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap (100ft), swallow whole (natural 20 to hit, death in 3 rounds). (***Monstrosities*** 179)

As females deposit the fertile eggs into the pool, the tsathar slaves move the newly laid eggs into sections of the pool to keep track of the egg maturity cycle. As eggs hatch into tadpoles, dozens of slaves transport them into the next chamber (**Area DT-15**). This process of moving eggs and tadpoles occurs night and day; new eggs are deposited all the time, and tadpoles emerge dozens of times throughout the day. Eggs and tadpoles from the giant frogs are tracked separately in smaller pools away from the main egg pool.

Several dozen screened nests hang from the ceiling of the chamber, each filled with various insects. Moths, grasshoppers, beetles, and gnats of different sizes are raised in the nests and are released periodically to feed the hungry frogs. During feeding times, the chamber is a chaotic scene of thousands of frogs feasting on insects. After releasing the insects, the tsathar quickly exit the chamber, only returning after the feeding subsides. There is a 1-in-10 chance that the slaves and archpriests are waiting outside the entrance for the feeding frenzy to end when characters reach this area.

In the chamber are **6 sacerdotal tsathar** that believe Tsathoggus is their true god and who volunteered to support the high priest in his efforts to reawaken him. They watch over the pools, blessing them dozens of times each day. They defend the pools as if they were filled with their own offspring. Fanatical tsathar slaves throw themselves at intruders, willing to lose their lives to defend the tsathar priests, whom the slaves believe are the extensions of deities.

Sacerdotal Tsathar (6): HD 10; **HP** 76, 72, 67, 61, 59, 54; **AC** 3[16]; **Atk** weapon (1d8) and bite (1d4) or 2 claws (1d6) and bite (1d4); **Move** 12 (swim 12); **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapons to hit, amphibious, leap (30ft leap), slimy (escape most confinement), spells (3/3/3/3/3).
Spells: 1st—*cause light wounds* (x2), *detect magic*; 2nd—*bless*, *hold person*, *silence 15ft radius*; 3rd—*cause disease*, *prayer*, *speak with dead*; 4th—*cause serious wounds* (x2), *protection from good 10ft radius*; 5th—*create food*, *finger of death*, *insect plague*.
Note: One of the sacerdotal tsathar priests carries a magical scepter that provides a +1 bonus to hit foes. The device can shine a bright light in the eyes of up to two nearby targets (within 20ft range who fail a saving throw), making it harder for them to strike the frog priest (50% miss chance). A green frog head with two glowing eyes sits atop the short, black scepter.

Area DT-15: Tadpole Chamber

Fluorescent lichen covers the ceiling and walls of this chamber, making it well-lit compared to the other areas of the tunnel complex. Strangely misshapen fungi grow along the outer edges of the floor, bending toward the light source they crave. A soft moss grows around the pool, covering the floor of the chamber throughout. Three racks

of long poles with nets at their end are found on the north, west, and south sides of the chamber.

Viable tadpoles surviving the birth process in the egg chamber (**Area DT-14**) are transported to the deep pool in this chamber. The area is watched over by at least **10 tsathar slaves** who monitor the pool from its exterior and occasionally from within if necessary. Several times a day, slaves transport tadpoles and their yolk sacks from the egg pool by bucket or barrel, dumping them into the dark water. The bottom of the pool is filled with green vegetation and algae, providing a healthy diet for the growing tadpoles. Although the water is clear, the pool is more than 50ft deep, making the bottom hard to see from its exterior. Thousands of tadpoles swim rapidly throughout the pool, feeding on vegetation and yolk sacks. If larger tadpoles of the giant frog variety begin to feed on the smaller tadpoles, they are removed and given to the hellbenders in the upper levels.

Tsathar (10): HD 2; **HP** 15, 13x2, 11, 10, 9x3, 8x2; **AC** 3[16]; **Atk** weapon (1d8) and bite (1d4) or 2 claws (1d6) and bite (1d4); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, leap (30ft leap), slimy (escape most confinement). (***The Tome of Horrors Complete*** 574)

Each tsathar slave wears a special, tight-fitting necklace made of multicolored corral and seashells that protects it from the guardian of the pool — a **water weird**. Sarthoggus bound the creature to protect the pool from any who enter it unless they are wearing the specially attuned necklace.

Water Weird: HD 8; **HP** 54; **AC** 5[14]; **Atk** bite (1d8 + grab); **Move** 12 (swim); **Save** 8; **AL** C; **CL/XP** 8/800; **Special:** grab (Open Doors check to escape), drown (after grab, save resists), transparent (surprise on 1–4 on 1d6), reform (1d4 rounds).

Tadpoles that begin to grow back legs are removed from the pool by the slaves using long pole nets found throughout the chamber. Using buckets and barrels, the tadpoles are shifted to **Area DT-16** to continue their morphological process. Any tadpoles that are found to have begun to grow both front and back legs simultaneously are instead moved to **Area DT-17**.

In the southernmost part of the chamber, a small cluster of fungi appears to be dying; the mushrooms' color has drained, leaving them gray and shriveled in appearance. A keen character may notice a **brown mold** growing behind the fungi, covering the wall and floor in and around the mushroom patch.

Brown Mold: HD n/a; **AC** n/a; **Atk** none; **Move** 0; **Save** n/a; **AL** N; **CL/XP** 4/120; **Special:** drains heat (2d8 damage per round, no save). (***Monstrosities*** 335)

Area DT-16: Legged Tadpole Chamber

The northernmost chamber has the widest and deepest pool of the five areas used for frog transformation. It is here that Sarthoggus begins using magic to enhance the growth of the tadpoles, in both speed and size. He accelerates the growth of the froglings so that he can have more test subjects in the later steps of transformation. Unfortunately, his magic causes about a 50% fatality rate in the tadpoles. Dead tadpoles are discarded in **Area DT-2**, given to the hellbenders, or eaten by other tadpoles. Between the high priest's magic and cannibalism, the number of tadpoles is reduced drastically.

Tadpoles with back legs change their diets from plant-based to protein-based. Giant frog tadpoles would eat the smaller version if they weren't separated into a special section in the pool. A section of the pool is screened off from the rest and used to hold giant frog tadpoles who are now close to a foot in length.

Tending the two sections of the pool at all times are **6 tsathar slaves**, separating aggressive or giant tadpoles and feeding them the remains of failed test subjects or other tadpoles. Once tadpoles begin to grow front legs, they are moved to **Area DT-17**.

Tsathar (6): HD 2; **HP** 14, 12, 11x3, 9; **AC** 3[16]; **Atk** weapon (1d8) and bite (1d4) or 2 claws (1d6) and bite (1d4); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, leap (30ft leap), slimy (escape most confinement). (***The Tome of Horrors Complete*** 574)

Area DT-17: Frog Pool Chamber

The entrance to the most important transformation chamber is magically trapped to ensure that nothing enters and disrupts the high priest's work within. A **nearly invisible rune trap** has been set in the first 10ft of the short tunnel into the area. Only those who know the command word may pass though the trap unharmed. However, any who pass without speaking the phrase "The frog-god returns" activates the powerful trap. It explodes outward into the main cavern, dealing 10d10 points of damage that is spread evenly between all within the tunnel at the time of the explosion. The exploding trap alerts every creature in the main cavern and side chambers to the presence of intruders. Only Sarthoggus, his two unmasked priests, and the two tsathar slaves allowed to work in the chamber know the password phrase.

Sarthoggus' test spells and incomplete incantations are directed at the four-legged tadpoles in the small pool in this chamber. Without the *Book of Madness*, he continues to struggle to complete the last spell that changes the froglings to humanoid beings. All but a few tadpoles have survived the transformation spells tested on the pool. Those that somehow survive are transformed into grotesque, misshapen creatures that look nothing like the high priest desires them to be. These horribly failed test subjects are discarded or given to the hellbenders.

Occasionally, Sarthoggus tests a new spell on a batch of humanoids, hoping to find an alternative to the missing incantation. The results of the test have all been failures, either killing everything within the pool or leaving a few survivors horribly deformed and maimed. Survivors who pledge their lives to the high priest after their test are allowed to live and are put to work somewhere within the tunnel complex. The disfigured believe their survival of the transformation test means they are part of the "chosen," the first group worthy to be a part of Tsathoggus' army of believers. Surprisingly, many who survived their test eagerly volunteer for another transformation experiment, often begging the high priest to be included in the next attempt.

Only **2 tsathar slaves** are allowed to work in this chamber, attending the tadpoles in their struggle to survive the latest transformation spell. The slaves report progress or changes to the latest batch of test subjects to the high priest directly. Each of the two slaves have undergone three separate tests; they are revered by other tsathar slaves and are fully trusted by Sarthoggus' priests who see their devotion to the cause as pure and true. The two slaves only rest between tests, spending every waking moment watching over the pool during active transformation tests. Sarthoggus starts the next test when he has a new idea or spell, sometimes taking up to two or three days to prepare.

Tsathar (2): HD 2; **HP** 15x2; **AC** 3[16]; **Atk** weapon (1d8) and bite (1d4) or 2 claws (1d6) and bite (1d4); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, leap (30ft leap), slimy (escape most confinement). (***The Tome of Horrors Complete*** 574)

When Sarthoggus is testing with tadpoles, the pool is filled with 400 to 500 froglings. When he periodically tests with slaves, captured villagers, or unruly minions, less than a dozen victims are secured within the pool. When the characters arrive here, use the **Pool Occupants Table** below to determine the current occupants of the pool. Note that if the high priest possesses the *Book of Madness* and is casting the lost incantation, thousands of froglings fill the pool.

Pool Occupants

1d20	Details
1	1d10 humans (villagers, captured travelers, acolytes, etc.)
2–3	10 disobedient slaves (tsathar, dwarves, etc.)
4–18	1d6x100 four-legged tadpoles
19–20	Empty pool

The tsathar slaves have sleeping mats near the pool that are used only when the pool is empty. Two racks of tools for maintaining the pool and its occupants are against the southern wall.

Area DT-18: Final Transformation Chamber

Unless Sarthoggus has been actively using the lost incantation from the *Book of Madness* for several days, this chamber is vacant. The channel from the main stream that leads to the small pool within the center of the chamber trickles water into the half-filled pool. No life will be found within the pool itself; no creatures have survived or successfully transformed in the previous chamber (**Area DT-17**) to be moved to this area for the final maturation process.

However, if the high priest possesses the artifact and has cast the lost incantation on the creatures in the pool in **Area DT-17**, it is likely that dozens of four-legged froglings are maturing into medium-sized humanoid creatures, losing their tails and growing to 4ft tall. This area is extremely active with slaves and priests entering and exiting throughout the day. Sarthoggus spends much of his time here, watching his little creatures grow into full bipedal warriors. The pool can hold only about 50 froglings, limiting the final morphological process to 40 or 50 froglings every seven days. Many of the successful transformations in the previous pool (**Area DT-17**) die before they can make the final move into this chamber. Sarthoggus allows the occupants of that pool to fight for survival, reducing the count to the strongest 50 froglings before moving them to the final pool. (Note that the effects of the maturation pool work only for a small number of creatures. If Sarthoggus increases the pool size, only 40 or 50 frog warriors mature, regardless of the width and depth of the pool.)

Once Sarthoggus completes the last step of the transformation process, he redirects the stone delvers to this chamber and has them extend the chamber north and east to make room for the new frog warriors. The burrowing creatures create a massive area beyond the pool to house and train the new frog warrior army.

After a few weeks, the matured froglings learn to speak and use weapons. Once Sarthoggus raises 400 to 500 warriors, he initiates his plan to attack Tegel Village and surrounding towns (see details under **Ending the Adventure**).

Area DT-19: Sarthoggus' Secret Room, Sanctum of Madness

Enslaved dwarves mined a large space below the main cavern, creating a secret chamber for the high priest to rest, study, and escape threats from above. Their craftsmanship is instantly recognizable; perfect corners, equally spaced stone blocks, and flawless floor patterns differentiate this area from the rest of the tunnel complex. Floor to ceiling tapestries depicting the four morphological cycles of the frog cover the four walls. A bronze ladder at the east end of the room leads up to the raised platform in the main chamber (**DT-13**, Area B on the map). Twenty floating light bubbles hover equidistantly throughout the room, providing illumination for the priest to work and read. Simple commands turn them on and off. They can also be dimmed as desired.

Glass beakers, clay pots, and iron bowls cover a large table on the north wall. Sarthoggus tests new transformation spells with various ingredients and small creatures found within the containers on the bench. Deformed tadpoles, dead frogs, and misshapen creatures float in forgotten containers or lie dissected on the table. Anatomical tomes and old spellbooks are piled in various places on the long table, left behind by the frustrated priest. Small bowls of crushed ingredients, including organic matter and crystals, are found scattered across the work area.

A giant idol of Tsathoggus stands on a black marble pedestal near the south wall. The golden statue stands 4ft tall and has two red eyes that seem to glare at intruders with a strange and uncanny hatred. Made from two large rubies, the eyes of the frog god are extremely valuable, each worth 10,000gp. However, removing them causes a **poisonous cloud** to release from the idol's sneering mouth, quickly filling the entire area within two rounds. Every character must make a saving throw against the gas to resist the urge to worship the frog-god. Those who fail their check see other characters as threats and may turn on them.

The stone pedestal is hollow and accessible by a secret panel at the rear of the fixture. A successful search and use of the hidden mechanism releases the contents of the compartment, causing 5000pp to pour out of the back. If the large idol is lifted from the pedestal (requiring a combined 22 strength), a small slot is found at the top of the stone platform.

Set upon a tall, single step dais, the high priest's large bed sits near the west wall of the chamber. Black linen hangs from the four posts of the canopy bed. The bed looks to be little used by the hard-working priest. A secret area in the dais stores the high priest's most sacred and important devices. A successful search of the stone dais reveals a wide drawer that pulls out from the platform. A black wand and a gnarled green staff are found within the drawer. The black wand is a unique artifact called a *wand of painful anguish*, especially created for a drow priestess and just recently stolen from her underground city by Sarthoggus. The green staff is a *staff of the frog*, an item Sarthoggus created to prove his devotion to Tsathoggus.

If Sarthoggus teleported to this area during a battle with characters, he is found at the dais quickly drawing out the staff and wand. If he is surprised in his chamber, he tries to get to the dais to get his powerful items.

Wands and Staffs

Wand of Painful Anguish

This black wand maximizes the torment of targets it injures. The wielder can use one of the wand's charges to target a creature for an automatic 1d6 points of damage, or the wielder can instead strike a foe (no charge) for 2d6 points of damage. The target of either attack can make a saving throw for half damage from the initial attack. As long as the wielder maintains hold of the wand during the encounter, any creature who has taken damage from the wand must make a saving throw each round or take an additional 1d6 points of damage. Multiple targets may take damage in the same round. Those who fail their saving throw are tormented by mental anguish and physical pain; they suffer a –1 penalty to hit and damage. *Wands of painful anguish* typically have 10 charges.

Staff of the Frog

The likeness of the frog-god Tsathoggus is carved into the head of this green staff. The wielder may use the staff as a melee weapon with a +2 bonus to hit to deliver a strike that does 2d6 points of damage. For one charge, the staff may be used to cast *insect plague*, *conjuration of animals* (typically some sort of amphibian), or *commune*. For two charges, a *restoration* spell may be cast. Additionally, any who hold the staff are given the ability to leap up to 30ft at will and have a +3 bonus to saves to resist poison.

Sarthoggus is usually engaged in spellcasting and monitoring the morphological cycles of the froglings, and rarely carries his *staff of the frog* or *wand of painful anguish* with him as he works. The high priest feels relatively safe in his subterranean lair and sees no need to carry them most of the time. However, you can elect to have the high priest found with one or both items if desired.

Sarthoggus, High Priest of Sarthoggus, Male Priest of Tsathoggus (Ftr8/Clr12): HP 76; **AC** 2[17]; **Atk** +2 *staff of the frog* (2d6+4); **Move** 12 (30ft leap); **Save** 3 (+1, ring); **AL** C; **CL/XP** 20/4400; **Special:** +1 save vs. fear, charm, and sleep, +2 save versus paralyzation and poison, +2 to hit and damage strength bonus, control undead, leap (30ft), spells (4/4/4/4/4/1).
Spells: 1st—*cause light wounds* (x2), *detect good*, *detect magic*; 2nd—*bless*, *hold person* (x2), *silence 15ft radius*; 3rd—*cure disease*, *prayer*, *remove curse*, *speak with dead*; 4th—*cause serious wounds* (x2), *protection from good 10ft radius*, *speak with plants*; 5th—*finger of death* (x2), *insect plague*, *raise dead*; 6th—*blade barrier*.
Equipment: *robe of the devoted*, *staff of the frog* (47 charges), *wand of painful anguish* (10 charges), *ring of protection +1*, *ring of teleportation*.

The high priest is tall, gaunt, and appears exhausted most of the time. His skin is scaly and damp, much like a wet toad. Having survived several transformation tests himself, his face and hands are horribly disfigured. Large pieces of skin peel from his body constantly, only to grow back within a few days. He is clothed in a simple dark-green robe without any markings. He often covers his head and face with the hood of the robe, except when he is examining the transformation pools or casting spells.

Ring

Ring of Teleportation

This silver and gold band allows the wearer to *teleport* as the spell up to three times per day.

Armor

Robe of the Devoted

The *robe of the devoted* is magically imbued to be as strong as plate mail against weapons. Once per day, the wearer of this magical robe may *commune* with his or her god. Wearers are immune to mind-influencing spells (such as *suggestion* or *charm person*).

Ending the Adventure

If Sarthoggus obtains the *Book of Madness* and completes the unnatural morphological process, he embarks on a violent plan of regional dominance and tyranny in the name of his new god, Tsathoggus. Using a minimum of 400 or 500 frog warrior troops supported by dozens of demons (assuming they have remained behind to help) and sacerdotal tsathar priests, Sarthoggus starts by overrunning the monastery of Garm and Tegel Village. It takes eight to 10 weeks to produce enough frog warriors before the high priest is ready to attack the surface dwellers.

However, if the characters remove the *Book of Madness* from the area, Sarthoggus will not be able to create the last needed incantation for several months. He eventually develops a solution to the lost incantation without the book; removing the artifact from the region only prolongs the timeline.

If the characters eliminate Sarthoggus and leave at least one masked priest alive, the surviving frog-god worshipper takes over Sarthoggus' role as high priest. All priests of the frog-god order must be destroyed to eliminate the threat of war. If no priests survive their battles with the characters, the demonic, hellbender, tsathar, and stone delver minions leave the area.

Dozens of demons signed on as mercenaries to assist Sarthoggus in hopes that the *Book of Madness* is actually one of the four missing *Books of Keeping*, tomes that have every demonic name recorded within. Unfortunately for the planar mercenaries, the artifact is not one of the books they seek. Upon this discovery, the fiends immediately leave the Material Plane, abandoning the high priest and his evil plan.

Chapter 4: Rampaging Rooms

Introduction

Tegel Manor stands on a flat plateau overlooking the sea and the surrounding lands. With the exception of a few clutches of windswept and leafless trees, only the sturdy wooden walls and brick façades of the manor break the harsh winds blowing from the east. The age of the structure is apparent on first glance, and despite the spells that protect it, a few cracks and fallen bricks are already apparent. Strangely enough, most of the narrow windows are still intact.

Inside the manor, the party is free to roam the corridors and rooms as they will. With the exception of a few more out-of-the-way places, all areas here can be reached in some way — although not *always* by an apparent route.

Random Encounters

Roll 1d6 to check for random encounters in Tegel Manor. A result of 1 indicates an encounter with a family member: Roll 1d100 and consult the Rump Family Tree (**Appendix I: Rump Family Tree**) for results, treating characters already dispatched as "No encounter." Check for random encounters every 20 minutes while the characters explore the manor's labyrinthine passages and spacious rooms. Also roll if they make too much noise or a lengthy melee develops that lasts for more than 6 rounds. Attempting to harm family portraits or statues automatically attracts 1d4+1 family members in 2d6 rounds. Secluded spots, including rooms with closed or locked doors, are safe to rest in (roll only once per hour), and so are well-barricaded rooms. If certain very powerful family members — liches or vampires — are looking for the characters (very likely if they do too much damage), don't decrease encounter frequency. Also, these more intelligent characters do their best to organize other family members against the party, setting up ambushes and hunting down intruders with massed undead. Under no circumstances will family members "kill" (well, most are already dead) one another.

General Guidelines

Rooms and Doors: The text indicates the general dimensions of each room, including their height. Empty rooms are considered to contain dust, small amounts of fallen debris, and probably smashed or unrecognizable furniture (unless, of course, the Referee deems it fit to populate them with creations of his or her own!). Rough stones cover the floors, except in more exquisite locations such as the Great Hall, the Master Gallery or the Throne Room, which have marble slabs or exotic wood. Personal quarters tend to have wooden boards.

Doors are likewise made of sturdy wood, mostly intact despite the passage of time. Although not indicated on the map, most doorways are considered to have doors in them, unless the Referee prefers otherwise. Secret doors, unless specified, open by pushing a stone, moving a torch holder or manipulating a similar fixture nearby. General statistics follow:

Protective Enchantment: In bygone days, a powerful charm was placed on Tegel Manor to protect it from the ravages of time and human occupation. This ward also includes fire resistance for the manor's timbers. Walls and beams are basically immune to fire and resistant to all other forms of damage. Note that the protection doesn't extend to the *contents* of the rooms or even to their doors. New construction (walled-up doorway, etc.) is also fair game. Finally, anyone actually attacking the structural portions of the manor (with axes, fire etc.) is attacked by the manor itself after 1 minute of such activity. The manor does not defend doors, paintings, or statues in this manner. The manor makes a melee attack as a 10HD creature against a single creature within 10ft of any surface of the manor. On a hit, it does 3d6 points of damage.

Continuous Effects: Rump family members cannot be destroyed or commanded, although they can be turned. They receive a +2 bonus to saving throws to avoid being turned while in the manor.

Magic Portraits: Since family history meant so much for the Rumps, it is no wonder they built a veritable temple to their ancestors in the form of an extensive picture gallery. Once space ran out, they put the rest of the pictures in the throne room. Later, they filled the dining rooms, foyers, private apartments and elsewhere. The whole manor was slowly but surely buried under the weight of half-forgotten memories, traditions, and legends. Over the ages, several portraits have gained a limited consciousness, the personalities of their models manifesting in one way or another.

Portraits are regular-looking oil paintings with a wooden frame and a metal plate bearing the name of the personality depicted. If magical, specific conditions — usually while touching the picture or examining it — trigger the effect. This is described in **Appendix I: Rump Family Tree**.

Harming pictures is a hazardous undertaking. Like the timbers and walls, the portraits benefit from the protective enchantment placed on Tegel Manor, although to a lesser extent. They are resistant to fire, cold, lightning, and acid damage, as well as bludgeoning, piercing, and slashing damage from non-magical weapons. A portrait can sustain 15 points of damage and is AC 6[13]. If the characters destroy portraits, this results in swift and merciless retribution by Ridwik of the Relic, Count Radu Rumpula, or Rasping Rashuak. After all, these *nobodies* are threatening the family legacy!

Statues: Generous patrons of the arts, the Rumps amassed a large statue collection during their glory days. Some statues bear potent spells, while others are just decorative. Most statues are described in the room descriptions. Those statues not described may be generated randomly using the tables in **Appendix III: Startling Statues**. If the characters destroy statues, this results in swift and merciless retribution as described for portraits.

Pits and Traps: In their last decades of doomed decadence, the Rumps constructed well-concealed pits and insidious traps designed to harm and destroy trespassers. The traps were easy to bypass and neutralize in days of peace using hidden mechanical triggers. Alas, these have mostly been damaged beyond repair or willfully sabotaged.

Pits are 20ft deep with hinged lids, with 50% of these pits closing on their own in 1d6 rounds. Others are too rusted or decayed to function more than once, sending their victim crashing down along with broken bits of wood and metal. Shafts are basically open pit traps and pose little danger to a careful party. Some may contain a few interesting odds and ends, a monster, or just the body of a former victim.

For traps not described in the text, a Referee may randomly generate or choose one from the list provided in **Appendix IV: Terrible Traps**.

Pit Trap: A weight of more than 25 pounds on the cover of the pit triggers it to open. A saving throw allows a character to avoid falling in if she or he triggers it. A creature that falls in takes 2d6 points of damage.

Hallowed Hallways: Whether it is the loud banging in Knocking Hall, the disembodied hands trying to trip intruders on the Spectral Staircase, or the sounds of merrymaking ghosts in the Singing Swordsman hall, the manor's passages are anything but ordinary. The Referee is encouraged to use these noises, apparitions, or smells as a source of wonderment and distraction for the group. For example, the sobbing in Crying Hall could lead the party into the pit trap at the end, or the mirages of Apparition Hall could warn of real or imaginary dangers.

Rat Holes: Most giant rat holes are 3ft in diameter and all have a 20% probability of blockage by a rock or cave in. Removing the rock usually requires digging and takes 2d4x10 minutes (remember those random encounters?).



A – Servants' Wing

Spacious dining rooms and kitchens define this wing of the manor. It once bustled with activity and served as the quarters of numerous servants, maids, butlers, and lackeys serving at Tegel Manor. Now, it consists of the rotten remains of these things, as well as a few of the servants who have transformed into something less than human.

The entrance to **A1** has inlaid brick and cobblestones. Two withered trees and two statues stand guard next to a horse-tie station. One statue is of a female Viking warrior, and is nonmagical. The other is a halfling-headed troll with its arms outstretched. If its left arm is pushed toward the center, it pops its mouth open to reveal a *scroll of sleep*. Subsequent attempts have a very different effect. A second attempt causes it to open its mouth and cast a *suggestion* spell "Go Away!" A third attempt causes it to cast *hold person*. A fourth attempt casts *fear*, and a fifth casts *lightning bolt*. A sixth causes a *scroll of suggestion* to pop out. The sequence then repeats itself (a *scroll of sleep* appears, casts *suggestion*, *hold person*, *fear*, *lightning bolt*, *scroll of suggestion,* etc.). Several scrolls could be gained this way, but remember that wandering monsters apply here, and that the *lightning bolts* aim for held characters.

A1. Master Foyer

Beyond the twin statues guarding the path leading to the gravel-paved courtyard, a dire warning greets travelers: Three moldering corpses slump against the wall by the outside door, possibly former heroes as they still bear rusty arms and wear torn and rotten leather capes, with corroded armor underneath. If characters approach the doors, the statue to the west erupts in maniacal and triumphant laughter. The corpses suddenly jerk upward as if by an unseen force, take a few stumbling steps forward and fall down, lifeless once more.

The arched gates open with a sigh, exhaling staleness and corruption to reveal the first of Tegel Manor's many rooms. Six thick, sturdy stone columns support a high, vaulted ceiling. Small holes in the roof above let in beams of light, the rays falling on dust, hardened guano, and the bare stones of the tiled floor. Ten portraits hang on the walls, each covered by thin, wispy cobwebs. Underneath them lies a comfortable seating arrangement ready to accommodate anyone and fall apart immediately in a shower of sawdust and moldy fabric.

After anyone takes a few steps into the foyer, **Butler Bertalan,** a **balor ghost**, appears in front of the party, peering at them through eyes of molten fire. The ghost spends a moment in quiet contemplation and finally asks them politely for their cloaks. If refused (or attacked), he stretches his wings, exhales a stream of soot and sparks, and leaves indignantly through the western wall. Bertalan is among the few people in our uncouth and degenerate days who really knows his manners, which should be evident to anyone who converses with him. He is knowledgeable but discreet. He gladly tells anyone which direction to go if they are looking for a place to sleep, to meet his masters, or to visit the pleasant inner court. Probably. He just won't tell them anything that would compromise the Rumps. Thus, for example, asking about the undead results in a disapproving glance and something along the lines of *"But* sir*, I am not aware of these* **things** *you are inquiring about."* Bertalan, like all good butlers, is an expert at rationalizing the unrationalizable (*"You said dusty? Certainly. I am afraid the maids must have forgotten about that particular corridor. It will be corrected immediately."*), dodging allegations (*"By my word,*



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)

that is a mistake! I have to deny the scurrilous **gossip** *that Count Radu is a vampire. No such thing,* Sir*, no such thing."*), and frustrating any inquisitive questioner.

A huge carving depicting the Rump coat-of-arms decorates the large wooden door to the Grand Hall. Riotous laughter and singing may be heard from the other side.

Butler Bertalan, Baalroch Demon Ghost: HD 10; **HP** 67; **AC** 0[19]; **Atk** spectral touch (1d8); **Move** 15 (fly); **Save** 5; **AL** C; **CL/XP** 13/2300; **Special:** +1 or better magic weapon to hit, magic resistance (75%). (***Monstrosities*** 89, 190)

A2. Great Hall

As large as a great temple, this hall is a spectacle to behold even in its current state. Thick wooden beams between massive columns support the roof over a chamber that reaches the width of 110ft from the north to the south and almost one and a half that from the east to the west. Six long tables surrounded by dozens of chairs fill the room in between. Two large fireplaces have benches in front of them for those who wish to warm their bones by the fire — if they don't mind that it went out many years ago. Chandeliers with extinguished candles hang on long iron chains, hardened streams of wax frozen in midair.

Twelve skeletons sit by one of the long tables, singing, banging on their shields, dancing on tables, and raising silver goblets in grotesque toasts. Upon seeing intruders, they draw their blades and attack. The skeletons wear the uniforms of men-at-arms. The 30 goblets are worth 12gp each.

Skeletons (12): HD 1; **HP** 8, 7x3, 6, 5x2, 4x4, 3; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)
Equipment: chainmail, shield, longsword.

Useless and rusty trophies won in forgotten battles hang on the walls: swords, maces, daggers, and polearms, chainmail, rotted leather, and shields. A 30ft-long halberd, the crown of this collection, hangs on the western wall. A large marble plaque reading *"The Halbard of Broll"* (sic) hangs under the immense weapon. The plaque below the halberd conceals a hidden compartment with a lever. Pulling the lever teleports everyone in a 20ft range to **DL1B** (a room in the rat tunnels between the twin levels of the Southwest Wing!). The teleport is one way.

On the eastern wall, a moldy, 110ft-long embroidered tapestry decays in silence. The tapestry depicts the ancient history of the Rumps — incorrectly, with lots of slain dragons and not that many pirates, assassins, and robber barons. The tapestry and the southern fireplace conceal a total of three badly hidden secret doors.

One of the statues by the southern exit (an older gentleman) nods almost imperceptibly when someone passes it. If this character fails to stop and examine the statue, it shouts *"Did you know that 'if' is the middle word in 'life!'"* as soon as the character moves more than 60ft away from it. It does this only once per week.

A3. Bedroom

This was once the room of a servant, perhaps a footman or a maid. The furnishings remain, and are humble if functional looking. Although still soft and comfortable, the furnishings are decayed and have a musty smell. Enchanted rose petals cover the bed, and crumble to dust if touched. Anyone within 5ft of the petals when one crumbles must make a saving throw or fall into a slumber lasting 1d6 minutes. A bejeweled sword (380gp) hangs on the northern wall in a decorative scabbard. Nesting in the rafters are **6 stirges**. These nasty bloodsuckers prefer to prey on sleeping or isolated characters, draining their blood to sate their hunger, and do not attack unless fewer than 3 creatures are awake in the room.

Stirges (6): HD 1+1; **HP** 7, 6x2, 5x2, 4; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (1d4). (***Monstrosities*** 461)

A4. Grand Dining Room

A large wooden table set with tarnished silverware, a moth-eaten tablecloth, and burning candles bears the remains of food and dishes, platters of bones, and cracked crystal goblets. As the characters enter, sixteen ghostly figures seated around the table disappear, fading back into oblivion.

The fireplace hides a metal lockbox under a large heap of ash with 560gp in assorted gems and 450sp. It is not locked. A **spectre** in the form of an older gentleman remains asleep and mumbling softly to himself in a comfortable chair by the hearth. If the fireplace is disturbed or the intruders make too much noise, he attacks.

Hundreds of mice have taken up a nest in the southern pantry storage. They explode in a harmless tidal wave if the door is opened.

Spectre: HD 6; **AC** 2[17]; **Atk** spectral weapon or touch (1d8 + level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, level drain (2 levels with hit). (***Monstrosities*** 445)

A5. Kitchen

Twin fireplaces (one of which is a bread oven) identify this as a kitchen. Seemingly still in use, the knives, pots, and platters in the kitchen are in meticulous order. A large pot of soup boils over the southern fireplace. Small jars with spices and herbs stand on a long counter by the south wall.

Five butcher knives (as flying swords) animate and fly at intruders, attacking as 3HD creatures that do 1d6 points of damage each. They are AC 7[12] and can sustain 18 points of damage. The boiling pot also flies off the stove and hurls itself at the largest party member, attacking as a 5HD creature. The target suffers 3d6 points of bludgeoning and fire damage, or half that much with a successful saving throw. Maddened by feral hunger, **6 giant rats** pour forth from the western room. A locked cabinet holds 10 silver platters worth 36gp each. The rat tunnel in the back room leads to **Dungeon Level One**.

Giant Rats (6): HD 1d4hp; **HP** 4, 3x2, 2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased. (***Monstrosities*** 384)

A6. Mead Hall

From the hallway, raucous singing can be heard coming from this room. This emanates from the zombies (see below). Further, a strange cackling sound can be heard coming from the northwest corner of the hall (see the trap description below).

This drinking hall is overrun by **2 spider swarms**. Delicate cobwebs cover the fireplace, hang in thin sheets from the blackened beams, and coat the colorful flags taken in many battles and the six corroded suits of full plate armor standing guard. The inlaid wooden floor creaks under the steps of intruders. **Six zombies,** loudly singing drinking songs and clad in mold-covered liveries, stand over a dead rat to the north, thumping on it with large sledgehammers.

The spiders lurk in the webs among the beams. They jump down on the backs of characters. The zombies are so absorbed in their gruesome activity that they don't join the fray until the characters get

within 20ft. Setting the webs aflame cause 2d4 points of fire damage to all caught within.

Spider Swarms (2): HD 3; **HP** 22, 20; **AC** 1[18]; **Atk** swarm (1d6 + painful bite); **Move** 6 (climb 6); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** painful bite (–1 to hit, damage saves until healed), surprise (1–3 on 1d6), swarm. (***The Tome of Horrors Complete*** 534)

Zombies (6): HD 2; **HP** 15, 13x2, 12, 10, 9; **AC** 8[11]; **Atk** warhammer (1d4+1); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

All but one of the corroded suits of plate armor are worthless, although the colored flags are not. Each of the flags is woven of fine gold and silver, interspersed with cloth thread. Each is worth 100gp intact, but only 5gp each if the webs are burned.

The plate armor on the southeast wall is enchanted. While it appears to be old and rusted, it is in fact *+1 plate mail of ugliness*. This armor functions as normal plate, but the wearer incurs a –2 charisma penalty while it is worn.

The secret door behind the plate mail on the west wall is difficult to detect (1-in-6 chance), and opens by pushing a loose brick on the fireplace. Failure to locate the mechanism means a *knock* spell or some other magical means must be used to open it.

The fireplace itself has a permanent fire inside (illusory), and no wood or fireplace implements are present. The illusion can be seen through with a saving throw. Two loose bricks at the edge of the mantel push inward to open and close the secret door. The brick on the right (facing the fireplace) is currently slightly depressed (closed). Pushing the brick on the left opens the door, returning the right brick to its position flush with the rest of the mantelpiece. The illusory fire radiates heat, but is itself not flame, as is evidenced by the myriad of webs present within the "flames." To the west of the fireplace is a horrible trap.

A stuffed teddy bear lies abandoned next to the fireplace. Careful examination notes that it is not web-covered, and that not even zombie footprints go near it. This bear is a trap. If touched, it becomes apparent that the bear is the source of the cackling, as it transforms into an **annis hag** in one round! The hag attacks until slain, then returns to teddy bear form. The summoning trap functions once per week, and the teddy bear is nearly indestructible (immune to fire, cold, lightning, resistant to all non-magical damage, has 200 hits points and AC 7[12]).

Annis Hag: HD 8; **HP** 52; **AC** 1[18]; **Atk** 2 claws (2d8), bite (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** hug and rend (2 claws hit, automatic 2d8 claws and 1d8 bite damage), polymorph self, call mists. (***Monstrosities*** 237)

A7. Maid's Room

Humble furnishings including a bed, a smashed dresser, and a rack of maid's clothing identify this a servant's quarters. A broom, feather duster, and dustpan hang on the wall. The bedding is rotten and covered with bloodstained clothing. Hidden in the bedding is a pearl broach (140gp) with a silver stickpin.

Characters with sharp ears may pick up almost inaudible sighs. The noise becomes normal breathing in 1d3 rounds and the walls quiver. A loud panting begins 1d3 rounds later as the walls start to move in and out 2ft. After an additional 1d3 rounds, the breathing noise becomes deafening, the movement of the walls increasing to 10ft. Finally, after another 1d3 rounds elapse, it becomes so unbearable that characters take 1d8 points of damage and have to succeed on a saving throw or be stunned for 1d6 rounds. Stunned characters are in for a world of trouble: The walls slam together in another 1d8 rounds and smash all inside the room, crushing the bed and the chest, as well as any items excluding thick metal bars and the like. Any creature within dies.

A8. Maid's Room

This room contains humble furnishings that include a bed, a dresser, an iron and ironing board, and a small locked trunk. The bedding appears to be strangely clean and free of dust and detritus. It is perfectly made. The dresser contains several sets of perfectly folded sheets and pillowcases (5gp). The bed appears intact but collapses under any amount of weight. The trunk is locked and trapped with a **poison needle** hidden in its latch. Opening the trunk without disarming the trap triggers the poison needle. Anyone opening the trunk must make a saving throw or take 2d6 points of damage and be paralyzed for 2d6+10 minutes. The trunk contains 1080cp, 10sp, 2gp, and an opal necklace (580gp).

Every 20 minutes, a ghostly young girl in maid's clothes appears in a random corner of the room, screams in mortal terror, and disappears. There is no game effect from this, other than making the players nervous.

A9. Butler's Room

This room is more lavishly furnished than most of the other bedrooms in this wing. The entire room is immaculately clean and neat. Furniture consists of a spartan bed with perfectly made bedding (square corners and everything), a very tall (10ft) wardrobe, and a desk covered with wine bottles, a decanting set, and cheesecloth.

A large, thick red rug with a greenish, oily puddle in the middle (**green slime**!) covers the floor of this room. A **severed hand** crawls on the sheets and scampers for cover if someone attempts to catch it, deftly avoiding the green slime.

Green Slime: Any metal or organic substance green slime touches begins to turn to green slime (saving throw avoids). It can be killed with fire or extreme cold, and the transformation process can be arrested with a *cure disease* spell. (***Monstrosities*** 228)

The wardrobe contains seven balor-sized tuxedos, six giant-sized sets of wingtip shoes and a large cloak. The wine bottles on the desk are of fine vintage (5 bottles worth 10gp each). The decanting set is crystal and worth 40gp.

A backpack with 180gp, 55sp, 225cp and a small assortment of miscellaneous items seemingly collected in a hurry hangs from a peg on the wall, just beside a clean and intact livery.

The adjacent room (with a fireplace), while not connected to the butler's chambers, was used as a wine storage room. Within it are several hundred empty wine bottles and kegs, as well as a few full ones. Six of the bottles are old vintage and still good (10gp each). One randomly determined bottle is poisoned, however. A creature who drinks this must succeed on a saving throw or be reduced to zero hit points. The rat tunnel leads to **Dungeon Level One**.

A10. Kitchen

A surreal scene greets anyone entering the kitchen. Fine ceramic plates float in the air, lazily drifting across the room. Three jars spin around an empty, gently swaying rocking chair. Unwashed dishes, including frying pans and a large covered soup bowl made of silver, lie in a basin of brackish, filthy water.

The three jars and the 15 plates are animated objects that attack as 2HD creatures with AC 9[10] and 3 hit points. They hurl themselves at the party as soon as they enter, doing 1d3 points of damage if they hit. Since they are fragile, a hit or a miss both indicate they deal damage to themselves as well! The silver soup bowl is worth 200gp if cleaned. If someone shakes it before opening, angry thrashing and hissing is heard from the inside. The bowl contains spoiled, oily soup and **3 furious cottonmouth snakes**.

Cottonmouth Vipers (3): HD 1d6hp; **HP** 5, 4x2; **AC** 5[14]; **Atk** bite (1hp + lethal poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** lethal poison (+2 save). (***Monstrosities*** 438)

A11. Bakery

This room is obviously a bakery and contains rolling pins, old, moldy sacks of flour, large mixing bowls and spoons. Howling winds and monstrous growling may be heard from the chimney above the large oven. A **giant beetle** wandered inside the bakery and lives in the large chimney, feasting peacefully on a rotted table.

Giant Beetle (5ft): HD 5; **AC** 3[16]; **Atk** bite (5d4); **Move** 9; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** none. (***Monstrosities*** 42)

On a simple examination, the characters uncover an upturned pot weighted down with heavy stones. Hissing breathing is audible. A **flying skull** is trapped under the pot. Upon its release, it takes to the air, cackles maniacally, breathes a shower of sparks on the party and flies away (up the chimney), still cackling.

A strange clanking sound (metal on metal) can be heard outside the southern door. The source of this is unknown (though it could be a wandering monster). The secret door in the hallway leads to a 3ft-wide secret entrance to the second story of the manor (**Areas M**). The secret door is opened by poking a series of nail heads (2, 3, 5, 7, 11, 13, 17, and 19) out of the 21 nails in the boards on the wall. All of the prime number nail heads must be pushed in to open the door.

The rat tunnel leads to **Dungeon Level One**.

A12. Scullery Maid

This room, or rather series of rooms, used to house the scullery maids (lower tier, junior level maids). Each room in the dormitory complex contains a simple bed, a chamber pot, clothing, and implements of "maid destruction" such as brooms, mops, and dusters. The entire complex is a mess. Everything looks like a tornado hit it. Sheets and clothes are strewn about; dust and garbage are everywhere. A large wooden chest is in the center of the main room. It seems to be untouched by the rest of the chaos.

The lid of the chest has a hidden compartment that contains a *golden whistle*. The whistle, while worth 70gp for its delicate craftsmanship, is magical and enables its user to control statues depicting dogs (such as the giant foo dog in the vestibule). A tiny inscription engraved on the whistle reads, "*Canis Minor Movens*."

Medium Miscellaneous Magical Item
Golden Whistle

A *golden whistle* allows the bearer to blow a note to cause statues of dogs to animate and defend the whistle's owner (as a *figurine of the onyx dog*). If used around living dogs, the shrill note causes them intense pain. If they fail a saving throw, they flee the whistle's owner.

A13. Scullery Maid

These are the quarters of the head maid. As opposed to the rooms across the hall, this room is well kept and orderly. It contains a bed, a dresser, and a small table with a single chair, upon which sits a dozen neatly folded napkins. The closets to the east of the room contain shelves of fine linens and clothing. Against the south wall is a large, 10ft-wide mirror.

The mirror seems to emit a faint breeze. If the mirror is touched, the head of a monstrous **purple worm** emerges from whatever netherworld to which the mirror leads. The worm is too large to exit the room, but it can attack anyone inside (plus, its roars may attract monsters). Fortunately, there isn't enough room to use its stinger. Destroying the mirror requires a *dispel magic* against a 5th-level effect spell.

Purple Worm: HD 15; **HP** 91; **AC** 6[13]; **Atk** bite (2d12); **Move** 9; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special:** swallow whole (4 higher than to-hit roll needed). (***Monstrosities*** 377)

Hidden in the closet linens is a lead-lined, 5ft-long wooden fishing rod case. Inside is a rather strange-looking rod and reel that is somehow just too thick for a fishing rod. This item is equivalent to a *wand of cold*.

One of the closets has a pair of typical secret doors leading to the head maid's very dangerous private rooms beyond. This is where the maid herself still resides. Also note that the rat tunnel in the maid's private quarters leads to **Dungeon Level One**.

The maid, once a witch who controlled the lesser maids through witchcraft, has been transformed into a **vargouille**. The back rooms are meticulously kept, and upon entrance, a strange, old woman can be seen sweeping the area with a broom and muttering quietly to herself. She appears to be an ancient crone, with withered limbs and a hunched back. Her skin is creased with age and she is nearly toothless, at least in a literal sense. She is dressed in a pink cloak and wears white slippers.

If approached or spoken to, she appears confused, and mutters strange words and random phrases at those she encounters. She asks strange questions such as "*What color is the sky*?" or "*Why do the birds eat worms?*" After 30 seconds or so, she gets frustrated and starts to become upset and even more confused. After 1 minute, she falls to the ground weeping, and proceeds to explode in a fountain of blood.

Out of this, her head separates from the rest of her body, leaving the lifeless husk of her torso and limbs on the ground. She then flies around the room attacking anyone there until slain. She will not follow anyone who passes through the secret door and leaves the area. The corpse portion of the body wears a gold broach worth 200gp inlaid with mother of pearl in the shape of a cat.

Vargouille: HD 3; **HP** 19; **AC** 8[11]; **Atk** bite (1d4 + hit point loss); **Move** 0 (fly 12); **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** permanent hit point loss (save avoids). (***Monstrosities*** 500)

A14. Cook's Room

Fresh bloodstains dot the beds, the floor, the walls, and the doors. Laughter grows in intensity while the party is in the room, culminating in a hysterical crescendo and followed by gurgling noises and gasps for air. A shelf above the simple bed holds a candle that lights itself when the party approaches and a zircon signet ring worth 150gp that also has a hidden chamber filled with poison. A creature who ingests the poison must succeed on a saving throw or take 1d6 points of damage. Otherworldly forces animate a **broom** in the southeast corner. It slams its handle into the gut of the first character entering the room (as a 3HD creature to hit, 1d6 points of damage) and immediately falls back on the floor lifeless.

The room to the north is filled with 2ft of detritus. Beneath this is a bear trap that is almost impossible to detect due to the piles of junk

in the room. The trap is a typical hunting trap except that it deals 1d8 points of damage when sprung and requires an Open Doors check to be opened.

A15. Cook's Room

This appears to be a simple bedroom. A glinting, sharp-looking short sword hangs on the wall above a bed. The chef who lived in the room used this *+1 short sword* for chopping meat. The weapon communicates by limited telepathy, usually broadcasting such thoughts as *"Kill ... kill ... killlll ..."*

A pair of shiny black boots lie under the table. They animate and follow intruders around like a happy puppy, stamping angrily if their "companions" dally too much. In combat, however, they get underfoot, tripping and kicking. During combat, one target within 10ft of the boots must roll below his or her dexterity on 3d6 or fall prone. The boots are destroyed if they take 4 points of damage. Lurking under a chair (having previously chased the boots) is a **killer shrew**. This miniature but tough little murderer leaps on the backs of small characters, going straight for the jugular. He lives here to hunt rats as the rat tunnel leading to **Dungeon Level One** are full of food.

Killer Shrew: HD 1d4hp; **HP** 3; **AC** 7[12]; **Atk** bite (1d4); **Move** 6 (burrow 6); **Save** 18; **AL** N; **CL/XP** A/5; **Special:** none.

A16. Scullery Maid

Another simply adorned maid's room that contains a bed, a wardrobe, and a small table. Sleeping in the bed (well, not really sleeping) is a beautiful **zombie** in a maid outfit. It attacks mindlessly if disturbed.

On the table, a teacup covered by a rotting napkin is full of white crystalline powder (*dust of appearance*, 4 doses).

Zombie: HD 2; **HP** 13; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

A17. Scullery Maid

A strange growling noise can be heard from this room before opening the door. This room also appears to be a maid's room. It contains a bed, a sewing table, and a stack of tapestries in one corner. A cobweb-covered silver cross (estimated value 180gp — it's a large one) hangs on the east wall. Blood covers the floor in distinct footprints that lead through the room complex toward the Minor Gallery (**Area A18**) and up to the Bedroom (**Area A19**). They disappear into a wall at the secret door, which makes it very easy to find. The door can be opened by spinning it centrally. A catch can be located by pushing on the wooden planks along the wall next to the door.

Every 40 minutes, a bloody and obviously mortally wounded woman in a thin white gown runs across the room screaming. She holds a leather bag and is either headed to the Bedroom (**Area A19**) or just coming back from there. Any interaction short of simply ignoring her causes her to fly into a rage and attack intruders. She is a **bloody bones**.

Bloody Bones: HD 5; **HP** 32; **AC** 3[16]; **Atk** 4 tendrils (grab) or 2 claws; **Move** 12; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** resist fire (50%), slippery (covered in blood and mucus, escapes webs and bonds), tendrils (save or grabbed, 10hp, AC 3[16]). (***The Tome of Horrors Complete*** 63)

A18. Minor Gallery

This corridor is the northern terminus of the hall housing the Rump family portraits. The venerable old-timers are biding their time here chatting and frightening the occasional outsider, oblivious to the illusory inferno that envelops the place with its heatless flames every 50 minutes. Comfortable armchairs line the portrait gallery. The floor is made of exotic inlaid wood, the endless rows of geometric patterns broken by the occasional historical scene. Iron chandeliers provide illumination. A female **wraith** chops meat on a small round table with a *+1 dagger*; this bloody bit is a human arm, still fresh! The young fellow it belonged to may still be found on the bottom of the pit to the north, sans his arm of course. He has no valuables part from a leather vest, a short sword, and the silver locket he wears around his neck (the painted portrait of a woman is inside it — quite similar to the she-wraith!). Characters thoroughly examining the gallery may catch a glimpse of something glinting up among the supporting beams: a *potion of extra healing*.

To the south, a staircase leads up to the playroom. A statue of a creepy clown with a nameplate that reads "Pennywise" rests in the corner at the bottom of the stairs.

Wraith: HD 4; **HP** 25; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)

A19. Bed Room

Once a lavish bedroom, this area now appears to be all chewed up and nested in. A huge pile of gnawed bones and offal lie just by a rat hole that leads downstairs to **Dungeon Level One**. The bones are mostly rat. There is an 80% chance of encountering **2d6 giant rats** here. In the southwest corner of the room is an invisible suit of *Rump armor*. The armor becomes visible when worn. The rat tunnel leads to **Dungeon Level One**.

Giant Rat: HD 1d4hp; **HP** 4; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased. (***Monstrosities*** 384)

Rump armor

This suit of *+1 plate mail armor* bears the name of Ribbonsor Rump the Rider, a famed jousting champion, etched into the insides of the greaves. While you wear this armor, you cannot be unseated from a horse against your will.

A20. Bedroom

This room is covered in red: drapes, rugs, the bedsheets on the canopied and curtained bed, even the walls and the thin layer of dust on the floor. A huge silver shield mounted with the Rump coat-of-arms (value 250gp) breaks up all this red.

A beautiful woman lies in the bed. Her hair is unkempt, but her bright yellow skin is unmarred and beautiful. She signals the party by ringing a bell. If the characters approach the bed and pull apart the curtains, she motions with her hand, beckoning them closer. She doesn't speak but tries to communicate using sign language. Occasionally, she produces

a small comb and tries to rearrange her wild hair. This activity stirs up a cloud of yellow dust that falls in an endless supply from her head. The woman is an animated colony of deadly **yellow mold**, and she is stirring up her spores to infect and destroy the characters. Fortunately, much of the stuff is inert, with only the fresh yield being effective. The poisonous effects of the spores are noticeable in 2d4 rounds. A single point of damage destroys the woman, blowing her into a 20ft-diameter deadly spore cloud.

Yellow Mold: HD n/a; **AC** n/a; **Atk** 1d6 damage (it touched) + spore cloud; **Move** 0; **Save** n/a; **AL** N; **CL/XP** 3/60; **Special:** killed by fire, poisonous spore cloud (10ft diameter, save or die). (***Monstrosities*** 336)

Three closets are present to the east. The southern closet is full of old, musty and worthless clothing and contains a secret door to **Area A6** (see that room for more details) that can be opened just by pushing on it from this side. The center closet contains empty buckets (12) that appear to be stained with blood. They are neatly stacked in sets of 6, and the bottom one in one stack contains a mummified human hand wearing a *ring of poison resistance*. The closet to the north is locked and trapped with a scything blade that swings out toward the room at a 4ft-high arc when the door is opened. Opening the door without the disarming the trap triggers it. The scythe makes three melee weapon attacks at one target within 5ft as a 5HD creature. It does 1d12+4 points of slashing damage on a hit. This closet leads to a long hallway containing **Areas A21**, **A22**, and the entrance to the Brothers' Tower.

The secret door in the hallway that accesses room **A21** is extremely hard to find (1-in-8 chance), and is also protected by a *wizard lock*.

A21. Secret Study

This room appears to be an alchemist's laboratory. Shelves of old books and scrolls line the walls, and laboratory equipment is piled on tables throughout the room. The northeast corner has a round, white stone disc 6ft in diameter, and a button is on the wall near this disc. Anyone on the disc when the button is pushed teleports to **Area E9**.

Faint, chaotic organ music permeates the room, creating an atmosphere of unease. This uncertain, almost inaudible sound is mixed with regular buzzing from the northeast corner, seemingly out of thin air (or, more accurately, the arrival position of the teleport from **Area E9**).

In addition to the alchemy gear (worth 500gp), several items are of interest. The first is right there on a reading podium: the *Ordinal of Alchemy*, a heavy leather-bound tome containing parchment pages of alchemical symbols, equations, and arcane diagrams — a treasure trove of eldritch recipes. The second is a metal tube propped against smaller volumes. It contains a sealed scroll of *anti-magic shell* and *geas* (penned by Rasping Rashuak to be precise, as should be evident from the old, blocky letters on the sealing wax). Breaking the seal without speaking the name of Rashuak releases a curse. If the creature who breaks the seal fails a saving throw, the victim may speak only in a rasping whisper and has a 20% chance of spell failure for 24 hours. The third is a seemingly regular folio closed by a miniature lock (stuck but may be removed with a single snap): the *Tabula Smaragdiana*, which is prized by conjurers for its use in dismissing hostile summoned monsters.

A22. Game Room

This room appears to be some sort of living room mixed with a casino and bowling alley. An organ by the west wall plays wild music constantly, its levers pounded by an unseen force. The only things visible are two old slippers working the pedals. In addition to the musical talents of the mysterious maestro, the room provides many means of entertainment.

Ordinal of Alchemy

This tome of knowledge grants magic-users who peruse the tome a permanent +1 intelligence bonus. In addition, an interested character may learn how to make the following concoctions:

Necrotic Dust: Requires incense worth 50gp per dose mixed with mummy dust. Once sprinkled on corpses, it animates them as zombies per *animate dead*. Each dose is good for raising one zombie.

Blade Venom: If injected into a creature, the target must make a saving throw or take 2d6 points of damage and be poisoned for one round. The components for each dose cost 200gp.

The Great Transformation: Using this formula, an alchemist can convert up to 1000cp to 1000gp with a dose of basilisk powder. Note that the extraction of the powder itself requires a reasonably intact basilisk. A single specimen yields 1d6 doses. Converting copper this way requires the character to roll below his intelligence on 4d6. Cockatrice may be substituted but 1d100% of the coins are defective.

Tabula Smaragdiana

This small folio is a potent tool in dealing with "enchanted" monsters, including most constructs, outsiders, and monsters summoned by spells or magic items. A character may recite from its passages aloud, forcing said monsters to succeed on a saving throw or flee from the character's sight. The effects are generally identical to turning undead, but last as long as the character is reciting. If the monster succeeds at the save, it is immune to the book's effects for a day.

A small bowling alley is occupied by a disproportionately large, 2ft-diameter **bowling ball** that tries to roll over approaching characters, upturning and crushing furniture just to get them.

A card table in the middle of the room is full of scattered and torn playing cards and spare change (14cp). A ghostly hand deals three cards to each character present. A single assembled deck (a *deck of many things*) sits at the head of the table.

The room contains various board games, games of chance, and other means of tabletop entertainment, as well as dice, cards, and a roulette wheel. Spinning the roulette results in a small black vertigo above the table, from which **4 shrieking shadows** emerge, attacking in a frenzy.

Shadows (4): HD 2+2; **HP** 17, 15, 14, 12; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapon to hi, drain (1 point strength with hit). (***Monstrosities*** 418)

The corner by the rat hole, conveniently separated by a wooden folding screen painted with bright and gaudy colors, is full of children's toys, including a wooden toy box with a tan *bag of holding* hidden under an assortment of wooden building blocks.

The rat tunnel leads to **Dungeon Level One**.


Playroom
Second Story
B20
Playroom
KEY
Curtain or Tapestry
Two-way Secret Door
One-way Secret Door
Covered Pit
Trap Door in Ceiling
Shaft
Large Shaft
Fireplace (shaft)
Trap
One-way Teleport To
One-way Teleport From
Two-way Teleport
Giant Rat Hole
Magical Statue
Non-magical Statue
Spectral Staircase
30
Numbered Paintings
Giggling Hall
B1
Bedroom
B2
Nanny's Room
B3
Corner Gallery
B5
Storeroom
B6
Bedroom
Scullery
Thunderclap
Scampering
B7
Altar Nook
B8
Bedroom
B9
Bedroom
B4
Master Gallery
B10
Trophy Room
B11
Butler's Room
B12
Butler's Room
B13
Bedroom
B16
Laboratory
B14
Bedroom
B15
Armory
B17
Bedroom
B18
Bedroom
B19
Bedroom

B – Southwest Wing, First Story

The family used this wing of the manor. In fact, Ruang the Ripper, one of the few "living" family members, maintains a hideout beyond the southeastern secret door: He sleeps in **Area B12** by day and prepares poisons in the Secret Laboratory (**B16**).

B1. Red Room

This chamber is adorned with red wall coverings and bed sheets, as well as a woven wool red carpet (200gp). A crimson skull facing the door lies on a large wooden chest. It asks an endless stream of questions from the party, but answers none itself. It sprouts wings and flies away if disturbed or if a question goes unanswered for too long. If opened, the chest emits a loud gong, the doors slam shut, and a spectral skull rises and creates a whirlwind in the room that sweeps any creatures off their feet who fail a saving throw. Characters caught in the whirling winds take 2d6 points of damage.

B2. Nanny's Room

This appears to be another servant's room. It contains a simple bed with nursery rhyme patterns sewn into the old, motheaten quilt, a cradle, and a small table with three chairs, two of which are child-sized. Finally, a large, lit fireplace warms and illuminates the room.

The flames change color every two minutes. Blue flames heal 1d4 hit points per round of contact, while red causes 1d6 points of fire damage. Orange absorbs magic from characters touching it, erasing prepared spells first, highest to lowest level (all spells of a level are gone in one round), before moving on to potions, scrolls, and other magic items, one per round. Finally, yellow flames don't affect flesh but are otherwise intense enough to melt plate armor. Molten metal causes 2d6 points of damage every round until removed. An iron ladder in the chimney leads up to the playroom. A soft lullaby heard from the southwest corner nearest to the cradle is a *sleep* spell cast every 40 minutes.

B3. Corner Gallery

Dozens of mice inhabit this hallway, creating a strange, scampering sound in certain areas. Four portraits hang in the low, arched passage connecting the minor and master galleries. These paintings are blackened by moldy decay. A corroded suit of full plate stands in the corner of the stairs leading up to the playroom. The armor falls apart at the merest touch with a loud clang, releasing its heavy iron mace and large metal shield. A **giant water bug** crawls on the wall. It is harmless if it is left alone.

Giant Water Bug (Beetle): HD 3; **AC** 6[136]; **Atk** bite (1d8); **Move** 6 (swim 24); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** aquatic, stench spray (save or sickened). (***The Tome of Horrors Complete*** 54)

B4. Master Gallery

Candles light the way for the party members as they venture forth into the master gallery. The candles automatically go out 20ft behind the characters. This hallowed hall has seen better days. A layer of dead insects covers the onyx-inlaid floor tiles, the bugs crunching underfoot. Thick sheets of cobwebs hang from the ceiling every 60ft. Piles of gnawed human and canine bones lay by the walls here and there, including an impressive pile in an otherwise empty side room. **Six spider swarms** still bide their time among the webs of the ceiling, dropping on careless characters. They cry out in childlike human voices as they approach. Setting the huge amounts of webbing aflame destroys the spiders (4d4 points of damage to all others), but draws the ire of the portraits hanging on the walls. They hurl insults at the party and summon the guards to "Remove this rabble!" as 1d4+1 family members arrive in 2d6 rounds to investigate the commotion. If Ruang the Ripper is in his room, he also learns of the characters, and makes preparations to get them — one way or another.

Spider Swarms (6): HD 3; **HP** 22, 21, 19x2, 18, 15; **AC** 1[18]; **Atk** swarm (1d6 + painful bite); **Move** 6 (climb 6); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** painful bite (–1 to hit, damage saves until healed), surprise (1–3 on 1d6), swarm. (***The Tome of Horrors Complete*** 534)

B5. Storeroom

Dozens of large urns lie in rows in this room. Ten large glass urns contain monsters preserved in stale oil. The monsters include a baby bulette, two orcs, a 5-headed hydra, three bugbears, a scorpion, and two apes. All of them are an identical 5ft in size. The rest of the urns are of varying size and hold anything from pickled olives to wine or honey. A short trail of 5cp on the floor leads to three piled jars of blood. A quiver holding 30 arrows hangs from a peg in the wall, in the company of four hatchets, a rusty rapier, and an empty leather bag. Finally, a fat ceramic crock in the northwest corner is full of **grey ooze**, still alive and hungry.

Grey Ooze: HD 3; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** acid (destroy metal, save avoids), immunities (blunt weapons, cold, heat, spells). (***Monstrosities*** 229)

B6. Bedroom

This side chamber is a larder for the spiders in the master gallery. Two dead halflings hang from the ceiling in cocoons. The door opens and slams shut every 30 minutes. Apart from the halflings, only a double bed and a dresser are found here.

B7. Altar Nook

Thin, crudely engraved copper sheets hang in two rows from the walls, supplemented by the odd flint-tipped spear and primitive wooden shield. The crown jewel of this collection is the copper griffon idol standing in the northern recess, flanked by two large drums and a collection of large, man-sized reed baskets. Three copper masks lie on a marble sacrificial stone, with recognizable animal features: a falcon, a tiger, and a wolf. If the idol is approached, invisible hands beat on the drums, increasing their pace as the intruders draw closer and closer — stopping abruptly just as one of them steps into the recess. The idol is worth 1000gp to a collector. The masks are worth 10gp to 15gp each. Their loathsome nature becomes apparent upon a cursory

examination: wicked hooks on the inside are intended to tear into human flesh, thus affixing them to one's face permanently (requires a *remove curse* spell to remove).

B8. Bedroom

A 20ft-by-10ft oil painting on the south wall depicts a living battle scene. Horses charge and stumble, halberdiers advance toward a squadron of mace-wielding knights, trumpets blare, and banners fall. A company of archers launches volley after volley at the knights. An arrow flies out of the picture every 4 rounds, attacking a random character as a 5HD monster. Obviously, arrows are stuck everywhere in the room.

B9. Bedroom

This room appears to be a mix of a bedroom and some sort of bizarre trophy room. In addition to a rotted bed and old, moldy clothing, several poor taxidermy specimens are strewn randomly about, including a giant ant, two giant lizards, the head of a dire wolf, and assorted smaller beasts. The dire wolf's head has a copper nose-ring that functions as a *charm monster* spell on any creature to which it is attached. The head bites anyone examining it (attacking as a 4HD monster for 2d6 points of damage, one attack only).

B10. Trophy Room

With the protective spell over Tegel Manor fading, weather and time have begun to take their toll here. A huge metal shield and two-headed axe of a giant rust peacefully on the wall. The skeleton of what might have been a giant snake lies coiled in the northwest corner (an impressive specimen, too, twice as thick as a human leg, with corresponding length). A petrified dwarf brandishing a warhammer has had his head knocked off. The head lays on the floor, with a shiny, metal dagger hilt protruding from it. The *+1 dagger* can be removed by a Delicate Tasks/Traps check to keep from snapping it. An iron holy symbol of Thor still hangs around his neck, unaffected by the basilisk that claimed this cleric's life, but not by rust, which has turned the medallion brittle and useless.

A large glass bowl (10ft in diameter) holds a strangely preserved giant octopus. Anyone examining the bowl (within 5ft) is attacked by 1d3 tentacles of a **giant octopus zombie**.

A large rug in the north portion of the room seems to undulate slightly if approached. It also appears to have something in it. If uncovered or disturbed, **2 giant blister beetles** emerge and attack.

Giant Octopus Zombie: HD 4; **HP** 22; **AC** 7[12]; **Atk** 8 tentacles (1d3); **Move** 3; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** contriction (1d6 damage per round, 25% chance to grab after hit), immune to sleep and charm. (***Monstrosities*** 354)

Giant Blister Beetles (2): HD 2; **HP** 14, 10; **AC** 8[11]; **Atk** bite (1d6); **Move** 15; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** blister spray (20ft range, irritates skin, 1d3 damage, save avoids), immune to poison. (***The Tome of Horrors Complete*** 51)

B11. Butler's Room

This is a bedroom of one of the lesser butlers-in-training. It contains a bed, a neatly stacked set of old papers that turn to dust if touched (they are bills related to kitchen wares, etc.), a wardrobe containing butler suits, **4 giant rats,** and a mold-covered corpse of the room's former occupant. The mold completely covers the head and face of the corpse, except for its white hair that pokes through the green fungi.

The mold and the dead butler pose no hazard. The rat tunnel leads to **Dungeon Level 1**.

Giant Rats: HD 1d4hp; **HP** 4, 3x3; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased. (***Monstrosities*** 384)

B12. Butler's Room

The former room of the head butler, **Ruang Rump the Ripper** converted this chamber into a hideout. In fact, there is a 70% chance during the day that Ruang is around here *somewhere*, no doubt aware of the party and well prepared.

This room appears to have been recently used and "occupied." A small table contains freshly eaten remains of a chicken, while the wood fireplace is warm and contains coals. A small keg of ale stands next to the bed, which has clean sheets and covers.

On a shelf are 6 small bottles labeled "healing," "invisibility," "control undead," "invulnerability," "flying," and "extra healing." Each is actually a deadly poison Ruang brewed and disguised to look like the potion in question.

The bed is simple but intact and clean. The left foot bedpost contains a secret compartment containing 400gp, a small key (see **Area B14**) and a real *potion of invisibility*.

Ruang's retreat is not without its own haunting. A burst of screams and choking noises comes from the fireplace. Unfastened helmets and hats float up to the ceiling. Climbing up the chimney, characters can also enter the Wolves Run through a less-known way before emerging into the Seance Room (**Area M10**).

A pile of papers lies on the table. Each appears to be a contract between Ruang and himself, with gold piece rewards for a successful assassination of several people (he is delusional, of course). Names appearing and the gold rewards are: Ternelmor, 200gp; Sir Runic Rump, 100gp; Ridwik the Relic, 500gp; Arnthora, the priestess of Thor, 1000gp; Sarthoggus, 5000gp; and at the end of the list in large, carefully penned letters, the Invincible Overlord, 1gp.

Ruang the Ripper, Human Male Assassin (Asn9): HP 45; **AC** 5[14]; **Atk** *+2 short sword* (1d6+2) or light crossbow (1d4+1); **Move** 12; **Save** 3 (+4, ring, cloak); **AL** N; **CL/XP** 9/1100; **Special:** backstab (x4), disguise, thieving skills. (see **Appendix I, NPC #81**)
Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.
Equipment: *cloak of protection +2*, *+2 short sword*, light crossbow, 20 bolts, *amulet of scrying*, *dust of disappearance*, *ring of protection +2*, *rope of climbing*.

B13. Bedroom

This room was once a bedroom, but now just smells like a fetid swamp. The roof has leaked here, and puddles of algae and water have rotted everything away, except for a single bedpost that stands upright and untouched. Mushrooms and toadstools cover everything organic in the room. **Tiny green frogs** swarm on the rotting carpet of this bedroom. A single **giant frog** regurgitated three partially eaten dead rats for the tiny frogs to eat. The frog won't attack unless provoked. Four thin perfume vials (25gp each) sit on a small round table, untouched by the mold.

A secret door leads to a 3ft-wide corridor running to the west. The secret door opens by pulling on the intact bedpost (as a lever). It is made of copper, not wood.

Giant Frog (large): **HD** 3; **HP** 20; **AC** 7[12]; **Atk** bite (1d8); **Move** 3 (or 100ft leap); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap, swallow whole (natural 20 to-hit roll). (***Monstrosities*** 179)

Poisonous Frog Swarm: **HD** 4; **HP** 28; **AC** 8[11]; **Atk** swarm (1d6 + poison); **Move** 9; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** poison (sleep, 1d2 hours, save avoids). (***The Tome of Horrors Complete*** 532)

B14. Bedroom

The ominous portrait of **Ruang the Ripper** hangs on the walls of this otherwise unremarkable bedroom. Its eyes seem to follow intruders with a calculated, cold expression. Every 1d6x10 minutes, an **invisible stalker** passes through the secret door leading outside and crosses the room, accompanied by a cold, harsh wind and the sounds of incoherent mumbling. It attacks if it is delayed or followed.

A secret door to outside is *wizard locked*. It can be opened only by its key (owned by Ruang the Ripper) or a *knock* spell.

Invisible Stalker: **HD** 8; **AC** 3[16]; **Atk** "bite" (4d4); **Move** 0 (fly 12); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** invisible. (***Monstrosities*** 265)

B15. Armory

All the doors to this room are locked. Once entered, this room is obviously an armory of some sort. Racks and tables hold weapons and armor. Rusted suits of armor and shields hang from pegs and on mannequins around the room. Rump crests decorate all of these.

Sitting on the weapon racks are 36 swords, 52 spears, 23 shields, four halberds, six daggers, two composite longbows, and a small bundle of 10 arrows (the rest of the quivers, all eight of them, are empty). All the equipment and armor are mundane except one.

One of the composite bows animates if touched, shooting magical arrows at all within the room. If grasped (instead of being destroyed), it ceases to attack and is revealed as a magical *+1 dancing longbow.*

Magic Weapon
+1 Dancing Longbow

A *+1 dancing longbow* animates when touched, jumping into the air and flying about as it begins firing arrows at any targets within 20ft. In the first round, it is a +1 weapon, in the second round it is a +2 weapon, and in the third round it is a +3 weapon. After 3 rounds, the weapon continues attacking as a +1 weapon. A character can grab the longbow out of the air by making a to-hit roll against AC –2[21], after which the bow ceases to attack and can be used by the character. It levitates beside its new owner, attacking enemies as previously described.

Lesser Miscellaneous Magical Item
Stone of Alarm

A *stone of alarm* begins sounding a loud gonging noise for 10 minutes when approached within 10ft. A command word is required to cease the gonging.

Medium Miscellaneous Magical Item
Ophite Amulet

An *ophite amulet* is a tiny greenish stone amulet depicting two serpents coiled around each other. The amulet grants its wearer a +4 bonus to saving throws against snake venom.

B16. Laboratory

This room can be accessed only if one first locates the secret door beyond the other secret door from **Area B13**.

This well-kept and orderly laboratory contains various alchemical and chemical components and equipment (700gp). Shelves and tables are arranged so neatly that only someone in a manic state could have ordered them. A *stone of alarm* hangs above the entrance and sounds loudly until the command word ("Count Rumpula") is spoken.

An *ophite amulet* is in a box on one shelf.

B17. Bedroom

Painted walls depict remarkably well preserved scenes of farming, harvest, and feasting. Some locations are clearly recognizable as Tegel Village in its heyday some 200 years ago. The peacefully bucolic scenes are in stark contrast to the contents of the room itself: noxious vapors emanate from the decaying remains of an orc shackled and chained to a hook in the ceiling. The chandelier formerly hanging there has been carefully placed in the closet. A plough with a long agate blade (785gp) is hidden carefully under a double bed. This item is magical and doubles crop yields. The side rooms to the north contain a dressing boudoir and a privy.

B18. Bedroom

A dark mass of some tarry, black substance lies in a shallow pit below corroded floorboards. While the contents of the room look intact save for the 5ft-diameter hole, this is in fact not so: A **black pudding** that ate away the section of floor weakened the remaining boards as well. Observant characters may detect this structural weakness (1-in-6 chance, 3-in-6 if they are actively looking for danger). The not-so-observant who would investigate the stone statue on the opposite side are in for a rude shock: They must roll below their dexterity on 4d6 or fall into the slimy monster waiting below, automatically suffering an attack!

Black Pudding: **HD** 10; **HP** 64; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** acidic surface, immune to cold, divides when hit with lightning. (***Monstrosities*** 46)



A magic statue of a beautiful, bat-winged female stands along the east wall of the room. It is finely detailed, and even the veins seem to show through the skin. If touched, it quietly whispers "*Beware the Vestibule*" and hisses, sounding strangely like a cat.

A **trap** in the closet is attached to this bedroom. On the floor lies a broken wooden chest, with gold coins spilling out of it (75gp). Removing the coins' weight releases a thin wire holding a 200-pound rock in the ceiling of the closet to crush anyone inside. Anyone inside the closet must make a saving throw to dive out of the way before they are crushed for 6d6 points of damage.

B19. Bedroom

This room served as a bedroom. A comfortable but rotted leather chair sits by an oak dresser still bearing a neatly folded, blood-covered sheet. A hole in the back of the dresser serves as an ingress/egress point for **2 giant rats** that emerge to investigate (and that flee back unless only one or two characters are present).

The rat tunnel leads to **Dungeon Level 1**.

Giant Rats (2): HD 1d4hp; **HP** 3, 2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased. (***Monstrosities*** 384)

B20. Playroom

Stairs lead up from the gallery below into the playroom. An old, creaky rocking horse rocks to a child's song. Once-colorful and lively tapestries depicting fables with knights, unicorns, and the small folk have faded in this shadowy attic that once accommodated four small infants. Scattered toys still await the curious child eager to explore a world of wonder and fascination. For example, a brightly painted wooden "mystery box" hides a delightful surprise in the form of a **black mamba**. A **doll** sits on a tiny couch, sipping tea from its very own little silver cup (1gp) and playing with its very own little fork and knife with which it is very, very proficient. A cuddly **teddy bear** is just waiting to be hugged (no reason to mention those long, pointed teeth). A brave band of **9 toy soldiers** are undertaking a drill exercise. This gallant squadron guards an impressive war cache of pretty marbles (rubies and emeralds, 40 pieces at 200gp each!). A piggy bank on the mantelpiece has 52gp, 170sp, 312cp, and 2ep. This fireplace also conceals a chute and an iron ladder to the **Nanny's Room** (**B2**), no less. Watch for the flames, though, and adults, beware: You might get stuck there while your pants are on fire. Watching over the room is the statue of a jovial, old dwarf. This is one of the manor's many enchanted statues, and its powers are for the Referee to determine.

Black Mamba (Viper): HD 1d6hp; **HP** 4; **AC** 5[14]; **Atk** bite (1hp + lethal poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** lethal poison (+2 save). (***Monstrosities*** 438)

Demon Doll (Possessed Toy): HD 6; **HP** 36; **AC** 5[14]; **Atk** 2 claws (1d4), bite (1d4 + blood drain); **Move** 9; **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** blood drain (save or additional 1d4 damage), sleep gaze (save or *sleep* as spell).

Teddy Bear (Possessed Toy): HD 6; **HP** 39; **AC** 5[14]; **Atk** 2 claws (1d4), bite (1d4); **Move** 9; **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** roar (save or stunned for 1d4 rounds).

Toy Soldiers (Animated Object, Toy) (9): HD 1d6; **HP** 6x2, 5x3, 4x3, 3; **AC** 7[12]; **Atk** dagger (1d2); **Move** 6; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** none.



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)

C – Rooms of Renown

These rooms and hallways are dark and dreary, even by Tegel Manor standards. No windows and less light are the standard of the C Wing, along with even more dust and detritus. Strange eldritch noises fill these halls, the sounds of lost souls and long-forgotten members of the family seeking attention from any who would listen.

C1. Mess Hall

Strange whispers echo through the hallway outside this room, and a faint hissing sound can be heard to the south of the adjacent western passage. The doors to this room swing loosely on hinges like the doors on a salon in the Old West being blown by the wind, but no wind is present here. This large room appears to be a dining area for the manor's servants and guards, and contains a long table and 12 chairs, half of which contain skeletons in chainmail, eagerly gnawing on old, desiccated bones of some animal. The only "food" remaining is a chunk of moldy bread. Pewter mugs and plates lie on the table (worth 40gp). The skeletons gesture for intruders to join them, gesticulating greetings and trying to talk with no tongues and vocal chords. They attack only if violently disturbed.

The skeletons are oblivious to the half-starved **giant rat** in their midst, which greedily munches on the bread. The rat runs away immediately and exits through the northeast room to the tunnel down to **Dungeon Level 1**.

The low, arched recesses surrounding the main room hold empty beer kegs and wine barrels, boxes of moldy foodstuffs, and ruined and moldy linens and table wares. In the large room in the southeast corner are several barrels of water. **Ten giant gnats** drink from the body of a halfling lying by a barrel of stale water. If they sense fresh blood nearby (within 20ft), they swarm and attack.

Giant Rat: HD 1d4hp; **HP** 3; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased. (***Monstrosities*** 384)

Skeletons (6): HD 1; **HP** 7, 6x2, 5x3; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Giant Gnats (10): HD 1d6; **HP** 6x2, 5x4, 4x3, 3; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** B/10; **Special:** blood drain (1d3).

C2. Bedroom

This room is a bedroom like so many of the others nearby. It contains a bed, a dresser, and a simple trunk. Strangely though, everything here appears intact and fresh — with the exception of the rat tunnel dug into the floor in the southwest. The dresser and trunk contain mundane items (men's clothing, a shaving set, and two pairs of boots).

The door to the west wall leads to a storage area containing several boxes of clothing and papers. One of the boxes has a hidden compartment in its base containing a lead-lined wooden case with a *manual of quickness*. The only problem with this is, of course, is a strange purple drape that floats above the boxes.

The drape undulates in an otherworldly dance along the ceiling, and drops two rounds after the room is entered, covering any inside.

Purple Drape (Lurker Above): HD 10; **HP** 68; **AC** 4[15]; **Atk** buffet (1d8); **Move** 6 (fly 15); **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** amorphous, resist blunt objects (50%), smother. (***The Tome of Horrors Complete*** 366)

Cursed Item
Necklace of Strangulation

This cursed necklace appears to be expensive magical jewelry, but immediately tightens when placed on a character's neck. The necklace does 1d6 points of damage per round, and can be removed only with a *limited wish* or *wish*. The necklace remains around the victim's neck for about a month until the corpse decays enough for it to slide off.

C3. Bedroom

This bedroom smells like stale urine and musty cloth. Another bedroom, it contains a bed and dresser, along with several scattered loose items indicating that a woman lived here. A silver hair comb (2gp) and small hand mirror (4gp) lie on the dresser. The rest of the contents of the room are old, moldy, and worthless. Dust-covered bones lie under a blanket upon the bed. The skeleton wears a heavily jeweled necklace (appears to be worth 500gp) stretched tightly around the vertebrae of its neck. This is a *necklace of strangulation* (see sidebox).

The inner room holds a single rocking chair and a small chest with knitting needles, thread, scissors, a golden thimble (1gp), and other kinds of sewing equipment. A painting easel sits in front of the rocking chair. An oil painting of an old woman is being painted with an animated brush by some unearthly force. The paint brush completes the painting every 24 days, then paints over the existing painting again and again. If disturbed or destroyed (the brush has 1hp), the powerful skeletal woman animates and attacks!

Skeletal Woman: HD 12; **HP** 75; **AC** 2[17]; **Atk** strike (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells, regenerate (3hp/round), vulnerable to burning painting (reduces her to a normal skeleton). (***Monstrosities*** 428)

C4. Bedroom

Strange panting noises haunt the hallway outside of this room. These sounds fade to nothing as the door is opened. Scenes of battle cover the walls of this bedroom, most prominently featuring a 7ft-tall man wielding a battleaxe, chopping up everything in his path. A bed and a rat-gnawed dresser made of wood contain nothing of value. The air is quite cold due to a **brown mold** present in the dresser. Opening the dresser exposes the mold. A suit of rusty (but usable) man-sized plate armor rests on a stand in the northeast corner of the room. Bits of it seem to move 2 rounds after the room is entered, causing it to quiver and shake as if it might animate. A **giant rat** is actually inside the armor. The rodent attempts to flee into the rat tunnel in the northwest corner the armor if attacked or otherwise disturbed. A two-headed battleaxe lies concealed under the bed.

Brown Mold: HD n/a; **AC** n/a; **Atk** none; **Move** 0; **Save** n/a; **AL** N; **CL/XP** 4/120; **Special:** drains heat (2d8 damage per round, no save). (***Monstrosities*** 335)

Giant Rat: HD 1d4hp; **HP** 4; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased. (***Monstrosities*** 384)

Lesser Miscellaneous Magical Item

Harmonious Jars

These mystical items operate on the principle of sympathy. If one of them is filled with plain water, the other fills with oil. The purity of oil depends on the type of water. Foul or stale water results in a thick, oily sludge; plain water in lamp oil; pure water in naphtha (petroleum); sea water in mineral oil; and mineral water (or distilled spring water) in the purest sacrificial oil suitable for temple use and anointing. The jars function once per week.

C5. Bedroom

This bedroom contains a large canopy bed draped with heavy, velvet curtains. An unstrung harp lies on the floor in the southern alcove (worth 120gp if repaired). The air is slightly chilly (no doubt due to the frosty room to the north), yet the fragrance of herbs still lingers. Of this collection, only two items are magical: a set of two *harmonious jars* (see sidebox) sitting in two circles of a chalk-drawn diagram. A ceramic decanter of water sits next to them.

The chair by the writing desk runs across the room if it or the desk are touched. The chair flips upside down as it hits the wall with a thud. If touched again, it changes into a **wight** and attacks!

Wight: HD 3; **HP** 20; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

C6. Guards Room

Accessed strangely enough through the large bath, the lounge and the guards' quarters are situated in convenient proximity to the Great Hall and the Throne Room. Two long tables, empty weapon racks, and a multitude of stools are found here. The individual cells each have a pair of two-story bunks and a 50% chance of a wooden chest with miscellaneous items and 3d6cp or the like. One of the chests contains the *Artemesia amulet* (see sidebox), a minor magic item. The long tables are empty, except for two kegs of arsenic-laced wine and a battleaxe stuck in one of the tables. The **axe** hurls itself at the ceiling, and after a moment, one of the characters. It remains still thereafter. Two rat tunnels lead down to the dungeons from rooms in the northwest and southeast corners of this complex of rooms.

Lesser Miscellaneous Magical Item

Artemesia Amulet

This amulet is a simple flower-shaped lucky charm made of brass that grants the wearer a +1 bonus to a saving throw three times per day (chosen before the dice are rolled).

Battleaxe (Animated Object): HD 5; **HP** 29; **AC** 5[14]; **Atk** battleaxe (1d8); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** none. (***Monstrosities*** 13)

C7. Bedroom

Crying can be heard from the hallway to the south (see **Room C9**). Something appears to have smashed and tore this bedroom to pieces. A floating table that remains oddly intact mutters curses and insults in a matronly voice at anyone who enters. Set into the table are 10 amber gems (10gp each), while in the center of the table is a 650gp siderite stone. The siderite is the source of the voice and bears a *curse* that makes it extremely desirable to everyone hearing it (save or attempt to take stone) and causes discord (as *symbol of discord* spell).

C8. Bedroom

This bedroom is spotlessly intact, and contains a bed, a dresser, and a table and three chairs. A corpse wearing a *necklace of firebaubles* (3 beads) around its neck sits on one of the chairs. The dresser contains nothing but normal clothing (strangely, they smell sweet and freshly washed) and a small brass key. Touching the skeleton causes moans overhead that get stronger by the second and has a 5% chance of knocking loose one of the beads on the necklace (6d6 fireball). Red drapes adorn the east wall. A secret door leading to **Room D8** behind the drapes closes on its own unless propped open and requires the key from the dresser (or an Open Locks check). Opening it triggers an **explosive blast trap** (4d4 damage, save for half).

C9. Maid's Room

This room, like **Room C8**, is strangely clean and intact. It's obviously a bedroom, and the ghostly figure of a maid cries softly on the bed. A small, unlocked footlocker rests at the end of the bed. Unless the door is quietly closed immediately, any intrusion draws the ire of the bed, which rushes to knock over and trample its victims. Her rest disturbed, the crying **wraith** maid also attacks intruders. A broom standing in the northwest corner is a *broom of flying* (as a *carpet of flying*, but for a single rider), with a command word of "Rupark."

Animated Bed (Animated Object): HD 6; **HP** 42; **AC** 6[13]; **Atk** slam (1d8); **Move** 12; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** none. (***Monstrosities*** 13)

Wraith: HD 4; **HP** 25; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapon to hit, level drain (1 level with hit). (***Monstrosities*** 518)

C10. Bath

This bath is kept strangely warm by some unknown magical force. Boxes along the edges contain bars of soap, oils, and perfumes (worth 20gp), and the water is "living" (e.g. it moves and does not become stagnant). Sitting on its edge is a large raven that squawks and disappears with a loud snap, leaving behind a single black feather (sharp and metallic, usable as *+1 dagger*). Two comely, naked phantoms of bathing ladies immediately emerge from the water and float through the glass-domed ceiling, jabbering away at each other in a gossiping tone. The magic marble statue by the pool depicts a naked big-nosed man missing his left hand. The limb is in the bottom of the pool under a foot-deep layer of muck and sediment. If replaced, the statue comes to life and serves the character for 1d20 days (as a 4th-level fighter from an *iron horn of Valhalla*).



C11. Bedroom

A long, jagged crack crosses the wooden floor of this ransacked bedroom from the east to the west. If someone is foolish enough to cross, it opens to reveal a **disembodied maw** with sharp teeth (saving throw to avoid falling in). Having already devoured every bit of furniture it could reach on its own, it tries to grab a leg or swallow a character and slam shut for 10 rounds. Otherwise, it belches noxious gas as a noxious cloud that forces anyone in the room to make a saving throw or be sick for 1d4+1 rounds. Outside the room, ghostly figures sometimes flit from room to room if magical light is present. They are harmless.

Disembodied Maw: HD 7; **HP** 50; **AC** 6[13]; **Atk** bite (2d6 + grab); **Move** 0 (immobile); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** grab (Open Doors check to pull free).

C12. Bedroom

The door to this room, while apparently oiled and in good shape, emits a loud creaking sound when opened or closed. Twenty eyes on the back of the eastern door open and peer at intruders, following their every move. The room has blue walls and a red ceiling, all painted with an extremely vibrant shade. The bed and dresser are both rotten and broken down and contain nothing of value. A secret door leads to the south. Any noise here could draw the rakshasa from **Room C14**.

C13. Bedroom

This room smells badly of cat urine. Someone or something shredded the bedding in this room, stuffing the torn remains into a large basket in the northeast corner. The western door also bears large cat-like scratches. The bundle contains four round, wet giant ant eggs, one of them only a few days from hatching (it requires a warm environment). Four large glass jars on a shelf above a writing desk contain a moldy liquid. Suspended in one is a glass eye that peers out and knocks on the glass surface to draw the party's attention. A round tin container has a *rhododendron amulet* (see sidebox) wrapped in linen and covered with a thick layer of wax.

Lesser Miscellaneous Magical Item

Rhododendron Amulet

This pink soapstone amulet depicts a small dog. It can control 4d6 normal dogs as a *charm monster* spell or drive away a single larger canine once per day (as *fear*).

C14. Butler's Room

Torture implements hang along the walls and dangle from the ceiling in this once elaborate bedroom. Chained to the north wall before the secret passage is a dwarf woman clad in nothing but a chainmail bikini and a similar loincloth. She claims a depraved sadist nicknamed "The Follower of Gore" kidnapped and brought her here. She urges the party to free her before this monster returns. Observant characters may note that contrary to the lady's claims, no signs of physical harm are apparent, and the torture implements are dusty and unused. She is in fact a **rakshasa** who wishes to infiltrate and do away with the party. The bugbears (**Room C15**) join any ongoing melee and rush to aid their "mistress."

Rakshasa: HD 7; **HP** 48; **AC** –4[23]; **Atk** 2 claws (1d3), bite (1d6); **Move** 15; **Save** 9; **AL** N; **CL/XP** 12/2000; **Special:** +1 or better magic weapons to hit, illusory appearance, special magic resistance (affected only by 8th- or 9th-level spells), spells (MU 3/2/1, Clr 1). (***Monstrosities*** 381)
Spells: 1st—*cure light wounds*, *magic missile* (x3); 2nd—*mirror image*, *web*; 3rd—*fly*.

C15. Antechamber

Two bugbears serving the rakshasa next door inhabit this antechamber/guardroom. They spend their time playing dice (stakes are slices of human ham), beating on four dead giant ants, and sleeping on their filthy rags. Two deer head trophies, pierced by numerous iron-tipped quarrels, look upon the scene in disapproval.

Bugbears (2): HD 3+1; **HP** 22, 19; **AC** 5[14]; **Atk** bite (2d4) or heavy mace (1d8+1) or light crossbow (1d4+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents (50% chance). (***Monstrosities*** 53)
Equipment: heavy mace, light crossbow, 10 bolts.

D – Noble Suites

This area is all obviously for the "higher classes" and is where the noble family members lived. The tapestries are finer, the furniture higher end, and the hallways meticulously kept clean by some strange magic. The area near the Throne Room is the prowling grounds of two family vampires. Count Radu Rumpula inhabits a single, well-appointed bedroom (**D5**), whereas his wife, Rank Rumpula, has a whole suite at her disposal (**Areas D2–D4**). There is a 25% chance that either vampire is home; if a lengthy or loud melee occurs in the area, they are certainly going to investigate!

D1. Throne Room

Massive green-and-white serpentine pillars support the carved, bas-relief stonework of the arched ceiling. Strange devil and god-like faces are carved into this stonework, and if watched, seem to move slightly and babble to one another. Light shines through a dome above, shedding light on the center 30ft of the room. A huge purple curtain hangs from the southeast passageway, totally obscuring it. If the throne dais is stepped on, a cranking sound similar to the winding of a gigantic crossbow can be heard from behind the curtain (this is the trap in **Room D8** arming itself). A large marble throne sits in the east, covered in dusty cobwebs (strange for this area). These webs are unbelievably sticky and strong. Anyone touching them is stuck (per *web* spell).

A thick red curtain covers the northeastern exit from this room, leading to the choking hall. The gagging and strangling sounds emitted here are disturbing to any who hear them. Passing this curtain exposes one to a horrid sight: Hanging from the walls of this hallway are the wriggling and desiccated corpses of victims of the vampires. Six bodies hang from neck manacles with their feet inches off the floor. While long dead, each of these is now a helpless **coffer corpse** (unless released). These undead horrors grasp alternatively at their throats and any living creatures in view. They attack only if released or if approached within 3ft (they are immobilized by the strangling manacles).

Waiting patiently in the empty fireplace are **3 large giant spiders** that have created a hidden lair. The spiders wait until someone gets caught in a web and try to trap those who are still free thereafter.

Two secret doors and two traps exist in this room. Both secret doors are normally hard to locate and open. The west door leads to a secret hallway that terminates in **Room A2** (in the fireplace), while the east secret door leads to a narrow hallway that leads to **Room D7**. The staircase beyond the secret door to the west is also trapped. The first person stepping on the stairs triggers a dozen darts to fly from a panel in the ceiling, peppering anyone in the 20ft section of corridor at the base of the stairs. Each character in the area is struck by 1d4+2 darts for 1d3 points of damage each.

The throne chair itself is trapped. Anyone bold enough to sit on the throne itself suffers a curse giving them –4 on all saves until removed.

Giant Spiders (4ft diameter) (3): HD 2+2; **HP** 16, 14, 10; **AC** 6[13]; **Atk** bite (1d6 + lethal poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** lethal poison (save or die), surprise (1–5 in 1d6 chance). (***Monstrosities*** 451)

Coffer Corpses (6): HD 2; **HP** 15, 13x3, 11, 10; **AC** 5[14]; **Atk** slam (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 5/240; **Special:** +1 or better magic weapons to hit, death grip (1d6 damage/round), deceiving death (falls death after 6 points of damage, rises in round, save or be panicked and flee). (***The Tome of Horrors Complete*** 104)

D2. Bedroom

Satin and silk dominate the boudoir of Countess Rank Rumpula (25% present; 50% sleeping), while shades of red and blue mingle with the blackness of the dusty velvet carpet. A **severed hand** drums its fingers constantly on a round oak table; if touched or approached, it goes straight for the whip on the dressing cabinet (this latter item is a valuable itself, with a ruby-inlaid ivory handle, worth 998gp). The dressing cabinet contains the usual articles for a noblewoman's bedroom. Expensive perfumes, makeup, exotic powders, and well-made combs and brushes fill the cabinet drawers.

A fancy coffin placed within this room appears to be the countess's resting place. However, Rank Rumpula's true abode is cunningly hidden below the coffin, with a well-hidden tunnel concealed under piled chunks of earth within the coffin leading to her genuine abode. The tunnel entrance is trapped with dust of sneezing and choking. A thorough search of the coffin dirt may lead to finding a 480gp ruby ring (*ring of fire resistance*).

Two closets are found along the west wall of the spacious bedroom. The northernmost closet may have once stored luxurious clothing and shoes, but now serves as Rank Rumpula's fake sleeping chamber.

Deteriorating gowns, dresses, and shawls fill the other closet. The once-expensive clothing is no longer of any value however; if a character carefully removes all the expensive beading, gems, and pearls from the clothing, they may be able to sell the lot of materials for 150–200gp.

Severed Hand (Old Crawler): HD 2; **HP** 14; **AC** 4[15]; **Atk** rotting grip (1d8 + continuous damage) or whip (1d3); **Move** 6 (scramble 12); **Save** 11; **AL** N; **CL/XP** 3/60; **Special:**



One-way Teleport To	Curtain or Tapestry
One-way Teleport From	Two-way Secret Door
Two-way Teleport	One-way Secret Door
Giant Rat Hole	Covered Pit
Magical Statue	Trap Door in Ceiling
Non-magical Statue	Shaft
Spectral Staircase	Large Shaft
30 Numbered Paintings	Fireplace (shaft)

continuous damage (automatic 1d8 damage after hit, 1 on 1d4 to escape). (***Monstrosities*** 361)

Countess Rank Rumpula, Female Human Vampire (MU7): **HD** 8; **HP** 52; **AC** 2[17]; **Atk** bite (1d10 + level drain); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapons to hit, charm gaze (save at –2, as *charm person* spell), killed only in coffin, gaseous form, level drain (drain 2 levels with hit), regenerate (3hp/round), shapeshift, spells (4/3/2/1), summon rats or wolves. (see **Appendix I, NPC #7**) **Spells:** 1st—*detect magic*, *magic missile* (x2), *read magic*; 2nd—*ESP*, *invisibility*, *phantasmal force*; 3rd—*dispel magic*, *lightning bolt*; 4th—*confusion*.

D3. Study

Known mainly as an accomplished wizard, the countess was also a reputed and notorious sadist. While far from the magical might of the lich Ridwik (or Rasping Rashuak, the Man in Scarlet!), she could stand on her own, especially where charms were concerned. This study contains her collection of arcane texts, most of them rotted and illegible. To add insult to injury, a cup of rancid wine resting on the writing desk hurls itself at the intruder with the cleanest attire.

Although most of the books appear destroyed and long since usable, a salvageable volume may be discovered among the rotting pile of tomes. The plain-looking book is actually an unused *manual of beneficial exercise*. A careful search of the area behind the bookshelf in the south wall reveals a hidden niche that contains the countess's treasured spellbooks. Unfortunately, unwitting searchers may also discover a deadly **explosive trap** placed upon both spellbooks. To make matters worse, one of the spellbooks is invisible, making the trap also nearly impossible to detect until it is accidentally triggered. The blast does 5d6 points of damage (save for half) to anyone within 20ft radius of the hidden niche.

Book #1: 1st—*charm person*, *detect magic*, *light*, *magic missile*, *read magic*; 2nd—*darkness 15ft radius*, *ESP*; 3rd—*dispel magic*, *fireball*, *phantasmal force*; 4th—*dimension door*.

Book #2: 1st—*shield*, *read languages*; 2nd—*detect invisibility*, *levitate*, *locate object*; 3rd—*dispel magic*, *hold person*, *lightning bolt*, *slow*; 4th—*confusion*, *wall of fire*.

D4. Bedroom

Once, this room used to be just as lavishly decorated as **Area D2**. Alas, the presence of Rank Rumpula's pet **owlbear** Rufus has contributed much to its current sorry state. Although the countess usually keeps Rufus under the influence of a regularly renewed *charm monster* spell, its occasional periods of freedom always result in further destruction. Right now, for example, the damned thing is shredding ancient and apparently valuable papyrus scrolls to use as bedding in its lair — at least until it is done away with. If the scrolls don't fall prey to the owlbear or the fury of the melee, one of them may point to the location of a hidden desert tomb, or a lost city, or maybe bear a beneficial clerical spell, up to the Judge, as always.

Owlbear: **HD** 5+1; **HP** 34; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** hug (additional 2d8 damage if to-hit roll is 18+). (***Monstrosities*** 368)

D5. Bedroom

Count Radu Rumpula (25% present; 40% sleeping) made sure that his bedroom remains undisturbed. The locking mechanism of the single iron door has been jammed beyond repair, making it impossible to pick. In fact, a failed Open Locks attempt has a 20% chance of resulting in broken lockpicks! Count Radu uses the keyhole himself, wafting through in his *gaseous form*. As an alternative to forcing the door open, one may also use the rat tunnels from below. No matter how the characters gain access to Radu's sanctum, they are greeted by a jovial, mocking voice, asking, *"What uncouth peasants dare enter the count's bedroom?"* as the shadow of a huge bat flickers across the walls.

An exquisitely decorated bedroom is found beyond the secured entry; wall hangings of rich drapes, portraits of the Rumpula family, and a pair of dueling blades are seen (one of the blades is a *+2 short sword*). A nearby couch is being used as a base for Radu's coffin, and several other furnishings are neatly situated within the room. A table holds a decanter filled with a small amount of red liquid (old wine) and four gilded, copper candelabras (20gp each). Additionally, a gold key sits upon the desk in plain sight (it opens the liquor cabinet). A lavish writing desk and a large trunk with folded clothes are pushed against the north wall, and a large liquor cabinet is found adjacent to the opposite wall. After unlocking the cabinet with the gold key found nearby, characters find four elven goblets (440gp) and four crystal flasks, each filled with a rare brandy. Those with a nose for fine liquors quickly realize that the brandy is of the utmost quality (worth 160gp per flask) and has aged so well that it has gained healing properties; the contents of three of the flasks heal as a *potion of extra healing*. However, one flask has been tainted with an exotic and tasteless poison, and instead deals 3d8+3 points in damage (save for half).

Count Radu Rumpula, Male Human Vampire: **HD** 9; **HP** 67; **AC** 2[17]; **Atk** bite (1d10 + level drain); **Move** 12 (fly 18); **Save** 6; **AL** C; **CL/XP** 12/2000; **Special:** +1 or better magic weapons to hit, +2 to hit and damage, charm gaze (save at –2, as *charm person* spell), killed only in coffin, gaseous form, level drain (drain 2 levels with hit), regenerate (3hp/round), shapeshift, summon rats or wolves. (see **Appendix I, NPC #46**)

D6. Bedroom

This small bedroom used to be a side chamber of Radu's suite, but the northern archway has been walled in. Currently, only a dusty bed and a large writing desk are here. A huge parchment with meaningless mystical symbols crumbles to dust as soon as light shines on its surface.

D7. Sitting Room

Comfortable couches, plush chairs, and low tables once served family and guests during everyday visits and special occasions. Heads of hunted creatures hang on the darkened wood walls, their eyes staring down upon characters with disdain and disgust. Although the eyes of the dead creatures won't ever be seen moving no matter how long the characters watch them, they are always looking in a different direction each time the group looks back at them. Several of the creatures appear freshly slain, with droplets of blood still found around their noses, eyes, and mouths.

Three sculptures of the same large and attractive woman line the east wall, each shaped into a suggestive and flirtatious pose. If any of the characters makes a lewd comment or mentions something distasteful in her presence, all three sculptures animate and move toward the offending characters, chastising them with silent words and pointing fingers. If the characters offer sincere apologies, the sculptures return to their petrified state along the east wall, changing their poses to those becoming of a proper lady.

A thick book lies upon one of the tables of the room, and contains hundreds of pages of detailed hunting excursions including dates, locations, and creatures captured or killed. Count Radu took copious notes during his trips, proudly displaying his accomplishments here for all to see.

D8. Vault

Heavy, impenetrable iron doors seal the treasure vault. Only the knowledge of the long-lost proper combination allows entry under normal circumstances. However, an extraordinary burglar may be able to sabotage one of the delicate mechanisms (–30% Delicate Tasks and Traps), and there is also the secret passage from **Area C8**. Adventurers hoping for riches beyond their imagination are in for a disappointment, however. The vault was looted long ago, and a pile of only 15,480cp, 53sp, and 7gp remains. The pile is covered with sticky, moldy syrup. A different band of burglars, black ants have burrowed inside the no-longer-airtight vault, drawn by the lure of the sugary goodness.

D9. Bedroom

This bedroom was reserved for the holy man who tended the small chapel nearby (**Area D10**) although it appears the cleric's tastes were non-traditional. Instead of a meager bedroom as would be expected, the old man preferred luxurious surroundings, including a large canopied bed, exquisite tapestries depicting scenes unbecoming of a devoted and pious man, and several personal effects made of silver and gold laid upon a well-made table at the end of the bed. A large painting of the cleric hangs on a wall near the bed, the figure's longing eyes gazing upon the comfortable bed.

The table has a false bottom and contains four large quartz gems (50gp each) and 35gp.

The bed is an insidious trap that causes drowsiness in observers. Anyone who lies down to take a short nap is in for an unpleasant surprise as the top descends quickly to suffocate the sleeper (–2 save or *sleep* as spell, automatic 1d6 damage per round). Shredding the canopy dispels the dweomer (but deals half the damage done to trapped character).

A short passage from the room leads to one of the vault's iron doors. The partially decomposing body of the cleric lies slumped next to the iron doors of the vault, his outstretched hands reaching for the large opening ring. Any noise causes his head to swivel in the direction of the source. As the cleric's eyes come to rest upon approaching characters, his head slowly falls from his shoulders and rolls across the passage until it comes to rest against the opposite wall. The eyes remain aware for a few more seconds before they film over, the life lost from them for all eternity.

D10. Chapel

A singular block of black stone stands against the southern wall of room, its square edges showing no sign of chipping or wear. Nearly reaching the ceiling of the room, the ebony, featureless block seems out of place for what appears to be a chapel. Rows of kneeling cloth and several stools are arranged in a clear pattern suggestive of practicing worship. Characters who roll below their wisdom on 4d6 see through the magical guise covering the block, which conceals the true form of an alien creature unknown to this world. Even the briefest glimpse of the idol is enough to drive the unprepared onlooker temporarily insane (save avoids). However, characters who fail their check see nothing but a block of jet-black stone.

A **small monstrous spider** lurks behind the idol, and leaps on solitary characters.

Giant Spider (1ft diameter): HD 1+1; **HP** 6; **AC** 8[11]; **Atk** bite (1hp + lethal poison); **Move** 9; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** lethal poison (+2 saving throw). (***Monstrosities*** 451)

D11. Bedroom

A **rust monster** feasts on an iron-frame bed in this room, which jumps about moaning and crying for help. If the monster is dispatched, the frame refuses to answer further inquiries and doesn't react to any further damage (has it been slain?).

Rust Monster: HD 5; **HP** 33; **AC** 2[17]; **Atk** 2 antennae (rust metal); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** cause rusting (magic has 10% chance per +1 bonus to avoid rusting). (***Monstrosities*** 406)

D12. Bedroom

A five-candled candlestick sits upon a small table in this dark, undersized bedroom. Most of the furniture is worthless. The candlestick eludes grasping hands by quickly floating to the ceiling, lighting its wick with a crackling purple spark, and releasing a cloud of laughing gas. The gas fills the whole room in 1d4 rounds and has a good chance of incapacitating party members. At the Referee's option, the roaring laughter may attract a few critters who are waiting for just this occasion. Anyone in the room with the gas must make a saving throw or be incapacitated for 2d6 rounds while they cackle with laughter.

D13. Bedroom

This simple yet functional bedroom is far from the well-traveled parts of the manor; hence, it hasn't been disturbed in ages. The spectral figure of a grumbling dwarf paces across the floor constantly. If disturbed, the translucent form turns glowing red, runs up the wall, across the ceiling, and down the other wall, leaping at the party and exploding in a flash of red light. The explosion causes 1d3 points of damage and deafness for 1d10x5 minutes unless the affected characters roll a saving throw. The only treasures in the room are the contents of the dwarf's chest: a set of well-oiled chainmail armor, a dwarven axe, and a small metal shield resting on a layer of plain white pebbles.

D14. Sanctum

A brazier at the eastern end of the room burns low, releasing a thick, sweet-swelling smoke that dances within the characters' nostrils. Raising two of its four arms to the archways to either side, a tall statue behind the brazier gazes upon those who enter the room from the west. Upon taking a single step into the room, a mangy **dog** appears out of the smoke and growls menacingly at the characters. This is an illusion. If the dog is "slain," it splits into two dogs of equal size. All disappear when 13 exist or if they are ignored for more than five minutes, fading back into thin wisps of incense smoke. They don't attack.

Other than having four arms, it appears as though the statue was modeled after a middle-aged acolyte. Closer inspection of the figure reveals that its right eye and right nostril are closed. As characters approach either archway in the room (on either side of the statue), the brazier burns hotter, producing more smoke.

If characters step through right archway, the color of the brazier's smoke turns purple and becomes toxic and poisonous. Characters in the sanctum must save versus poison or fall to the floor in agony and pain, suffering 1d4 points of damage per round, while those in the small room behind the statue feel no ill effects. Entering the left archway does not alter the color or toxicity of the smoke. The next character that exits the small room through the right archway causes the smoke to return to normal, however. The archway is activated each time a single living creature moves through the portal. The smoke does not leave the sanctum. The room east of the statue is empty.

E – Southern Quarters

Before the nobles of the manor house moved to the newly-constructed southwest wing, their sleeping chambers were found in this older part of the great house. Rasping Rashuak once had his laboratory in this part of the house but abandoned it after becoming a lich. The area is sparsely populated, but by no means is it safe. Disgusting insects and undead silently roam the halls in this, the quieter part of the manor.

E1. Laundry

Steam rises from a giant hole in the floor, drenching the room in thick humidity and obscuring the stench of rotting flesh from four deceased creatures. Sagging bedclothes — hanging from fraying clotheslines — hide a portion of the large room (and the dead bodies) from view. This open pit is 5ft deep, and the boiling water within is fed by the heated pool in **Area DL3K**. Immersion causes 6d6 points of damage per round.

A **giant leech** is attached to a wet sheet in the back. A giant metal pot filled with steaming, brackish water simmers near the opening, a metal device suspending the vessel over the heat. Cleavers, forks, and a large ladle sit upon a nearby table, stained with years of use. The utensils are warm to the touch, possibly used recently to test the contents of the metal pot. If characters use the cooking device to reel in the pot, they find it filled with poorly-made broth and chunks of slug meat. Traces of other dead flesh, possibly human, are found within the stew if closely inspected.

Giant Freshwater Leech: HD 2; **HP** 13; **AC** 9[10]; **Atk** bite (1d4 + suck blood); **Move** 3; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** sucks blood (automatic 2hp/round). (***Monstrosities*** 289)

E2. Stockroom

Thick cobwebs stretch across the entry of this storeroom, barring entry unless characters are willing to slash or burn their way through the sticky strands. Thousands of tiny spiders skitter mindlessly across the webs, crawling directly into fire or to safety without purpose or understanding. If characters leave their appendages within the webs long enough, dozens of the tiny spiders scurry up their arms or legs and into their clothing. Although they are not painful, the little spiders hide themselves in the characters' clothing and gear until removed.

The stockroom contains one crate of dead crickets (labeled, appropriately enough, *"Dead Crickets"*), a glass jar of tiny mole teeth, a keg of thick basilisk blood, and a pouch of crab eyes. A ledger full of scribbled notes and shipping manifests rests on an empty barrel.

E3. Bedroom

A pile of broken furniture in the center of the room is all that remains of the servants' bedchamber. Once a neatly organized room for six servants, the room was partially cleared out and its contents piled for removal. Although the room appears empty, a **giant centipede** has made its home within the pile of broken beds, tables, and chairs. It can be heard moving about the pile but is unlikely to come out unless the characters set the pile ablaze.

The large insect is fond of shiny baubles and has accumulated coins, jewelry, and fashion accessories found throughout the deserted wing. If the characters coax the large, poisonous centipede out and can get into the large pile, they find 1d100sp, 1d10gp, 1d4 silver bracelets and earrings, 1d2 gold bracelets, a ruby ring, an ivory comb, and a silver mirror.

Man-sized Giant Centipede (7ft): HD 2; **HP** 12; **AC** 5[14]; **Atk** bite (1d8 + lethal poison); **Move** 15; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** poison bite (+6 save or die). (***Monstrosities*** 63)

E4. Boudoir

Smashed vases, overturned furniture, and emptied containers fill the darkened room. A low, mournful moan emanates from a silk-covered cage at the western edge of the room. Sitting with its knees pressed against its chest, a covered figure within the cage rocks back and forth as it sobs. No attempt to communicate with the cloaked figure succeeds, but if the door is unlatched and opened, it suddenly springs forth to attack its would-be saviors. The former handmaiden of Lady Rubienna Rumpula is now a mindless **she-ghoul**! Caught wearing the lady's dress, the handmaiden was placed long ago within the cage to die. Long strands of once-braided blonde hair now cover her hideous face from view.

Ghoul: HD 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

E5. Bedroom

Adventurers carefully mapping this wing of the manor may detect this concealed space between the other bedrooms. No apparent entrance to the forgotten room can be found, but the northern, eastern, and southern walls are thin enough to allow access if enough time is spent demolishing the old plaster and lathe. Age-old, stale air rushes out to greet those who peek into the darkened room, giving the impression that this room has been sealed for quite some time.

A lone figure slumbers upon a long block of marble, its skin stretched taught from years of dry air. It slowly rises as characters enter the room, shambling erratically toward the first foe it sees. The **pyre zombie** explodes when first struck, igniting the dry debris and brittle furniture throughout the room. Within a few rounds, all items in the room should be ablaze. The lack of air in the room slowly snuffs out all but the most intense flames.

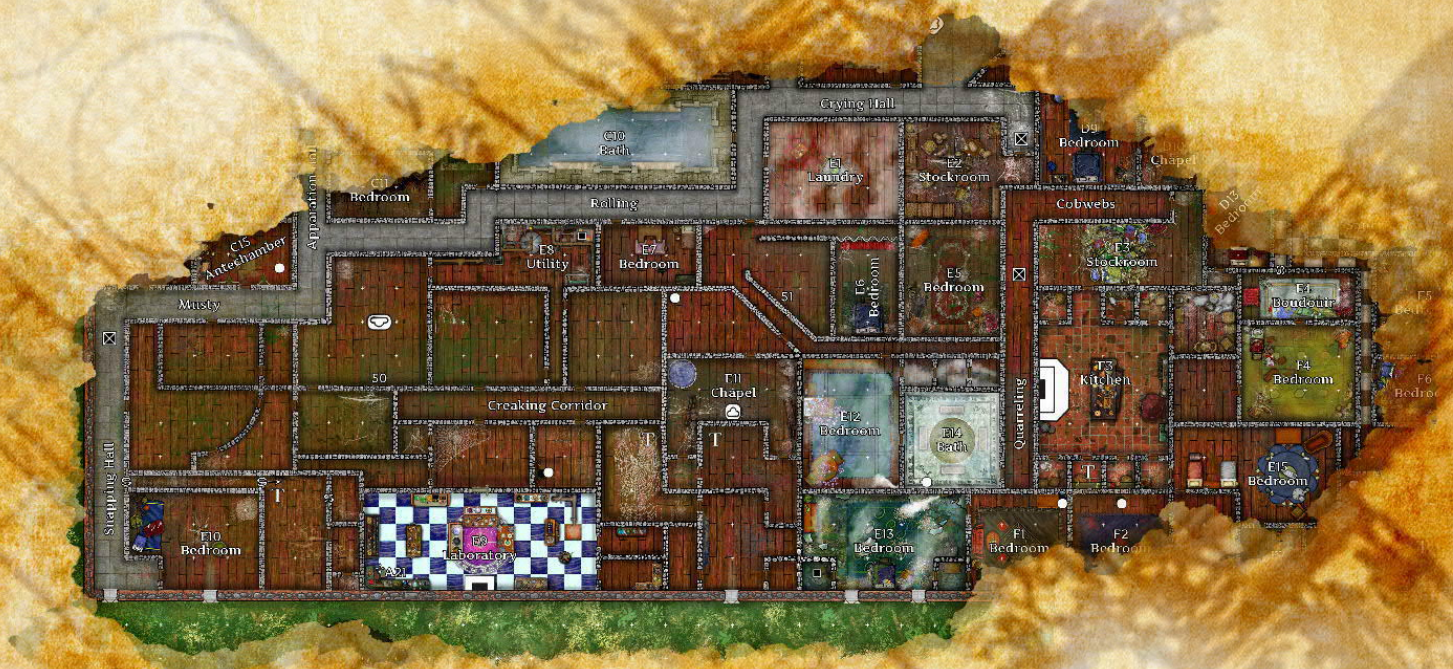
Pyre Zombie: HD 2; **HP** 13; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** immune to sleep and charm, immolation (burst into flame after melee strike, 1d6 damage to all within 5ft, fights as skeleton for 10 rounds until flesh reforms). (***Monstrosities*** 532)

E6. Bedroom

A loose tapestry showing a large family banquet under orchard trees in summer runs along the open northern portion of this bedroom. The wall hanging can easily be slid aside, as the top edge of the ornate tapestry is lined with hoops that slide along a metal bar attached to the ceiling. Beyond, a four-post bed with silken draperies has been pushed up against the south wall. A silver tiara with dozens of bright sapphires sits upon a nightstand adjacent to the bed.

Unbeknownst to adventurers, a **medusa** lies in wait behind the green silk curtains of the large bed. Characters approaching the bed or nightstand likely see the medusa all too late.

Medusa: HD 6; **HP** 37; **AC** 8[11]; **Atk** weapon (1d4), snakes (lethal poison); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** gaze turns to stone (save avoids), lethal poison (save or die). (***Monstrosities*** 324)



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
○	Giant Rat Hole	⊠	Covered Pit
	Magical Statue	□	Trap Door in Ceiling
	Non-magical Statue	■	Shaft
⇦	Spectral Staircase	●	Large Shaft
30	Numbered Paintings	▬	Fireplace (shaft)



E7. Bedroom

Four severed heads roll across the dusty floor of this bedroom, butting and hurling vile insults at each other. The heads are so absorbed in their little row that they don't take notice of the characters unless they are directly interrupted. Once this happens, they either try to flee or beg for mercy in whiny, high-pitched voices (although it is only a matter of time before they resume their argument!). The heads know a little about the place, and one of them has heard about the secret door in Snapping Hall to the southwest.

E8. Utility

Two hallways access this important utility room, one from the west and one from the south. An elaborate system of mechanical boilers pop and groan as they supply boiling steam and melted materials to various parts of the manor. Among other rooms, the Laboratory (**E9**) and the Bath (**C10**) require constant heat from the utility room and cease to function without it. **Three strangling ghosts** are all that remain of the former utility worker team that toiled tirelessly over their precious contraptions. Each ghost darts between machines, fixing real and imagined issues, trying to keep everything running for their masters. If interrupted from their work, they attack trespassers but only to drive them from the utility room. They return to work once adventurers enter either hallway outside the area.

Most of the boiling steam and melted materials enter a complex system of magical tubes in the northeastern corner before exiting the room to areas of the manor that need intense heat. If opened, release valves on the machines and the magical tubes squirt boiling steam or melted iron into the room. If characters come in contact with the materials or steam, they suffer 10d6 points of damage (save for half). If the machines are turned off for more than a few hours, denizens of the manor house come to inspect the utility room and question the workers.

Strangling Ghosts (3): HD 5; **HP** 36, 30, 27; **AC** 0[19]; **Atk** strangulation (save or die in 1d4+1 rounds); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds). (***Monstrosities*** 190)

E9. Laboratory

The former laboratory of the lich Rasping Rashuak is avoided by all undead, including other family members. Although the old master is rarely here, not even the most powerful dare to enter its iron door. The western entry into the room is locked with a complex mechanism that requires a skillful hand to open (+20% Open Locks penalty). Each door to the room is trapped to cause of pillar of flame to engulf a 10ft area in front of the door for 8d6 points of damage (save for half). A stone in front of the open northern doorway also triggers a *dispel magic* spell centered on the area in front of the door.

The interior of the laboratory is in meticulous order, as ghostly servants regularly dust off all items and surfaces, clean up spills, and do basic maintenance. As with all laboratories, the room is filled with various pieces of scientific equipment such as beakers, bottles, and bowls stacked on numerous tables and all fed by tubes of boiling steam and molten steel from the Utility Room (**Area E8**). Much of the equipment and steam power supports a central work station, where a glass dome-shaped transparent force field protects Rashuak's most valuable lab items. A collector of scientific equipment or active researcher would value this equipment at or around 5000gp. However, removing the



pieces and parts to the complex subsystems without damaging them or misplacing critical sections makes this a laborious task, taking between two and three days of careful cataloging and packaging.

The force field contains the guardian of this place: the purplish-blue **brain of an imprisoned demon,** Rashuak's able assistant in his experiments, floating in a thick crystalline glass case full of feeding fluid. The brain is psionically active and, after a brief observation period, assaults unrecognized intruders mercilessly. It always initiates a mental blast first against a random target (doing 1d6 points of damage, save for half) before moving on to an overwhelm mental concussive blast that does 3d6 points of damage to anyone within 10ft. The brain attacks until its foes are dead or leave the room. The brain dies if the feeding fluid is drained. This may be accomplished by cracking the glass case (by doing at least 60 points of damage to the AC 2[17] surface), breaking the glass tubes transporting the stuff inside the force field (AC 4[15], 90 hit points), or by simply destroying a significant portion of the lab equipment. The last method is not advised, however, as the resulting reaction generates a deadly poisonous gas that fills the entire laboratory in 1d4 rounds, and seeps outside in another 1d6. The reaction stops after 1d6x10 minutes, but a full day must elapse before the air becomes breathable. Anyone inside the room takes 2d6 points of damage per round (save for half).

Several tables, an unlit brazier, and a small bookstand can be found within the protective dome. Extra lab equipment, a mortar and pestle, five small metals bowls, and a recently deceased imp are on the tables. Each of the five bowls has the beginnings of an independent experiment. An empty book on the stand is a magical spellbook. Although empty, it has been enchanted to copy spells cast by others (as they are cast). Each day, it has a 10% cumulative chance to copy a cast spell. Once a spell is written into the book, it does not try again until the next day to add a new one.

In addition to the force field, a teleport is also in the room. It is operated with a large lever in the southwest corner. If pulled, all sentient beings within 10ft are transported to **Area A21**, and all sentient beings in **Area A21** are brought here. Note that the demon brain is *not* in range.

Finally, the two rooms to the east are holding cells for experimental subjects. Four human skeletons are inside. The skeletons exhibit strange deformities: bony spikes on the skull, a pair of curled horns, and cloven feet. Bits of shaggy fur are also found.

E10. Bedroom

Crackles of lightning are heard periodically from within the room. Inside, a corner of a modest sleeping chamber has been cleared to accommodate a large iron cauldron and a huge copper jar. This is the *cauldron of Keridwen*, a sacred druidical artifact. It is filled with a heated, moss-green sludge (foul but otherwise harmless water). The crackling comes from the copper jar, which is surrounded by a halo of electricity. Every three rounds, a bolt of lightning snaps from the jar to the cauldron or any metal item within 10ft (3d6 points of damage, save for half). Touching the copper jar inflicts 5d6 points of damage. The jar may be neutralized by grounding the current or spilling out the mildly acidic mixture inside (4d4 points of damage).

Cauldron of Keridwen

This artifact is sacred to druidical orders, who stop at nothing to get it. Once per week, pure spring water poured inside the cauldron turns into an enchanted potion that allows an imbiber to regenerate 3 hit points per round for 12 hours.

E11. Chapel

The headless statue of a female goddess, slightly reminiscent of the mother of the old gods, stands triumphantly near the south wall of this small, unused chapel. Dozens of wooden stools are found within the dusty room, but many have been cast aside to allow foot traffic from the north and south doors. A natural pool bubbles in the northwest corner. At first, the clear liquid appears as spring water; however, testing it reveals its healing properties. Each cupful of the enchanted water heals 1 hit point of damage. The pool is drained after 20 cups of water are removed but refills after 24 hours. Soon after entry, mumbling becomes chanting as a robed priest appears and suddenly crumbles to dust.

E12. Bedroom

The heat from the adjoining bath keeps this room overly warm and humid, drenching the bedsheets, draperies, and table linen. Water drips from candelabras, furniture, and wall hangings, creating small pools of stagnant water in various areas of the room. The humidity has soiled the many paintings, streaking the walls with colorful water as it seeps away from the damaged masterpieces. Rust has formed on most of the iron dresser handles and hinges on the wardrobes, chests, and doors.

Three small closets in the northeastern corner once held hundreds of wonderful outfits for a fashionable young woman, but they have been slowly destroyed by heat-loving black moths. Thousands of the tiny creatures live within the closets, feasting on gowns, corsets, and travel clothes. Noise in the closets causes the moths to panic and burst from their nests within the clothes, creating a darkened cloud of fluttering insects. There is a 1-in-6 chance that characters surprised by the black moth swarm accidentally inhale one or more of the creatures. Consuming a black moth causes the character to see hallucinations for 1d4 hours.

E13. Bedroom

Gilded wallpaper peels from the walls and ceiling as heat from under the floor makes this room unbearably warm. A broken heating pipe below the adjacent bath chamber has been sending heat into the bedroom for some time, turning this bedroom into a sauna-like space. Water drips from everything in the room, and several varieties of fungus grow unchecked throughout the space. The southern windows are swollen shut and covered in a black film that blocks out all sunlight. All but a single painting has turned into a mess of seeping colors. The lone painting unaffected by the heat shows a trio of seated elderly men who seem to gaze at the entrance to the cesspit (in the southeast portion of the room). One chair among the aging gentlemen is strangely empty. If the cesspit chamber is searched, the body of an old man can be found at the bottom of the disease-laden pit. The old man rejoins his friends in the painting after his body is found.

A small closet that joins this bedroom and another nearby (**F1**) contains a single wooden box. If opened, a **golden centipede** jumps from its prison to attack the nearest character. If bitten, the character must make a saving throw to avoid an injection of golden poison. The magical poison turns the fingernails, toenails, and teeth of the affected characters a golden color (removed by a *remove curse*). After 1d4 bites or after being killed, the centipede turns into a solid gold statuette and loses its magical properties (worth 1500gp).

Giant Golden Centipede (small, non-lethal): **HD** 2; **HP** 11; **AC** 9[10]; **Atk** bite (golden poison); **Move** 13; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** non-lethal poison bite (+4 save, turns fingernails, toenails, teeth a golden color). (***Monstrosities*** 63)

E14. Bath

The utility room (**E8**) pumps boiling steam into this bath chamber to keep the water in the central pool hot. Dripping with water, the decaying ceiling bows dangerously low over the heated pool. Stone benches surround the pool on all sides, providing a seat for those who needed a break from the heat of the bath. A thick film of green algae has formed on the surface of the pool, preventing characters from seeing anything within the large bath. A corrupted **water elemental** slumbers below the surface, but awakens when anyone enters the bath.

One of the long stone benches seems wider than the rest and can be found to be hollow if checked. The **headless vampire Rapid Rithiena** rests within until disturbed. She wears six silver rings (20gp each) and two golden bracelets (50gp each). Her stone bench coffin is filled with the dried leaves of several rare plants. Characters knowledgeable in plant lore may detect several healing herbs and spell components in the mix of old vegetation.

Rapid Rithiena, Female Human Vampire: **HD** 7; **HP** 50; **AC** 2[17]; **Atk** strike (1d10 + level drain); **Move** 12 (fly 18); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better magic weapons to hit, +1 to hit and damage, killed only in coffin, gaseous form, headless (no bite or charm gaze), level drain (drain 1 level with hit), regenerate (3hp/round), shapeshift, summon rats or wolves. (see **Appendix I, NPC #23**)

Water Elemental: **HD** 8; **HP** 56; **AC** 2[17]; **Atk** strike (3d10); **Move** 6 (swim 18); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, overturn boats. (***Monstrosities*** 157)

E15. Bedroom

A small band of 3 elven swordsmen made camp in the relatively well-preserved bedroom. These travelers — by their own admission — entered the manor through the secret door in the linen closet to the south and are seeking the fabled rod of Ragnar lost long ago to elvenkind and supposedly kept in a sitting room somewhere near the Throne Room. The "elves" are in fact **3 doppelgangers** who merely adopted the likeness of the elves. They seek to join a party but attack once their new allies are properly weakened. One of them even shares a *potion of healing* with a wounded character to gain their trust.

Doppelgangers (3): **HD** 4; **HP** 29, 26, 25; **AC** 5[14]; **Atk** longsword (1d8) or claw (1d12); **Move** 9; **Save** 13 (5 vs. magic); **CL/XP** 5/240; **Special:** immune to sleep and charm, mimics shape. (***Monstrosities*** 129)
Equipment: longsword, *potion of healing*.



One-way Teleport To
One-way Teleport From
Two-way Teleport
Giant Rat Hole
Magical Statue
Non-magical Statue
Spectral Staircase
30 Numbered Paintings
Curtain or Tapestry
Two-way Secret Door
One-way Secret Door
Covered Pit
Trap Door in Ceiling
Shaft
Large Shaft
Fireplace (shaft)

F – Corner Quarters

The seven rooms in this corner of the great manor have been secured by the Lady Rubienna Rumpula and her devoted minions. Male guests are often lured to her bedchambers, all too late realizing her true intentions. A vampire must feed after all, but why not have a little fun first?

F1. Bedroom

Unlike many of the decaying bedrooms of the manor, Lady Rubienna's bedroom is meticulously clean and pleasant smelling. Ghostly servants frequently clean the room, preferring to arrive and depart while the lady is elsewhere. Not a speck of dust or dirt can be found anywhere within the lavish quarters of the vampire mistress. Couches, tables, chairs, and her extravagant bed are absolutely clean of all foreign materials, even blood. A magical aura rests on the room; if dispelled, the ghostly servants never return, and the room falls into ruin.

When **Lady Rubienna** is present, she spends much of her free time preparing potions to attract new lovers, crafting exotic perfumes to keep her smelling wonderful, or designing new poisons to immobilize her latest pet. She is a masterful alchemist and crafter of poisons, skillful in measurements and balance in her brews and tonics. No fewer than a dozen of her special concoctions are present upon the shelf over her bed. Characters can find vials of otyugh saliva, a toxic vial of nightshade, three love potions, and potions of paralysis among the containers. She stores most of her crafting utensils and raw materials in a hidden compartment in the back of one of her wardrobes.

A table near her bed has several golden goblets and a pitcher (1000gp), and three crystal containers of a rare red wine infused with noble blood (100gp each). Her dresser and wardrobe contain only the finest gowns and courtesan clothes, each bedecked with hundreds of tiny rubies, Lady Rubienna's favorite gem (275 gems in total, each worth 5 gp). An ivory and platinum hairbrush and comb (500 gp) sit upon her night table.

Lady Rubienna Rumpula, Female Human Vampire: HD 8; **HP** 49; **AC** 2[17]; **Atk** bite (1d10 + level drain); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapons to hit, charm gaze (save at –2, as *charm person* spell), killed only in coffin, gaseous form, level drain (drain 2 levels with hit), regenerate (3hp/round), shapeshift, summon rats or wolves, thieving skills. (see **Appendix I, NPC #79**) **Thieving Skills:** Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

F2. Bedroom

A grim sight awaits those who enter this little-used bedroom: Six women, all wearing nothing more than a tight corset and burlap sack as a tight-fitting dress, hang upside-down, their ankles wrapped with rusty chains fixed to the ceiling. Each woman has been drained of most of her blood and is in a state of vampirism. Each was the lady's rivals at some point before Rubienna's cunning and skill caught them unawares. The lady plans to let them hang here for all eternity to starve but never die, hungering forever.

Each of the women pleads to be rescued, claiming that the lady of the manor captured her in a fit of jealously. However, any woman who is freed is overcome with hunger and turns on her rescuers.

A large **rug of smothering** on the floor below the suspended women grabs any character who steps upon it.

Vampire Spawn (6): HD 3; **AC** 4[15]; **Atk** bite (1d6 plus level drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** darkvision 60ft, level drain (drains 1 level with bite), regenerate (2 hp/round), resists cold and electricity (50%), vulnerable to sunlight. (**Tome of Horrors 4** 228)

Rug of Smothering (Animated Object, Carpet): HD 3; **HP** 19; **AC** 9[10]; **Atk** 1 (smother); **Move** 6; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** smother (1d4+1 rounds). (***Monstrosities*** 13)

F3. Kitchen

Burning meat, smashing pots, and the occasional thud of a heavy cleaver are all signs that the characters are approaching a staffed kitchen. This large room is busy with ghoulish servants as they mindlessly prepare meals for imaginary guests. Grunts, shouts for ingredients, and uttered curses create a cacophony of noise that can sometimes be heard in other wings of the manor. The kitchen is well supplied, with fresh meat of unknown origin lying on every table, and rotting vegetables and foul spices being added to every pot. The cookware is old and rusty, and many of the utensils are bent and broken.

If characters enter the room, they are ignored unless the get in the way of the cooks and butlers as they work. **Ghouls** attack intruders only to push them out of the busy kitchen, then return to work after successfully removing the unwanted guests. If the characters persist in getting underfoot, one of the ghoul chefs whistles for a **flesh golem** that emerges from one of the pantries in a few rounds to escort the characters out.

Several pantries surround the kitchen proper, and are filled to the brim with rotting food, spoiled wine, and useless ingredients. A careful search of the pantry in the northeast part of the kitchen reveals a fine wooden box filled with six crystal spice containers (750gp).

Ghoul Cooks (10): HD 2; **HP** 16, 14x2, 13x3, 10x3, 9; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to sleep and charm, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Flesh Golem: HD 8; **HP** 40; **AC** 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special:** +1 or better magic weapons to hit, healed by lightning, slowed by fire and cold, immune to most spells. (***Monstrosities*** 219)

F4. Bedroom

Grotesque, creamy yellow worms writhe on the floors of the bedroom. If it were not for their gruesomeness, their color would nicely complement the beige of the drapes, the floral paintings on the wall, and the tan ceramic tiles of the small bedroom to the west. If they are stepped on, the worms shriek in high, disturbingly-human screams.

F5. Bedroom

This abandoned bedroom once belonged to a small child, presumably the offspring of one the former ladies of this wing. A bassinet, crib, small dresser full of baby clothes, and several trunks of infant and toddler toys fill the unused room. A periodic baby's cry can be heard in various places within the room by one or two of the characters; none of the other characters hear the cry (but they might assume their compatriots are slowly going mad in the large manor). Following the faint cries, a ghostly image of a baby appears to the same confused adventurers. It floats from the bassinet to the crib to the changing table. A painting of a stoic husband standing close to his

saddened spouse as she holds a deceased baby hangs over the crib. Any uncouth remark made about the painting or the painting's content causes **3 will-o'-the-wisps**, one noticeably smaller than the other two, to squeeze through the cracks in the floor and attack the characters, targeting the remark-maker first.

Will-o-the-Wisps (3): HD 9; **HP** 70, 66, 56; **AC** –8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:** lights. (***Monstrosities*** 512)

F6. Bedroom

Only the northern entrance to this room is unbarricaded; wardrobes, dressers, oversized chairs, and wide tables block the western and southern exits. A large canopied bed is the only piece of furniture not being used to block an entrance. The ghostly image of a young nanny paces back and forth in the room, continually returning to the northern entrance to peer into the child's room beyond. Nothing short of powerful spells or magic dispels the ghostly form from her watchful duty.

Any attempts to move the furniture blocking the exits summons 2 illusionary butlers who try to hurriedly return items back to the doorways. If an exit is cleared, the butlers flee into the revolving door beyond the southern exit, spinning the old, creaking portal around as they depart. Once the doorway is clear of debris, a steady stream of ghosts pours into the room, most dressed as courtesans and servants of the manor house. Each round for 10 rounds, 1d8 ghosts enter the room unless the debris is returned to the doorway. The line of ghosts continues to the northern door, and the ghostly procession disappears into thin air after reaching the northern room (**F5**). However, every fourth ghost is actually a well-dressed **ghast** that jumps out of line and attacks the nearest character.

If characters follow the butlers into and through the revolving door, they may be transported to various locations within the wing. Use the table below to determine if the characters (independently) are teleported elsewhere.

1d10	Location
1	Area F1
2	Area F2
3	Area F3
4	Area F4
5	Area F5
6–10	No teleport occurs

Ghast: HD 4; **HP** 28; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 15; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** stench (10ft radius, save or –2 to hit), paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 189)

F7. Linen

At one time, servants of the wing stored fresh linens and towels for the masters of the manor here. Most of the shelves on the walls are empty, their contents used and never replaced years ago. Several empty gown and hat boxes have been cast to the floor, rotting in the damp corners of the closet. A single mannequin stands by itself on the south wall, apparently unscathed by the wet filth that covers everything else in the room. When touched, the **mannequin** animates, attacking characters with metal hangers and scissors, and lashing out with measuring tapes and ribbon. The mannequin can attack three times per round, twice attacking with a hanger or scissors, and once with a ribbon or measuring tape grappling attack.

On a top shelf, out of sight by anyone other than very tall characters, is a small box that contains fur-lined gloves, a hat, and a scarf. Although nicely made and warm, they are worth less than 5gp. However, if a character searches the interior of the left glove, he finds a diamond ring caught in the middle finger. The large gem set in a platinum band is worth 5000gp.

The mannequin hides a well-hidden exit to the outside of the manor. Although nearly impossible to find from the exterior, the narrow door opens inward into the closet to reveal a small garden beyond.

Mannequin (Animated Object): HD 3; **HP** 20; **AC** 8[11]; **Atk** 2 strikes (1d6), grapple (1d6 damage per round); **Move** 12; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** grapple (automatic 1d6 damage per round, Open Doors check to escape). (***Monstrosities*** 13)

G – Torture Chambers

Guests searching for the nearest bathroom occasionally wandered into the manor's torture chambers, oddly located too close to the northern front entrance. Whether the Rumps designed it this way on purpose or if the small area slowly grew larger over time, no one knows for sure. Those entering the manor today through this front door hear the faint screams of departed and lost guests.

G1. Bedroom

A dusty bedchamber is situated far too close to the main torture chamber to attract any attention from treasure-hunters. Besides a few trinkets and common items, little else attracts the attention of those who peek into the room. A large oily stain has eaten itself into the floorboards in the middle of the room. It shrinks, coagulating into a **central mass of putrid aspect** as it flows forward toward the closest party member. The touch of the strange mass increases the touched character's constitution by two points permanently (this happens only once), and the weird slime follows the chosen one faithfully ever after.

Oily Mass: HD 3; **HP** 16; **AC** 3[16]; **Atk** touch (no damage); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** touch (boost constitution by 2 points, once only).

G2. Room of Fear

If the dread of the Torture Chamber proves inefficient, this sanctum of grotesque and horrid paintings should do the job. The scenes depicted are so gruesome that onlookers must make a saving throw or flee in panic (as if by a *fear* spell). Even characters who make their saves become shaken by the scene (and suffer a –1 to hit and saves). Both effects last for 10 minutes, but a character who failed his save must make another saving throw before he is ready to enter the room once again. A failed save means the character may enter, but is nauseated for as long as the character remains in the room and for 10 minutes afterward (–2 to hit and saves).

For those able to withstand the oppressive onslaught of terror, a rich reward of unique and valuable trinkets can be found throughout the room. A silver pitcher encrusted with chocolate diamonds (1000gp) and four silver shot glasses (100gp) sit upon a platinum tray (250gp) on a table in the southwestern corner. A set of six crystal decanters (750gp) are filled with blood-infused wine (variable value) on a centrally located table. A painting that initially displayed a horrific scene of unrelenting torture instead depicts a scene of the very room the characters are in. The painting shows a glowing spot in the floor under the table in the center of the room. If the area is searched, characters find a secret niche with a bag of mixed gems (2500gp total). The painting is magical and can be used once per week to detect 1d4



hidden locations within a room (maximum room size of 50ft by 50ft).

If the painting is removed from the wall, a shadow hidden within the frame exits to attack characters. If the shadow takes more than 50% of its maximum health, it flees to another painting in the room to hide.

Shadow: HD 2+2; **HP** 15; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, drain 1 point strength with hit. (***Monstrosities*** 418)

G3. Torture Chamber

Haunting screams of agony and fading scenes of tortured victims vanish as the characters arrive in this room. Ancient mechanisms of torture fill the large space, many stained with bile, blood, and vomit. Iron-spiked coffins, nailed chairs, stretching tables, boiling vats, brazen bulls, and hanging cages are found throughout. Skeletons are chained to the walls and fill many old cages, their bones forced to spend eternity in the Tegel Manor torture chamber.

Most of the equipment is too rusty or old to work properly. However, if the statue at the southern end of the room is activated (see below), the devices magically begin working again. Most machines show shadowy images of victims within them, silently screaming in agony as ghostly torturers perform their grisly work. Mist replaces the water, oil, and fire originally used in the various devices, replacing the element that would normally slowly kill the intended victims. Characters touching the mist feel the original element without it actually harming them.

A 8ft-wide central shaft is surrounded by coiled **chains** that animate to grapple and throw any within 10ft into the depths. The pit is 30ft deep and leads to **Area DL2B**, where a hungry ogre awaits tasty morsels arriving from above.

An 8ft-tall marble statue of a two-faced man stands at the southern end of the room, his left arm raised and his right arm close to his side. The left side of his face is burned and angry, while the right side is pleasant and smiling. The statue holds a chain that dangles 3ft below his clenched left hand. When pulled, the left arm lowers and activates the torture equipment noted above. As the left arm lowers, the right arm raises as magical, blue flames erupt from its outstretched fingers. Each flame travels to an open portal, sealing it with a powerful arcane lock spell, coupled with a magical glyph that turns flesh to stone. Any character attempting to exit the room during the time the spells are in effect must negate the magical lock and make a saving throw against the flesh to stone effect.

As the characters wait for the right hand to slowly fall back into its original position (which takes about 30 minutes), some of the ghostly torturers try to force them into various devices. Although the torturers cannot be killed or dispelled, their forceful actions can be resisted (roll below strength score on 3d6). Any character that fails to resist being captured and dragged to a torture device gets strapped in and takes 1d4 points of damage each turn until freed (they must make another check or another character must save them). Once the statue's right arm returns to its side, the effects of the room and doors cease.

Chain Coil (Animated Object): HD 3; **AC** 5[14]; **Atk** slam (1d6 + grapple); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** grapple (Open Doors check to escape, anyone grabbed is flung into pit). (***Monstrosities*** 13)

G4. Bedroom

As terrifying as the room before was, this one is a step beyond. Although the sable cougar skins covering the floor and the coal-black banners are of no threat, and the ivory-yellow marble throne provides a welcome change of color, it is the strangely alluring aura of total



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
⇦	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)

darkness in the southwest quarter that fills even the most stalwart hero with silent dread (roll against this fear as previously noted in **Area G2**).

The dark aura is extremely cold. If anyone touches it, it erupts with a chill orange flame that sheds no light (on the contrary, it seems to increase the darkness and exhales a breath of frosty air). Within a few heartbeats, a large figure sheathed in the same unnatural glow emerges: a demonic apparition the height of two men, with large, folded bat wings, cloven hooves, and a horned head. The figure holds a fiery whip in one hand and a smooth black blade in the other. The **demonic figure** is just an illusion, but it *is* effective unless immediately disbelieved or dispelled.

G5. Cells

Those responsible for guarding the prisoners in the two cells to the west are long gone, leaving their charges to suffer and die here after their departure. Only a wooden table and two broken chairs are found in this simple guardroom. Both doors to the western cells are still locked, their mechanisms and hinges rusted and nearly inoperable. Strong characters may try to rip the old bars from the failing masonry.

A total of three skeletal prisoners are found in the cells, two in the northernmost cell and one in the adjacent cell. The two male skeletons in the northern cell were gentlemen, imprisoned for outstanding "debts." One of the gentlemen had a hidden pocket in his pants but the gold coins within fell to the cold floor when the cloth rotted. Characters can find 25gp under one of the skeletons.

The solitary prisoner in the southern cell was an old wizard who wronged one of the Rumps. His eyes, hands, and tongue were removed to prevent him from casting spells, but in a vicious act of spite, he was locked up with his spellbook. Although many of the topmost pages have decayed, several pages near the back of the book are still legible, protected by its waning magic.

Spellbook: 4th—*dimension door*, *wizard eye*; 5th—*passwall*; 6th—*move earth*.

G6. Bedroom

This room is a mess. Debris litters the floor from a terrific struggle, and smashed bits of wood mingle with torn fabric, broken clay shards, snapped polearms, and bent swords. The extent of the destruction is such that the remaining splinters still twitch! Amid the chaos is the only item remaining unbroken or unbent: a padded coffer with a blackish bottle of Old Derfingel Red wine (labeled).

Although the wine is within a poorly-made vessel, its full potency remains. A single cup of the rare wine provides the same benefits as a *potion of heroism*. The opaque bottle holds four cups of the intoxicating liquid. If all four cups are consumed in one sitting, it also acts as a *potion of extra healing* but puts the imbiber in an unconscious state for 12 hours.

G7. Den

This narrow room off the adjacent bedchamber may have once been a place for the Rumps to relax and retell stories of their past triumphs but it has now been reduced to an abysmal and useless space. Water seeped in from the outside of the manor, pooling in low spots in the floor and rotting any furniture standing on the slick floor. Musty and moldy animal trophies hang from walls, water dripping from noses, tusks, and ears. Wooden chairs collapsed after their legs rotted, while others barely stand, ready to pitch a seated guest to the floor.

A low table still smells of the tobacco it once held, but contains only remnants of wet pipeweed and bits of ash. Two tapestries on the south wall show groups of fat men hunting from horseback in front of a forest. The bottoms of the tapestries are rotted, their soaked lower half straining their fixtures near the ceiling; they look like they may fall at any time. Six etched steel cups and a matching decanter sit upon a table in the center of the room. Unfortunately, the steel cups are rusty and useless.

At the same time each day (as determined by the Referee), an unseen clock chimes and several ghostly, overweight Rumps enter the room to sit, drink, and tell stories. Although the shadowy visions utter no words that can be heard, the jovial nature of their conversation is quite apparent. If the characters wait long enough, one of the ghosts gets up from his chair and retrieves a wondrous pipe from a hidden niche in the east wall. The item is made of gold and platinum and studded with sapphires and rubies. When an hour elapses, the clock strikes again and the ghosts exit the room. They do not reappear until the next day. Before the Rumps leave, the pipe is returned to the hidden niche. Characters searching that area of the wall find an actual pipe as previously described worth 750gp.

The two closets beyond the den are filled with broken furniture, debris, and refuse from other rooms, stashed here by current denizens. Characters may find a small, locked box amid the piles of worthless junk. A bag of silver tokens is found within, presumably chips for some long-forgotten card game. The 100 slim tokens are worth 5sp each due to their unique, ornate carvings and purity.

G8. Sitting Room

Ladies of the manor would often gather in this out-of-the-way sitting room to gossip away afternoons and to giggle while listening to their suitors "enjoying" a visit to the nearby torture chamber. The Rump ladies had strict rules with respect to men entering this forbidden chamber; men who persisted in entering were hauled away to the torture chamber or worse. Of course, the ladies tried to entice newcomers into the room with a brief show of leg or shoulder.

Large, soft sofas and plush, oversized chairs are now stained and dusty, but still offer a comfortable seat to anyone brave enough to sit in them. Each of the five pieces of furniture (two sofas, three chairs) are actually **5 mimics** lying in wait for their next victim. Any character sitting upon one is attacked, then by all five in the next round. However, the mimics are equally satisfied with turning on each other as their ferocity increases.

Several chairs surround a gilded table in the southwest corner of the sitting room. Eight dainty drinking glasses and a matching crystal carafe are all stained red, pink, and purple with old lipstick. One of the chairs is a bit taller than the rest, presumably designed and designated for the high lady of the family. Near the unique chair, strapped underneath the oval table, is an ivory-handled silver dagger studded with masterfully-cut diamonds. A hint of blood is found upon its tip. The dagger is not magical but is worth 1250gp.

A room to the east can be accessed through parted curtains. Two small tables covered with dozens of tiny bottles, cases, and containers stand side by side along the south wall. Each table has a mirror the ladies used when they sat to reapply their makeup and fix their hair. However, the mirror now reveals no image when used. Instead, a prolonged stare into the mirror has a chance of summoning a **dretch** demon who exits the mirror to attack the offending character.

Amid the perfume bottles, foundation containers, and lipstick cases, a beautiful silver hand mirror can be spotted. The well-crafted item is worth 250gp.

Mimics (5): HD 7; **HP** 52, 50, 49x2, 43; **AC** 6[13]; **Atk** smash (2d6); **Move** 2; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** glue, mimicry. (***Monstrosities*** 329)

Dretch Demon: HD 4; **HP** 26; **AC** 2[17]; **Atk** 2 claws (1d4), bite (1d6); **Move** 9; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** spell-like abilities.
Spell-like abilities: 1/day—*darkness 15ft radius*, stinking cloud (20ft radius, save or nauseated for 1d4+1 rounds), summon animals (1d4 giant rats), *teleport*.

G9. Alcove of Agony

Detailed wall carvings depicting the decapitation of hundreds of commoners line the walls of this room and long hallway. Executioners swing large axes and two-handed swords, performing the grisly work in front of dozens of Rump onlookers. At its northern end, characters see a lit brazier that burns with an unholy flame. A black mace floats above the brazier, suspended by the rising heat. As soon as the mace is touched, it disappears, breaking the illusion. Once the illusion ends, the room erupts in cries of agony and pain as the executioners begin their work again. Most of the executioners in the wall continue their work on invisible victims. However, 4 stone gargoyles dressed in executioner garb leave the walls to engage the characters at the north end of the hallway. Each executioner is as strong as the others; hit points reduced from one are reduced from all. Each creature attempts to behead its foe with a large halberd or two-handed sword. Gargoyle executioners delivering a critical hit have a 5% chance of beheading their foe.

Gargoyles (4): HD 4; **HP** 32; **AC** 5[14]; **Atk** weapon (1d10) or 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic weapon to hit, 5% chance to behead foe with weapon. (***Monstrosities*** 185)

Note: The gargoyle executioners share hit points, so damaging one damages all of them. The creatures can sustain a total of 32 hit points before all four shatter.

G10. Bedroom

Gold and silver cover every object in this gaudy bedroom. Tables, chairs, dressers, cabinets, and the large bed are covered or trimmed in gold, silver, or both. Even the smallest object in the room has some gilding or silver trim. However, as characters begin to examine the trappings of the room, they find that the silver and gold is merely paint. Common items have been painstakingly painted with fine colors to fool most observers.

Although most of the items are fakes, a few items of note can be found within the awful room. A comb on a dresser is made of real gold and is worth 125gp. A painting of a proud hunting dog over the bed has a paint-gilded frame, but the work itself is actually quite valuable (150gp). Searching the bottom drawer of a dresser reveals a bag of 20 raw silver chunks, each worth 10sp.

Peering into the southern closet shocks all but the most stalwart of characters. The torso of a man hangs from a rope from the ceiling of the closet. No head, arms, or legs are found on the torso, and no sign of blood can be found anywhere. Surprisingly, the body has not rotted while in this closet.

G11. Temple of Harmakhis

Darkness is unnaturally intensified by the onyx marble stone of the ceiling, walls, and floor. Nonmagical light sources are at half strength here; the god of death prefers the room dark. A large idol depicting the wretched god rests upon an altar at the northern end of the room. Next to the altar slab, a huge copper ball (8ft in diameter, worth 210gp for the metal alone) rests precariously on the edge. Affixed to the ball is a length of silver chain (53gp) that is in turn connected to a shining gold collar worth 210gp. There is an 80% chance that disturbing the items brings down the ball, which rolls toward the entrance, crushing everything in its path for 6d6 points of damage, and possibly smashing the secret door off its hinges as well. Any characters in its path must roll below their dexterity on 4d6 to diver out of the way. An enormous clay pot before the altar contains the body of a dead orc and a helm with a bloodstone embedded over three stars. This item is worth 100gp.

H – Rooms of Revelry

This part of the manor survived the test of time better than other wings, showing fewer signs of decay, deterioration, and flooding. Windows are larger and cleaner, and let in more light. Most areas are free of unpleasant and unwanted guests. However, not every room is a welcoming place.

H1. Bedroom

Adjoining **Area G10**, this bedroom is decorated in the same manner, with gilded and trimmed furniture painted with the same decorative paint. A low, murmuring chorus of gruff voices can be heard chanting, *"Betwixt the meadow, under the bone, are scrolls of wonder, beware the clone."* The sound of the voices seems to emanate from the southern wall where a secret door may be found. A narrow, secret tunnel leads to the servants' quarters (**H17**). Rounding the corner, characters see a faint, ghostly image flee into the room beyond.

H2. Parlor

By day, the room is well-lit as the sun streams through exquisite ceiling panes made of ornate and colorful glass. At night, however, the room is illuminated by a single light source, the dancing flames of a large copper brazier supported by a man-sized stone toad. As light slowly creeps back into the room at sunrise, the brazier somehow burns low, its coals nearly extinguished.

A dark silhouette of a man sits in a large, leather chair pondering the words in an old tome. He ignores characters until they directly interact with him, either by touch or with questions. Interrupted, the man's true form is revealed: He is a **wraith**! Angered, he jumps up to engage the characters in combat. At the same time, six wooden balls start to juggle themselves as melee occurs. The wraith tries to use his hypnotic stare first and his life-draining touch afterward.

A wide assortment of comfortable chairs, long couches, and lavish tables fill the parlor. If two or more characters sit upon the couches and chairs, a ghostly reverie begins. Dozens of imaginary guests begin to fill the room, drinking, laughing, and socializing. If characters fail a saving throw, they believe it to be real, even interacting with the ghostly partygoers. Those who fail their save refuse to leave for 1d4 hours while they enjoy the wonderful event.

Wraith: HD 4; **HP** 29; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic weapon to hit, level drain (1 level with hit). (***Monstrosities*** 518)

H3. Bedroom

A bedroom off a parlor seems a strange architectural design, but a closer look reveals that it once was a private room for parlor guests who needed a private place to discuss business or family matters. The bed and nightstand look out of place with the rest of the furnishings, likely added later to accommodate party guests who had enjoyed the festivities in the other room a little too much. In a corner, fiery yellow eyes peer out of a pile of bones and tendons. A moment later, tufts of coarse black hair appear. The creature is a **goblin** driven insane by the horrors of the manor. The goblin gained extraordinary strength from experiments Ridwik of the Relic subjected it to, but this great ability isn't reinforced by any courage. The wretched little thing merely tries to run away and hold on to its *potion of healing*.



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
○	Giant Rat Hole	⊠	Covered Pit
	Magical Statue	□	Trap Door in Ceiling
	Non-magical Statue	■	Shaft
←▭	Spectral Staircase	●	Large Shaft
30	Numbered Paintings	▬	Fireplace (shaft)

Goblin: HD 1d6 hp; **HP** 4; **AC** 6[13]; **Atk** short sword (1d6+3); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight. (***Monstrosities*** 211)
Equipment: *potion of healing*.

H4. Store

As builders and renovators worked to update this wing of the manor, many finishes were placed in this centrally-located storeroom. Tapestries, rugs, draperies, and tall vases were left here until the work was complete. Forgotten or unused, much of the materials are damp with moisture, ruining the exotic fabrics and masterful weaves. All but a few ceramic vases are not cracked or chipped.

A **ghost** takes inventory of the room, counting rugs and tapestries and checking off totals on his long scroll. Unless the characters attempt to remove something from the room, he never takes notice of the characters as he is too busy with his important work. Under a moldy rug in the southeast corner, the characters may find a small velvet case that contains an onyx stone on a gold chain worth 160gp.

Ghost: HD 5; **HP** 33; **AC** 0[19]; **Atk** chill touch (1d6); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, chill touch (1d6 cold damage), magic resistance (50%). (***Monstrosities*** 190)

H5. Bedroom

This room — and the other ones nearby — were once used by Resplendent Rambert, one of the last of the later Rump line. Known for his chivalrous attitude, womanizing, and martial prowess, Rambert was very much a man of the family. The most striking feature of his erstwhile domain is the blood-red pennant hanging from a lance on the south wall. Three meticulously polished metal shields glint, each hanging from a steel hook. Each is well-used but in good shape.

The same can't be said of the **mossy couch** by the east wall; its decaying state is a marked contrast to the other items found here. As the characters leave the room, a gruff voice yells, *"Dastard-hearted cowardly hinds!"* as the couch animates to attack!

Mossy Couch (Large Animated Object): HD 3; **AC** 8[11]; **Atk** slam (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (***Monstrosities*** 13)

H6. Ballroom

Wild chamber music continues to play as 36 ghosts disappear upon entering. The unseen orchestra's tunes get progressively more disjointed and disharmonious by the second. As characters move across the ballroom's dancefloor, finely dressed ghosts attempt to pair up with each one and lead them toward the middle of the finely-decorated room. Characters must make a saving throw to resist the intense stare of their ghastly partner. Those failing their check believe the dance and partner to be real, and allow their partner to whisk them about the area as the invisible orchestra slowly speeds up the tune. Just as a character steps on the square marked **H6**, the music suddenly stops and the huge crystal chandelier crashes down on the character who had just regained his senses. The character smashed below the chandelier takes 6d6 points of damage (save for half).

After 2d20 minutes, the music ends, and the ghosts slowly fade into the curtains as they leave the ball. The invisible orchestra members momentarily reveal themselves around the outer edge of the room, taking bows and quickly disappearing into the walls.

The remaining bits of the chandelier, even in their damaged state, are worth some 70gp. Two wonderfully-made violins are mounted on both sides of the fireplace. Each is worth 100gp.

H7. Office

So close to the ballroom, this was one of the manor's more elegant offices. The huge coffin desk standing on a velvet carpet is full of inkpots and giant feather quills. An unknown force hurls each of the desk items at the party, seemingly tossing things in their general direction without decent aim. However, if the party leaves and returns to this room later, the items are hurled at them once again, this time with incredible force and deadly accuracy. Each character should roll 1d6 and subtract this number from 10; the remainder is the number of items that strike the character. Inkpots deal 1 point of damage, while sharpened feather quills deal 1d2 points of damage with each hit (50% chance of either).

One or more members of the group may notice that one of the quills does not leave its inkwell during the chaotic bombardment. This quill is an exceptional writing instrument, capable of making any hand appear steady and well-trained in penmanship. It is worth at least 50gp to writing sages and wizards.

H8. Nursery

An overwhelming smell of alcohol permeates the room. An empty cradle by the south wall rocks rhythmically to the soft lullaby of an invisible woman's voice. Occasional whimpers emerge from within.

A storage closet to the south of this room holds broken and worn-out cradles and bassinets. Several are splashed with a red substance, presumably blood. Something silver glimmers from a cradle near the bottom of one of the piles. Halfway under a rotting bedsheet, the group may find a silver locket containing the silhouette of plump woman. It is worth 100gp.

H9. Bedroom

This bedroom's cheerful, plum-colored decor exudes a drafty, faint odor of jasmine mixed with dust and decay. Looking at the empty west wall, the **ghost** of a petite woman wearing plum-and-white velvet sobs softly in a chair. The lady's disturbance is over the terrible old man in **Area H10** who smells up the place. She requests that he be driven out of the house. Should this deed be accomplished, the plum of the room turns ghost-gray and only a heap of ashes will be seen on the chair, accompanied by the glint of a beautiful diamond bracelet (1800gp).

Ghost: HD 5; **HP** 29; **AC** 0[19]; **Atk** chill touch (1d6); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, chill touch (1d6 cold damage), frightful moan (3/day, save or stunned for 1d4 rounds), magic resistance (50%). (***Monstrosities*** 190)

H10. Salon

An old, kindly beggar reclines on a soiled and filthy couch that matches his appearance: The old man is absolutely grungy. He looks like he hasn't seen a bath in years; his hair is matted and greasy, and his skin is stained and blotchy from malnutrition and a squalid lifestyle. The beggar asks for a few gold coins from each character but is never satisfied with what he is given. His demeanor quickly changes to obstinate and rude if his requests (or demands) are refused or ignored. Unless placated with a sum of at least 600gp, he polymorphs into his real form of a **Type III (glabrezu) demon**. The monster accepts



surrender only for the soul of at least one of its attackers, which he claims upon the point of the character's death.

Third-Category Demon: HD 10; **HP** 71; **AC** –4[23]; **Atk** 2 pincers (2d6), 2 claws (1d3), bite (1d6); **Move** 9; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special:** immune to fire, magic resistance (60%), spell-like abilities. (***Monstrosities*** 94)
Spell-like abilities: at will—*darkness 15ft radius*, *fear*, *levitate*, *polymorph self*.

H11. Stateroom

Originally reserved for accommodating notable dignitaries, the worm-eaten, throne-like chairs, enameled metal shields, and tattered banners of the stateroom have seen better days. A curious sight greets intruders. **Four zombies** are bowing to a fat **giant white rat** seated on one of the thrones. The rodent wears a pink cape and a red-plumed hat. One of the thrones is cursed to *polymorph* anyone who sits upon it into a rat. The effect is permanent unless someone other than the victim removes the *polymorphed* rat from the throne. This garbed rat is actually a fanciful **zombie** that somehow found itself seated upon the cursed throne. If the rat is removed from the seat, it returns to its undead zombie form.

If a character sits upon the cursed throne, he or she must make a saving throw. Failure *polymorphs* the victim into a rat. A *remove curse* spell reverses the effect, assuming the rest of the group can catch their friend if he flees the room ...

Zombies (5): HD 2; **HP** 15, 12, 10x2, 9; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

H12. Smoking Room

Overwhelming smoke and the stench of tobacco envelops the smoking room. Within the grayish haze, smoky profiles of men form in the leather armchairs, then disappear. A copper spittoon in the northeast corner is worth 6gp if properly cleaned of the accumulated unwholesome sludge.

H13. Music Room

The dusty, closed-in smell here reveals that the room hasn't been visited in ages. Nevertheless, a concerto of erratic music is in progress as a large organ and a graceful harp try to harmonize their tunes without much success. Yellowed sheets of paper with musical notes are scattered on the floor. Although both instruments are close to falling apart, the 42 ivory keys of the organ are worth 10gp each. Although the strings of the harp are golden in color, they are merely gilded; underneath the gold paint, the strings are found to be made of a simple metal, typical of this instrument. Neither invisible musician allows their instruments to be torn down for pieces without a fight, with each casting proper insults and slapping characters across the face with unseen, silk gloves.

H14. Tea Room

The intoxicating aroma of roses lingers over the gaudy, lavish décor of flower and vine wallpaper covering the walls and ceiling. Although peeling in several places, the bulk of the ornamental but garish wallpaper still hangs on to the plaster walls. The small, round table is set with a stunning silver tea service (475gp) and a large silver bowl (205gp) containing the main course: a **black pudding** that quickly flows out to devour its would-be devourers.

Black Pudding: HD 10; **HP** 67; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** acidic surface, immune to cold, divides when hit with lightning. (***Monstrosities*** 46)

H15. Bedroom

The Rump coat of arms dominates the fine woven carpet in the middle of the room. Occasionally (50% chance every 10 minutes), the furniture in the room slides to one side as if the room was in a listing boat. Interestingly, vases, old picture frames, and wash basins stay in their places as the furniture slides about the room. The drawers of a large bureau by the north wall open and expel clothing at the party if they come too close, then slam shut. Heaving sounds are heard from within.

H16. Bath

Images of beautiful mermaids attending Rump family members cover the walls of this warm and well-kept bath chamber. Steam rises from the seemingly hot water, creating a thin fog near the ceiling as the warm and cold air meet. Water ripples as if there is movement within the dark waters of the wide pool. If all the sconces of the room are lit, the bathwater lightens to a blue-green hue that makes it is easy for onlookers to view the **20 swimming, miniature mermaids** within. The bright light signals their emergence: Two-foot-long mermaids swim to the edge of the bath, beckoning characters to enter with waving hands, oval eyes, and perfect smiles.

However, when the characters enter the pool, the mermaids recognize that they aren't Rump descendants (likely by scent). Instead of bathing the characters, the mermaids tear into them with fangs as they try to pull them into the deeper section of the bath.

Several other victims have met their final moments in the deeper section, leaving their bones and a few trinkets behind. Three silver rings (10gp each), one gold bracelet (25gp) and a ruby necklace (75gp) are found intermingled with the bones.

Miniature Mermaids (20): HD 1d4; **HP** 4x6, 3x7, 2x5, 1x2; **AC** 7[12]; **Atk** bite (1d3); **Move** 1 (swim 12); **Save** 18; **AL** N; **CL/XP** A/5; **Special:** breathe water. (***Monstrosities*** 328)

H17. Servants Quarters

It is apparent from the moment characters enter this room that at one time it was the servants' quarters for this wing. None of the lavish and extravagant gilding, polish or finery of the other rooms is present in this spacious yet boring room. Several pieces of broken furniture are piled in a heap in the center of the room, presumably the beds, dressers, and chairs of the servants from long ago. A search of the pile of debris reveals nothing of interest. However, a single portrait of a red flower hanging askew on the northern wall has a gold-and-platinum necklace fastened to its back. The well-made necklace was likely stolen from one of their masters and was forgotten here after the servants left. Platinum is interwoven into the gold braids of the necklace, making it worth 750gp.

I – Northeast Quarters

No section of the manor has as much sprawling vegetation and rampant plant growth as the northeastern wing. Floors and walls of the rooms and hallways are bursting with vines, weeds, and thorny bushes that seem to reach for characters as they pass. It's almost as if the plants have minds of their own ...

I1. Bedroom

A pungent incense coalesces at the doorway, warning characters with a burning irritation of their eyes, nose, and throats as they enter. Those who linger within the room too long suffer blindness (50%) or illness (50%) for 2d6 rounds. The strange, misty smoke follows characters that are initially unaffected, seemingly trying to get the better of resistant trespassers.

Somehow unaffected by the thick smoke of incense, a black cat perches on a ledge behind a tapestry hanging on the eastern wall. Any character getting within 5ft of the large cat causes it to leap to the floor, mysteriously disappearing in a flash of fire and ash! The strange feline leaves behind a clump of black hair on the floor after its departure. When held, the clump of hair provides darkvision up to 120ft).

If the room is entered again within an hour of exiting it, the cat returns to its perched position behind the tapestry. When it repeats its disappearing act, again leaving the clump of hair on the floor, the previous hairball mysteriously vanishes.

I2. Hothouse

A thick humidity overwhelms those unaccustomed to the warmth of a dense jungle. As soon as characters enter, the fireplace begins billowing waves of steam that cascade over rows and rows of closely planted vegetation. Rare flowers fight to survive, outnumbered 10 to 1 by strangling vines and tall weeds. Colorful flower petals hide the dangerous poisons of leafy plants and venom of thorny vines. Less-dexterous characters (dexterity of 8 or less) are likely to bump into something that they shouldn't, resulting in one of many maladies: sleeping sickness and deadly toxins abound in this room.

Hundreds of silver and coral coins have been placed near the stems of many of the plants. Characters spending an hour or more in the room find 785gp worth of coins. However, many are still coated with a strange toxin that begins a 24-hour illness resulting in a painful and explosive death (save or burst within 24 hours).

A tall, grotesque plant near the fireplace extends its long vines at approaching characters, hoping to pull them close enough to be "bitten." The plant has a strange beak at its center that can pluck skin from an unprotected arm or face with ease. The plant recoils at fire, letting go of any held characters and wrapping itself up in its long vines and large leaves to avoid injury.

The room to the east contains a deteriorating pile of mulch and fertilizer left here some time ago. Large grub-seeking **fire beetles** live in the pile and may look upon the characters as a better meal than the meager grubs and worms infrequently found in the area.

Giant Fire Beetles (3): HD 1+3; **HP** 10, 9, 7; **AC** 4[15]; **Atk** bite (1d4+2); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** light glands. (***Monstrosities*** 41)

I3. Greenhouse

Unique and magical plants continue to grow in this warm and stuffy greenhouse, long after Rump gardeners abandoned their work. A lack of ventilation made this room oppressive; water drips from every leaf and vine, pot, and shelf. The floor is covered in a thin


oom
Incense Smell
18
Temple of
Quetzalcoatl
56
H13
Music Room
T
110
Domo's Room
111
Lounge
H9
Bedroom
19
Dancing Room
H14
a Room
17
Bedroom
J1
Den
16
Harem
15
Bedroom
Damp
H15
Bedroom
55
13
Greenhouse
14
Sauna
J5
Foyer
T
11
Bedroom
12
Hothouse
KEY
Curtain or Tapestry
Two-way Secret Door
One-way Secret Door
Covered Pit
Trap Door in Ceiling
Shaft
Large Shaft
Fireplace (shaft)
Trap
One-way Teleport To
One-way Teleport From
Two-way Teleport
Giant Rat Hole
Magical Statue
Non-magical Statue
Spectral Staircase
30
Numbered Paintings

layer of water that makes any quick movement within the walkways a treacherous exercise.

An exotic plant in the center of the room has six tiny pods hanging from its thick stem. If touched, the pods open to reveal **6 tiny goblins**! Although they are fierce for their size, they prefer to run and hide within the dense fauna within the room. However, they fight if cornered, working together silently to attack a single foe at a time.

A well-hidden, rare plant in the southwest corner mysteriously grows thin, gold leaves. When removed, these paper-thin leaves can be used for gilding or as fancy parchment.

Tiny Goblins (6): HD 1d4 hp; **HP** 4x2, 3x3, 2; **AC** 6[13]; **Atk** dagger (1d3); **Move** 9; **Save** 18; **AL** C; **CL/XP** A/5; **Special:** –1 to hit in sunlight. (***Monstrosities*** 211)

I4. Sauna

Fed by the same vents as **Areas I2** and **I3**, the sauna is likewise filled with steam. The billowing cloud reduces vision to 5ft and conceals a **giant crab** waiting patiently by the secret door. The tunnel it guards leads to a dead end, or does it? A step of the Sighing Staircase may be pushed out from below, granting access to the East Wing.

Giant Crab: HD 3; **HP** 19; **AC** 3[16]; **Atk** 2 pincers (1d6+2); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (***Monstrosities*** 74)

I5. Bedroom

This place is an extension of the Harem, and just as well appointed. **Two wereboars**, appearing as twin sisters in chainmail bikinis, are pinned to the west wall by silver chains (they are so fine — and so heavy — that they fetch 41gp apiece). The women plead for their release. If freed, they immediately revert to their porcine forms, still female, but not quite as fetching.

Wereboars (2): HD 5+2; **HP** 37, 33; **AC** 4[15]; **Atk** bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (***Monstrosities*** 306)

I6. Harem

Large pillows, opaque silk curtains, and thick rugs fill this oddly-shaped room. The cushions are set in a circle around a low-burning brazier in the middle of the room, providing a comfortable respite from the incessant conflict elsewhere in the manor. Thin wisps of incense waft from the brazier, filling the room with a strong aroma that is hard to identify. If characters sit upon the cushions, invisible imprints upon nearby cushions hint at ghostly harem girls that may try to interact with them every 1–2 rounds. Faint giggling and seductive whispers seem to be audible just at the edge of the characters' hearing, keeping them on the constant lookout for visitors. All dreams in the room are pleasant, the drinks and snacks are automatically replenished, and no undead bother to check the location. However, after spending the third night here, the characters awake in the prison (**DL2K**), stripped of all their belongings. Upon their return, they find everything in the room has vanished save for a single rose petal.

I7. Bedroom)

The odor of burning wax fills the room. A bed bearing a coffin surrounded by 33 thick candles occupies the center of the place. Three silver crosses hang on each wall (worth 5gp each). Upon entry, all the candles ignite, only to go out one by one individually. The small coffin requires a few strong characters to open (combined total strength of 30). Once opened, it is found to be completely empty. Upon raising the lid to its full height, a strong wind blasts through the western exit, extinguishing all nonmagical light sources. A silk-paper kite is found under the bed, somehow remaining in a pristine state while the rest of the room slowly decays.

I8. Temple of the Serpent

This place of peaceful contemplation is dedicated to Quetzalcoatl in his more benevolent aspect. The fragrance of exotic flowers wafts through the air as sitar music plays somewhere far away. A large brocade pillow floating 2 inches off the floor is a *carpet of flying*. Dozens of folded paper dolls of a colorful, feathered serpent hang from the ceiling, spinning when the slightest of breezes circulates through the room. Each paper doll of Quetzalcoatl provides a temporary boon to a character (once every 7 days): a +1 bonus to a randomly chosen primary statistic for 24 hours if the paper doll is attached to clothing and worn proudly. Note that the paper doll must be affixed to clothing while in this room to gain the bonus. Paper dolls are magically replenished within 24 hours of their removal.

A strange boundary marker is placed in each corner of the room at mid-height. Any character who is primarily in the upper half of the room (more than 50% of his body is in the space between the midway point and the ceiling) is magically transported outside the manor.

The altar of Quetzalcoatl is a great furnace used to burn sacrificial offerings. It is flanked by two rainbow-like serpent statues (couatls) and its enameled surface is adorned with vibrant tones. Continual flames burn within. Sacrificing colorful plumes, silks, or even multicolored sand on this altar brings good luck (+4 on the character's next saving throw). If the shrine is desecrated in any way or if inappropriate items are sacrificed, the couatl statue to the right animates as a **stone golem**.

Stone Golem: HD 12; **HP** 60; **AC** 5[14]; **Atk** fist (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special:** +1 or better magic weapon to hit, immune to most magic. (***Monstrosities*** 222)

I9. Dancing Room

Chairs face the west wall in three orderly rows. Any clapping sounds cause 30 ghostly dancing girls and musicians to appear for a performance that lasts two hours. At the end of their recital, the ghostly dancers invite remaining characters to play musical chairs; enough chairs for the dancers and characters (minus one) slide across the room into a wide circle. Rousing marching music begins as the shadowy ballerinas circle the chairs. Each participating character should roll 1d20. The Referee should roll 2d20s (taking the higher score). The lowest of all the values eliminates either the character or one of the dancers. Each round, a chair is removed before the music starts anew. If a character wins the last seat in the final round, he is showered with 10d100 gilded rose petals (each worth 1gp). However, if a ghostly dancer wins, the characters are forcefully removed from the room as the musicians play a proper musical finale.

I10. Domo's Room

A steady drizzle of red liquid showers the room from a thousand tiny holes in the ceiling. A sample of the pooling liquid reveals that it's the bloody mixture of a multitude of species. A velvet rug as bloody as the rest of the room slowly crawls across the floor, its two huge feelers twitching nervously. The rug is harmless. The rug-creature seeks out pools of blood to soak itself in, constantly moving from an emptied depression to one recently filled from the draining ceiling. Oddly, the rug is never fully saturated by all the blood-soaking and is unnervingly and inexplicably dry to the touch.



Any prodding has a cumulative 10% chance per minute of rupturing the thin and weakened ceiling, sending a wave of blood washing over the group. Characters must make a saving throw to avoid getting washed out of the room through either exit. The rushing wave of blood forces characters out of the room but does not spill into the hallway or room beyond. The blood instead curls up the walls and drains back into the ceiling. The ruptured ceiling mysteriously repairs itself, and the room returns to its previous state.

If the characters wait long enough (once per day at a random hour), they see the velvet rug deposit a large, blood-red ruby in an empty floor depression before it moves on to another pool. The flawless ruby is worth 10d100gp.

I11. Lounge

Row upon row of decorative arabesques on the walls turns out to be the illuminated chronicle of the Rump family. The wall inscriptions detail mostly fictitious deeds of daring while omitting the less savory aspects of the family's history. This means little here is factual — or even tangentially related to the truth.

An intricately carved chest with detailed inscriptions that match the walls of the room looks to be extremely valuable, especially to any surviving Rump family member (worth 100gp, double to triple that for Rumps). A large golden handle on the chest beckons to the characters. The chest's occupant is a **young red dragon** that looks like a very elaborate and finely carved statuette but turns out to be alive and extraordinarily belligerent. A crystal container sealed with beeswax is next to the dragon. It seems to contain metallic blue flies that animate if the container is unstopped. They obey spoken commands. If no command is given, they attack whoever is closest (most likely the character who opened their prison).

Young Red Dragon: HD 9; **HP** 18; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 9 (fly 24); **Save** 6; **AL** C; **CL/XP** 6/400; **Special:** breathes fire (90ft cone, 18 damage). (***Monstrosities*** 139)

Metallic Fly Swarm: HD 4; **HP** 23; **AC** 4[15]; **Atk** swarm (2d4); **Move** 5 (fly 15); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** none. (***Monstrosities*** 139)

J – East Wing, Ground Floor

The ground floor of the three-story East Wing is secluded, accessible only through narrow ratholes (the largest found in **Area J4**), a secret door (from the sauna in **Area I4**) or by knocking down several of the fragile walls along the western portion of the wing. Monsters wandering through the manor cannot enter the wing unless they can move through solid walls. A two-way teleporter in **Area J4** provides access to the wing from the fourth story of Brother's Tower (**O3**) on the opposite side of the manor.

J1. Den

Bright light pours in through windows on the east wall each morning, illuminating the once-relaxing den of the wing. Large couches and high-backed, plush chairs encircle a great mahogany table covered with silver candlesticks, rotting books, and several discarded pipes. At night, the room is in total darkness, allowing the former denizens



One-way Teleport To
One-way Teleport From
Two-way Teleport
Giant Rat Hole
Magical Statue
Non-magical Statue
Spectral Staircase
30 Numbered Paintings

Curtain or Tapestry
S Two-way Secret Door
S→ One-way Secret Door
Covered Pit
Trap Door in Ceiling
Shaft
Large Shaft
Fireplace (shaft)

to return to their favorite haunt to retell stories and discuss family matters. No fewer than a dozen shadowy images can be found resting upon the furniture here after sundown. They ignore the characters for the most part, acknowledging their presence only when magical light is used to illuminate the room. Even then, their engagement with the living consists of side glances, the occasional disdainful stare, and a few snide remarks.

If the silver candlesticks or old books are removed from the room, they disintegrate to dust within seconds. The pipes, however, are relatively worthless but can be removed from the den.

A keg of delicious golden wine on the table heals 1d4 hit points per mug, but the imbiber ages 1d6x10 years after a three-hour delay for every mug consumed. A saving throw prevents the process, and so does a *restoration*, *remove curse*, or a *neutralize poison* spell.

J2. Chamber of Reptile

A weathered statue of a human male still stands to one side of the room, surrounded by a vast pile of leaves, branches, and rotting vegetation. The putrid heap moves if prodded, and the scaly body of a **spirit naga** slithers forth. The naga offers advice for treasure, but gives none, instead using his charming gaze and spells to eliminate his foes, preferably by compelling them to enter the room to the north. If heavily wounded, the serpentine seducer bargains for his life in exchange for his "treasure" — conveniently hidden in **Room J3**. As the shambling mound located there engages the characters, he flees to safety, planning his bloody revenge.

Spirit Naga: HD 9; **AC** 5[14]; **Atk** bite (1d3 + lethal poison); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special:** charm gaze (as *charm person*), lethal poison (save or die), spells (MU 4/2/1, Clr 2/1). (***Monstrosities*** 344)
Spells: 1st—*charm person* (x2), *cure light wounds* (x2), *magic missile*, *sleep*; 2nd—*mirror image*, *silence 15ft radius*, *web*; 3rd—*lightning bolt*.

J3. Bedroom

Moss grows on the wooden paneling and furniture of this small bedroom. Light shines through the gaps in the ceiling, casting beams of light on the green carpet. A greenish mass of moss, leaves, and vines is a **shambling mound** that attacks as soon as the characters are within reach. Note that the exit to the west is boarded up.

Shambling Mound: HD 9; **HP** 64; **AC** 1[18]; **Atk** 2 fists (2d8); **Move** 6; **Save** 6; **AL** N; **CL/XP** 12/2000; **Special:** enfold and suffocate victims (if 2 fists hit, engulfed and dies in 2d4 rounds), healed by electricity (gains 1HD), immune to fire, resist cold and weapons (50%). (***Monstrosities*** 419)

J4. Hunter's Room

Dozens of hunting trophies line the walls of the room, from small innocent creatures of the forest to large, exotic beasts of faraway and mysterious locales. Characters can identify some to all of the mounted heads. A few of the faded plaques under the trophies are still barely legible and may offer clues about the associated creature and its origin.

One trophy is not mounted on the wall and poses fully assembled in the center of the room. The intact skeleton of a **giant lizard** stands in the northeast corner. Disturbingly, its two green eyes are still in their sockets, peering menacingly at intruders. The creature demands dew worms in abyssal, and if it doesn't get any, it attacks!

A massive stone seat resembling an ancient throne can be seen in the southeastern corner of the room. Any who sit upon it are instantly teleported to the fourth level of the Brother's Tower (**O3**), and those using the two-way teleporter there arrive here, seated.

The attached rooms to the south were used to prepare trophies for mounting, for storing taxidermy supplies, and to discard the unwanted parts of the hunted animals. Countless bones for hundreds of prepared animals are found scattered throughout the two rooms. A careful search of the area may reveal a small, silver knife that seems to cut through animal skin, muscle, and tendon with ease.

Giant Lizard Skeleton: HD 3; **HP** 21; **AC** 5[14]; **Atk** bite (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** immune to sleep and charm. (***Monstrosities*** 300)

J5. Foyer

The dusty portrait of Radded Rufus (**NPC #55**), bored out of his mind, rambles on to his only conversation partner for centuries, a dust-covered stuffed ape with turquoise gem eyes (10gp each). He pleads to be taken somewhere else; anywhere but this place. Behind the portrait is a bricked-up doorway. Removing the bricks reveals that there are *two* walls. A skeleton wearing a leather apron and still holding a mason's trowel in his hand is trapped in between.

J6. Bedroom

It is obvious that this small room was a young lady's bedroom. A single canopy bed with pink lace, a dressing table, and several mannequins draped with old ballgowns give away the previous occupant's gender and approximate age. Although the tiny gowns were once beautiful, time has been cruel to the silk, satin, and crinoline garments. A trunk at the foot of the small bed is curiously empty.

A search of the bed reveals a bow, several arrow shafts, and a bag of 36 silver arrowheads placed between the two mattresses. Searching the dressing table uncovers a hidden note secured under the bottom drawer. It reads, *"Our dance was magnificent. I hope you agree. Until next time, my lady. — RR"*

J7. Refectory

Servants mostly used this place, evident from the simple craftsmanship of the huge dining table in the middle. The table swarms with thousands of flies that cover vaguely human-shaped lumps of rotted meat. Movement causes the fly swarm to envelop the characters, blinding them until the insects are somehow destroyed. The swarm is gross but harmless, and so are the putrid corpses crawling with white maggots in the west room (this place looks like it could have been a kitchen once, probably). A sooty chute in the fireplace leads to the Dining Room above. Metal rungs make climbing easier.



K – Staff Quarters

Manor life was not grand for all inhabitants at Tegel. Cooks, blacksmiths, gardeners, and other craftsmen spent much of their time performing tasks or running errands for the Rumps. What little remaining time they had after their work was completed was spent praying in their own temple, sleeping, and occasionally, bathing. This section of the manor was reserved for the poor souls who served their masters. They had little more than basic necessities; the rooms in this area prove that clearly.

K1. Temple of Odin

A disapproving frown seems to sit on the All-Father's brow as he looks upon the morbid scene in his simple sanctuary: cobwebs and filth cover the wooden pews and the rusted iron altar. Feasting on grisly remains are **9 ghouls**. They attack, cackling with glee, when they notice intruders. The spirit of the All-Father awakens within the statue if the characters stand their ground against the ghouls. His presence animates the statue's eyes, head, and arms during the fight. Characters hear the statue whisper encouragement during the fight, urging them to eradicate the foul creatures. If the ghouls are destroyed, the statue returns to its previous pose. However, instead of a disapproving frown, it appears satisfied. It also now has a *javelin of lightning* (see sidebox) in its hand, a gift to the group for clearing out the room.

Unusual Weapon

Javelin of Lightning

This javelin transforms into a lightning bolt when thrown and a command word is spoken. It can travel up to 120ft, striking any creature in the path to its target for 4d6 points of damage (save for half). If the javelin successful strikes its chosen target, the target takes 1d6 points of damage plus 4d6 electrical damage from the lightning bolt. The javelin can be used in this way once per day.

Ghouls (9): HD 2; **HP** 16, 15, 13x3, 12x2, 10x2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (save or paralyzed for 3d6 turns). (***Monstrosities*** 191)

K2. Carriage House

A loud snort or whinny sounds every sixth round from a random stall. The pale outlines of long-dead steeds can be seen in several empty stalls, waiting for their turn to pull invisible carriages. Shouts from ghostly coachmen cursed to spend eternity preparing carriages


KEY
Curtain or Tapestry
Two-way Secret Door
One-way Secret Door
Covered Pit
Trap Door in Ceiling
Shaft
Large Shaft
Fireplace (shaft)
Trap
One-way Teleport To
One-way Teleport From
Two-way Teleport
Giant Rat Hole
Magical Statue
Non-magical Statue
Spectral Staircase
30 Numbered Paintings
L1 Bedroom
K2 Carriage House
Iron Door
54
D6 Bedroom
K3 Plant Room
K7 Bedroom
D7 Sitting Room
Rattling Hall
K1 Temple of Odin
K4 Bedroom
K5 Gardener's Room
K10 Bedroom
K9 Bedroom
K6 Bath
K8 Store
K11 Bedroom
K12 Smithy
52
53
Cranking Hall
L3 Bedroom

Greater Miscellaneous Magical Item

Hat of Disguise

This magical hat allows the wearer to cast *polymorph self* three times per day. The wearer can only assume humanoid forms and can be a foot shorter or taller, or fatter or thinner. The effect ends if the hat is removed.

for forgotten Rump family members occasionally interrupt the silence of the building. A top hat hanging from a hook appears to have weathered the time well; it is in-fact, a *hat of disguise*, but it cannot be removed once placed upon the head of a living being (it fails to work on undead). A black, velvet-lined carriage with drawn curtains stands before the rusted iron doors. It contains an empty casket with dirt inside.

The carriage doors are rusted shut but can be pulled open with a successful Open Doors check.

K3. Plant Room

An overwhelming wave of scents and odors, both pleasant and strange, wash over characters as they enter this room filled with hundreds of species of flowers and plants. A multitude of colorful flowers with intense fragrances test olfactory organs and the knowledge of even the most seasoned botanist. Several common and rare ingredients may be discovered throughout the room. For sickly characters (constitution less than 9), the area is a toxic, unpleasant place. Unless a successful saving throw is made, these characters spend every minute within the room sneezing and coughing. All actions within the room are made at disadvantage.

A **giant wasp** has made a paper nest in the southeast corner. It emerges after the lotus has taken its toll and tries to paralyze as many victims with its venom as possible. The nest is empty save for six doses of lotus pollen inside. Disturbing the nest also disturbs the pollen; investigating characters must immediately make a saving throw with a–3 penalty or begin to choke and suffocate.

Giant Wasp: HD 4; **HP** 24; **AC** 4[15]; **Atk** sting (1d4 + poison), bite (1d8); **Move** 1 (fly 20); **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** larvae (emerge after paralysis), paralyzing poison (1d4+1 days, save avoids). (***Monstrosities*** 505)

Yellow Lotus

These exotic plants grow only in hot, humid environments such as jungles or (for instance) the Plant Room of the Rump family manor. Yellow lotus is a potent poison. A character inhaling yellow lotus pollen suffers slips into a deep slumber if he fails a saving throw. Characters breathing the pollen must then save again (even if they made the first save) to resist having their throats seize closed. Characters who failed the first save take a –3 penalty to the second save. Characters who fail the second save die in 1d4+1 rounds. Generally, each plant has 1d2 doses of lotus dust that may be recovered and used or sold for about 1600gp.

K4. Bedroom

Although mostly shielded from the fragrance of the yellow lotus in the Plant Room, some aspect of that place still lingers, creating a dreamlike, hazy environment. The current occupant of the dark apartment is a yellow skull in a long scarlet robe. It asks if the party has seen the "Keeper." A negative answer permits each character one *limited wish* (*"Then what is your wish?"*). The wish must be declared immediately and without hesitation, or the skull moves on to the next character. After all characters get their chance or the skull is attacked, the apparition disappears in a flash of orange light. If the characters answer "yes" to the skull's question, it mumbles, *"No need for me, then,"* as its form fades into nothingness.

Sleeping in the room is not advisable; characters doing so permanently lose 1d2 points of constitution due to lung damage. After all, some of those lotus pollens *do* get in here!

K5. Gardener's Room

A disheveled room filled with pots, gardening supplies, old dirt, and burlap sacks at first appears to be nothing more than a workroom for a gardener. However, a longer look reveals it was also the bedroom of the gardener as well. Several boards have been placed upon a small bed to be used as an extra worktable. One of the burlap sacks contains a mysterious dust that, when sprinkled, turns whatever it touches to a dark green hue. A well-preserved coil of rope hangs from a hook next to the bed. Closer inspection reveals that it is a *rope of climbing*. Interestingly, a box under the bed contains a handful of petrified seeds. A note within the box claims they are magical, capable of growing trees that bear gems as fruit. This is false, of course. As for the compost, it seems to be full of bone shards, some disturbingly humanlike.

K6. Bath

The small servants' bath is a mere closet with a single wooden tub. The large nostrils of a reptilian creature peek out from the still waters within the large tub. If the water is disturbed, a malformed **crocodile** lifts its head from the water and bears its jagged teeth in warning. Characters may spot several odd differences with the beast, including its short size, uniquely human eyes, and its apparent dislike of the water. The group may be able to determine that the creature is a *polymorphed* centaur who fell prey to a cruel trick. The centaur serves his saviors if returned to normal. He knows of the traps protecting the Lich's Laboratory (**L6**) and has heard that an evil spirit lives within the silver bell of the Wizard's Tower.

Malformed Crocodile: HD 3; **HP** 18; **AC** 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. **Note:** The crocodile is a polymorphed centaur and does not attack unless injured.

K7. Bedroom

The wooden table in the middle of this room was made from the huge shield of a hill giant. Runes etched into its surface spell out the title "Lord of Telgarn." Several wooden mugs lie on its surface, and a small cask of mead stands next to the previous occupant's bed. A holy symbol of Odin hangs over the bed, next to an enormous helmet that could easily double as a cauldron. A wide leather strap affixed to the underside of the table is a *girdle of giant strength*.

K8. Store

Various animal skins lie in chaotic piles. These shaggy pelts include lion, bear, wolf, jaguar, and leopard skins. They are too decayed to be of value; furthermore, they have been infested by ticks, including a **giant tick**. The tick tries to crawl on the back of a smaller character and suck him dry before falling off and scurrying back to its nest.

Giant Tick: HD 3; **HP** 17; **AC** 4[15]; **Atk** bite (1d4); **Move** 3; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** disease (death in 24 hours, *cure disease* heals), drain blood (4 hit points per round after hit). (***Monstrosities*** 471)

K9. Bedroom

This bedroom that once housed several stable hands has been restored to look almost decent. Even the usual dust and cobwebs are absent. Living in this room is a spectacularly ugly halfling who usually sits by his large oak table and carves arrow shafts with a rusty knife. This fellow introduces himself as "The Fletcher" and gifts each character carrying a bow with an arrow; two if they are exceedingly polite. He refuses to answer further questions and will not be encountered on any later visit.

Despite his humble appearance, the halfling is none other than the god **Vali**, the Norse deity of the Eternal Light, the best bowman in nine worlds. Vali's gifts are special *arrows of lightning* (see sidebox). He doesn't care for much talk at the moment, and if he is attacked or threatened, he teaches his challengers a painful lesson. Vali enjoys combat as much as any of his divine companions. That is, a *lot*.

Vali, Norse Deity of Eternal Light: HD 12; **HP** 91; **AC** 2[17]; **Atk** *+4 shortbow* x2 (1d6+2) or *+3 short sword* (1d6+11); **Move** 9; **Save** 3; **AL** N; **CL/XP** 16/3200; **Special:** +2 or better magic weapons to hit, immune to all missiles, magic resistance (55%), spell-like abilities.
Spell-like abilities: at will—*light*, *magic missile*, *invisibility*, *phantasmal force*, *protection from evil 10ft radius*, *protection from normal missiles*; 3/day—*geas*, *teleport*.
Equipment: *girdle of giant strength*, *+4 shortbow*, *+3 short sword*, *iron horn of Valhalla*.
Note: Vali's shortbow can fire any arrow he desires, although he usually settles for *+2 arrows* against most creatures. However, he can also shoot any of the following (1d4): 1: *arrow of lightning* (see sidebox); 2: slay monster (any type, save or die if hit); 3: slay giants (any type, save or die if hit); 4: flight (+3 damage, long range).

Magic Missile Weapon Type
Arrows of Lightning

These supercharged missiles strike like a lightning bolt from a 4th-level caster, dealing 4d6 points of damage to a target (who can make a saving throw for half damage). However, if the arrow misses, it is consumed.

K10. Bedroom

The furnishings of the room clearly convey the area's original purpose, although the items found at its center are strangely out of place for a servant's bedroom. Additionally, the room has an unnatural feeling of vertigo, causing characters who fail a saving throw to fall prone. The sharp smell of ozone comes from a pewter tankard brimming with acid (4d6 points of damage to anyone touch it, save for half). The table it rests on also holds an ornate walking stick. The brass head may be twisted off to reveal a cavity with 23 10gp amber gems. The walking stick seems to be attracted to the tankard. Touching the items together results in a tremendous electrical burst that inflicts 5d6 points of damage to everyone in a 20ft radius (save for half) and destroys both items.

K11. Bedroom

This room once belonged to the dread pirate Rummy Rory (**NPC #24**), who preferred the company of the servants to his insane relatives, whereas they were happy to avoid a deranged lunatic like Rummy. Mounted fish, a sailor's hammock, old ocean maps, and a porthole window that opens to reveal a wall give the impression of a ship captain's quarters. Statuettes from faraway lands line wooden shelves on the walls, and several traveling diaries filled with fantastical stories of sea battles are piled high on a small captain's desk. Two-dozen empty bottles of cheap rum are found scattered about the floor (Rummy never cared to pick them up!). Cabinets in the west wall groan under the weight of yellowed documents. These are of little interest, but a leather-bound tome, *The Log of the Seaborn Saber*, has a description and vague directions to the "Wondorous Isles" [sic] where a mountain of amethyst is located.

K12. Smithy

Even though no human smith has worked here since time immemorial, the forge is still hot. Sparks fly and iron ingots float above the fire pit. A large **iron hammer** pounds on the anvil in an endless monotone. It hurls itself at intruders entering the workshop as the asthmatic wheezing of the bellows rasps vile insults. The hammer falls down after the first successful hit, but reanimates as soon as the party thinks they are safe!

Crude iron objects lie about in disarray. They include nails, iron sheets, horseshoes, a fire poker, and two metal flasks. Four of the horseshoes are *horseshoes of speed*.

Iron Hammer, Small Animated Object: HD 1; **HP** 6; **AC** 5[14]; **Atk** strike (1d6); **Move** 12 (fly); **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none. (***Monstrosities*** 13)

L – Lich's Lair

Ridwik of the Relic, a lich of incredible prestige and great power, long ago claimed the Wizard's Tower for himself as his new lair. He added several rooms to the manor that now connect to the tower before setting his minions to the task of protecting the new wing. The area is mostly silent. However, the occasional footfall or low moan may be heard when the characters stop to listen.

L1. Stable

A furious contest of wills takes place in this otherwise empty stable, whose main entrance was walled up ages ago. A noble **ki-rin** is cornered by a **cerebral stalker**, who advances menacingly toward its weakened prey — unless, of course, the characters turn the tide of the battle. The ki-rin is thankful to his rescuers but prefers to be escorted out of the manor and promises to present the characters with a reward later. The cerebral stalker just attacks anybody it can.

A secret door in the back of one of the stalls leads to a long, dark hallway hidden between a bedroom (**L3**) and the barracks (**L2**). About halfway down the narrow passage, it appears that a bag was hastily discarded or possibly thrown from the stall into the hidden space. Opening the bag disturbs the glow-bugs within, which scatter throughout the tunnel. Most are caught within the ceiling of webs, illuminating a massive nest of thousands of harmless spiders. Anyone willing to reach into the bag finds a golden horse comb that magically untangles manes or tail hair instantly. It is worth 250gp.

Cerebral Stalker: HD 9; **HP** 67; **AC** 7[12]; **Atk** 2 claws (1d6+2) or bite (1d8+2); **Move** 6 (burrow 3); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** consume brain, create zombie (slain foes return in 1d4 rounds), fear gaze (3/day, 30ft radius, as *fear* spell), web (3/day, as *web* spell). (***The Tome of Horrors Complete*** 91)

Ki-rin: HD 12; HP 84 (currently 32); **AC** –5[24]; **Atk** horn (3d6), 2 hoofs (1d8);**Move** 18 (fly 24); **Save** 3; **AL** L; **CL/XP** 18/3800; **Special:** magic resistance (90%), spells (MU 6/6/6/6/6/5/2/2/1; Clr 7/7/7/7/7/4/1). (***Monstrosities*** 276)
Cleric Spells: 1st—*cure light wounds* (x2), *detect evil*, *detect magic*, *light*, *protection from evil*, *purify food and drink*; 2nd—*bless*, *find traps*, *hold person* (x2), *silence 15ft radius*, *snake charm*, *speak with animals*; 3rd—*continual light*, *cure disease*, *locate object*, *prayer*, *remove curse* (x2), *speak with the dead*; 4th—*create water*, *cure serious wounds* (x2), *neutralize poison*, *protection from evil 10ft radius*, *speak with plants*, *sticks to snakes*; 5th—*commune*, *create food*, *dispel evil*, *finger of death*, *insect plague*, *quest*, *raise dead*; 6th—*animate object*, *blade barrier*, *speak with monsters*, *word of recall*; 7th—*control weather*.
Magic-user Spells: 1st—*charm person*, *detect magic*, *protection from evil*, *read languages*, *read magic*, *sleep*; 2nd—*ESP*, *invisibility*, *locate object*, *mirror image*, *phantasmal force*, *web*; 3rd—*dispel magic* (x2), *fireball*, *haste*, *protection from normal missiles*, *slow*; 4th—*confusion* (x2), *fear*, *plant growth*, *polymorph other*, *polymorph self*; 5th—*conjure elemental*, *contact other plane*, *telekinesis* (x2), *teleport*, *wall of stone*; 6th—*death spell*, *disintegrate*, *flesh to stone*, *legend lore*, *stone to flesh*; 7th—*delayed blast fireball*, *limited wish*; 8th—*monster summoning VI*, *power word blind*; 9th—*time stop*.

L2. Barracks

A skeleton in full plate armor hangs upside down from the rafters while half a dozen **spear-armed skeletons** try to stab their suspended target. Dozens of shelves contain various bits and pieces of armor, weaponry, and gear taken from foolish interlopers. Most of the items are useless, either rusted or damaged, but a few helms, daggers, and short swords are passable. Other non-weapon items are crammed upon the shelves, many of which seem useless or mundane.

If the suspended skeleton is dropped, the characters find that it wears an *amulet against scrying* under its armor.

Skeletons (6): HD 1; **HP** 8x2, 7x3, 5; **AC** 8[11]; **Atk** spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

L3. Bedroom

Once a former bedroom, a company of **4 zombies** is now busy converting this place into a storeroom. The tireless undead are currently stacking barrels of sparrows, frog legs, and snakes preserved in a saline solution. Not all the barrels contain the strange combination of avian, reptilian, or amphibian organs and body parts; one barrel contains a strange mixture of water and a red, viscous liquid that smells awful. Anyone brave enough to search the barrel finds thousands of tiny bone shards at the bottom of the container. However, a false bottom in the barrel contains a waterlogged, silk pouch of diamonds (100 tiny gems, each worth 10gp).

Zombies (4): HD 2; **HP** 14, 13x2, 11; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

L4. Armory

Guarding the lich's spare arsenal are **2 ghouls**. Most of the weapons have already been distributed to the ever-growing undead horde, but 10 battleaxes, 23 longspears, 13 longswords, and 27 daggers remain. The ghouls are busy polishing the weapons when they are interrupted.

Ghouls (2): HD 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities to charm and sleep, paralyzing touch (3d6 turns, save avoids). (**Monstrosities** 191)

L5. Rumpus Room

Long hallways pass by the west and east sides of the servants' quarters to end in this large, unused gathering place. Although tidy and well kept, no one is ever seen cleaning the room at any time during the day or night. The decorations and furnishings of the room appeal to most anyone, much of it seemingly chosen to meet the tastes of adults, children, huntsmen, nobles, and ladies. Historical tomes — including those that detail much of the Rump family history and the geography of the Tegel area — line shelves along the south wall between windows facing the crypts. Suits of armor, mounted trophies of age-old hunts, and paintings of royal ladies are found along the west and north walls. A massive tapestry spanning the entire east wall depicts several continuous scenes of Rump soldiers triumphing over threatening and fantastical creatures, and evil-faced men. A box overflowing with puzzles and wooden toys sits under a center table. Comfortable couches and simple chairs are arranged pleasingly throughout the room.


Solarium
N9
L1
Stable
Loft
N10
T
L2
Barracks
L3
Bedroom
S2
S3
L5
Rumpus Room
Chiming Hall
T
Q4
Crypts
L4
Armory
L7
School Room
L6
Liche's
Laboratory
KEY
Curtain or Tapestry
Two-way Secret Door
One-way Secret Door
Covered Pit
Trap Door in Ceiling
Shaft
Large Shaft
Fireplace (shaft)
Trap
One-way Teleport To
One-way Teleport From
Two-way Teleport
Giant Rat Hole
Magical Statue
Non-magical Statue
Spectral Staircase
30
Numbered Paintings



Every 1d3 minutes, crashes and thuds come from random quarters of the room, and unattended items — wooden mugs, tin plates, etc. — are hurled in random directions. The fireplace belches sparks every 4 minutes. Anyone standing in the way is burned for 2d4 points of damage (save for half). This haunting is the work of Ramatic Rumpula (**NPC #52**), whose portrait hangs to the right of the fireplace. Threatening the picture with harm provides a short relief from the chaos.

L6. Lich's Laboratory

Ridwik's laboratory lies within the massive foundation of the monstrous Wizard's Tower. Unlike the alchemical treasure trove of his brother, Rasping Rashuak (**E9**), the lich's laboratory is a room of half-completed experiments, bizarre creature dissections, and other grisly, undreamed deeds. Ridwik's fascination with death and undeath borders on insanity.

Steel doors covered in the skin of fallen enemies and insolent servants keep unwanted guests out of the laboratory. Each open archway is trapped with a **magical symbol trap** that teleports living creatures to either the Crypts (**Q4**) or the Torture Chamber (**G3**) when triggered. Doors are locked, and the traps on the archways are a challenge to detect (1-in-6 chance to detect or automatic using *detect magic*).

To ensure that intruders are kept from reaching his laboratory machinations or other rooms in the Wizard's Tower, Ridwik placed **five pits** near the entry of the room. Any creature crossing over one of the pits must make a saving throw or fall into the depths. Falling victims are quickly grabbed by a dozen long, bony arms with clawed fingers that pull the unlucky fool down to the bottom where hungry, unseen creatures frantically feed, doing 3d4 points of damage per round the character (save for half). Making matters worse, a well-trained **mummy** hides here, instructed to steer characters closer to the pits or to push them into the discovered holes. It abandons this task only to protect the stairs from those looking to access the upper levels.

Fireproof Mummy: HD 5+1; **HP** 35; **AC** 3[16]; **Atk** fist (1d12); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapon to hit, rot (prevents magical healing, heals at one-tenth normal). (***Monstrosities*** 340)
Equipment: *ring of fire resistance*.

A massive hanging candelabra suspended by thick chain links provides just enough light to see the room's contents. The round laboratory has several experiments or studies in progress, although the dust on the equipment makes it seem as if they were started long ago. Glass jars with grotesque bits of unidentifiable creatures stand next to half-started dissections on bloodstained tables. Boiling green liquid bubbles over the sides of crystal beakers, burning holes into smudged parchments and wooden countertops. On a small table near the western wall, dozens of glass tubes, bottles, and jars separate

liquids from fleshy masses. An open spellbook on a reading stand is turned to a blank page that has but a single, inscribed word: "Power."

Much of the equipment is valuable, although the sheer weight of everything that appears to have value may make it a worthless endeavor. It is possible that an adept eye discovers a magical glass beaker currently not in use on one of the many tables in the room. When the command word "Hot" is spoken within 5ft of the device, it begins to warm up until, after 10 minutes, it reaches 250° Fahrenheit. Using the alternate command word "Cool" reduces the temperature 10°. The command "Off" shuts it off entirely. It takes 30 minutes to cool to room temperature. This device is worth between 250–500gp to almost any wizard.

Dozens of alchemy and wizardry practice books are piled haphazardly on a narrow bookshelf near the southern wall. Most are worth between 5–10gp. However, one tome titled, *Dragon Anatomy: A Primer*, is worth 50gp or more. The trained eye of a seasoned wizard should quickly find a spellbook filled with 10 spells of the Referee's choosing and an untitled book with Ridwik's disorganized notes on his transformation into a lich.

Disturbing any of the experiments currently in progress chimes a loud bell several times that brings ghoul servants and other undead from various parts of the wing to check on the laboratory.

L7. Schoolroom

As insane as the rooms of Tegel Manor can be, this orderly schoolroom takes the cake. Sitting in orderly rows of desks are **15 zombies** who study choking under their instructor, a **wight** clad in the black robes of academia. A dummy by the lectern serves as a demonstrative object, and helpful diagrams on the blackboard offer further insights into human anatomy. Alas, all this work is for naught, for when the professor instructs his disciples to go forth and practice on the characters, they just answer with a guttural growl of *"Braaaains ..."* as they shamble toward the assailants.

Wight: HD 3; **HP** 17; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit), hit only by magic or silver weapons. (***Monstrosities*** 510)

Zombies (15): HD 2; **HP** 15x5, 14, 13x3, 12x2, 10, 9x2, 5; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

M – Wolves' Run

The ghostly Spectral Staircase ascends to a mostly isolated level above the Southwest Wing. Anyone discovering the secret door in the Clanking Hall and braving the grasping, disembodied hands that try to trip intruders on their way (see **Appendix IV**, trap 11) can enter this place. Flight or scaling the walls and entering through a window are other alternatives, and so is climbing the chimney in the Butler's Room one level below (**B12**). There are also the teleporters from the Wizard's Tower or the Great Hall. But no matter how they arrive, the characters must confront the werewolf pack dwelling in these quarters. The werewolves and their lupine companions are well organized and hunt down intruders mercilessly. They are occasionally aided by **Pandemule the Pandemagisticator**, the insane wizard of the library. There are no random encounters here. Any undead has already been chewed up or torn to putrid bits by the wolf pack.

M1. Waiting Room

A slimy trail in the inch-thick layer of dust leads to one of the couches by the north wall. The skeleton sitting on the couch looks disturbingly like an aspic, but the glistening, glassy pile covering its bones is a **grey ooze** that is busily consuming the remaining flesh. Visible through the jelly is a golden brooch worth 215gp.

Grey Ooze: HD 3; **HP** 20; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** acid (dissolve armor), immunities (blunt weapons, cold, heat, spells). (***Monstrosities*** 229)

M2. Bedroom

The windows of the comfortable bedroom overlooking the vestibule are shuttered, casting long shadows on the canopied bed, the dressing screen, and the broken mirror on the south wall. As soon as a character enters the room, the looking glass shatters, only to mysteriously restore itself in 1d3 minutes. Upon closer examination, it is apparent that blood seeps from underneath the jagged shards.

The guardians of the room are **2 shadows** hiding behind a rotting drape that billows suspiciously. If slain, they disappear screaming into the mirror, and the flow of blood increases to a steady trickle.

Shadows (2): HD 2+2; **HP** 16, 10; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (1 point with hit). (***Monstrosities*** 418)

M3. Study

A sickly-sweet stench greets anyone opening the door to this abandoned study. The grotesquely butchered bodies of nine goblins are piled about a writing desk. They were members of the goblin tribe from **Area DL1M** who were ambushed by the werewolves on a hunting trip. They have no items of interest.

Dusty bookshelves stacked with miscellaneous works line the walls. These shelves expel their contents periodically, hurling volume upon volume on the floor or at intruders (30% chance of being hit for 1d3 points of damage).

M4. Bedroom

A banner proclaiming the *"Brotherhood of the Skulls"* hangs on the north wall. Skulls of all types from the human to the monstrous sit on the shelves, the bed, and anywhere there is a bit of room. A green **skull** sitting on a small cabinet by the king-sized bed shrieks and floats into an open wall cabinet to the east, which then shuts. Investigation reveals that the elusive undead has disappeared without a trace.

Flying Green Skull: HD 2; **HP** 12; **AC** 6[13]; **Atk** bite (1d3); **Move** 12 (fly); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** shriek (30ft radius, save or stunned for 1d4 rounds).

M5. Sitting Room

The howl of a wolf sounds from the direction of the northwest corner, then ceases. Six pillows surround a small table set with tea service, one of the cushions palpitating periodically. If punctured, the pillow takes off like a deflating balloon, releasing sweet-smelling sleep gas all over the room (saving throw or fall asleep for 1d6 hours).

The small, hard bed to the north doubles as a chest. It contains a plum-colored robe and a **shadow** that quickly fills the robe and attacks, preferring to drain sleeping opponents as it murmurs to itself absentmindedly.


To Attic
Spectral Staircase
M8 Store
M1 Waiting Room
M2 Bedroom
M9 Bedroom
M3 Study
Whispering Hall
Howling Hall
T
M4 Bedroom
M11 Bedroom
M5 Sitting Room
M7 Bedroom
M10 Seance Room
M6 Maid's Room
M12 Library
Wiz's Belfry
P6
B4 Master Gallery
23
22
21
20
9
10
11
19
18
13
17
14
16
15
B12 Butler's
B16 Laboratory
KEY
Curtain or Tapestry
Two-way Secret Door
One-way Secret Door
Covered Pit
Trap Door in Ceiling
Shaft
Large Shaft
Fireplace (shaft)
Trap
One-way Teleport To
One-way Teleport From
Two-way Teleport
Giant Rat Hole
Magical Statue
Non-magical Statue
Spectral Staircase
30
Numbered Paintings

Shadow: HD 2+2; **HP** 14; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (1 point with hit). (***Monstrosities*** 418)

M6. Maid's Room

Growling sounds and playful yips come from the room. Inside, **4 young werewolves** play with their **3 wolf** companions under the supervision of their nurse, a **female werewolf** wearing an old nightgown. The cubs, their matron, and the wolves attack in a fury of gnashing teeth and howling. If the young are threatened, the female gains a +3 bonus to her attack and damage rolls.

Female Werewolf: HD 4+4; **HP** 30; **AC** 5[14]; **Atk** bite (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (***Monstrosities*** 310)

Young Werewolves (4): HD 2; **HP** 13, 11, 10, 9; **AC** 5[14]; **Atk** bite (1d4+1); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (***Monstrosities*** 310)

Wolves (3): HD 2+2; **HP** 16, 14x2; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none. (***Monstrosities*** 513)

M7. Bedroom

Barring some excavation, the room may be entered only through the attic above **M11.** Tapestries have long since rotted, falling to the floor to reveal cracked plaster walls and a multitude of reddish stains of unknown origin. A voluptuous maiden (a **werewolf**) struggles against a huge forked tongue that has already entwined her shapely leg and is drawing her toward a tooth-filled **mouth**. Helping this lady in distress *may* better relations between the characters and the wolf tribe, provided no more than three wolves have been killed so far.

Female Werewolf: HD 4+4; **HP** 26; **AC** 5[14]; **Atk** bite (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (***Monstrosities*** 310)

Disembodied Maw: HD 7; **HP** 50; **AC** 6[13]; **Atk** bite (2d6 + grab); **Move** 0 (immobile); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** grab (Open Doors check to pull free).

M8. Store

The leader of the pack, a grizzled old **werewolf**, lives here amid wrecked furniture and shards of smashed pottery with his **wolf** companion. The old werewolf is usually found sitting on a makeshift throne. The werewolf wears a black robe embroidered with silver sigils that signifies his position. He hides behind a moldering cupboard if he expects visitors, waiting for the perfect moment to spring forward with a loud growl. If the battle goes poorly, he leaps out the window and flees into the woods.

Robed Werewolf: HD 4+4; **HP** 33; **AC** 5[14]; **Atk** bite (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (***Monstrosities*** 310)

Wolf: HD 2+2; **HP** 12; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none. (***Monstrosities*** 513)

M9. Bedroom

A tall pile of broken furniture and plaster clutters the southern entrance to the room, prohibiting a clear view of the area until it is circumnavigated. Large chunks of the ceiling have fallen into the room, either shaken loose or fallen after years of moisture damage. The floor is a mess of debris; any attempt to move quickly within the room has a 30% chance of injuring a character for 1d4 points of damage. A **werewolf** perches on a sturdy oak chest containing a hawk-crested helm. It is extremely protective of its treasure and attacks if approached. The rectangular alcove to the north is a small shrine dedicated to Harmakhis. Six sacrificial daggers glint on an altar stone.

Werewolf: HD 4+4; **HP** 29; **AC** 5[14]; **Atk** bite (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (***Monstrosities*** 310)

M10. Seance Room

The darkness of the inky drapes hanging from the walls is made even more striking by the ghostly blue light swirling in a crystal ball. A disembodied woman's head in the crystal allows questions once per week (70% chance of knowing, 80% chance of veracity). Only questions regarding Tegel Manor and its surroundings are answered. She can also summon one Rump of her choice every day.

A black-clad **wight** lurking behind the velvet drapes to the northeast guards the crystal oracle. A secret door in its lair opens into a secret storeroom where mystical paraphernalia is stored: a prestidigitator's cape next to an iron brazier and boxes of dowsing rods, candles, chalk, and similar materials. Only the five doses of holy water in a large glass decanter are of any value.

Searching the fireplace reveals rungs descending the chimney to **B12**. A *deck of many things* rests on the mantelpiece in an elegant ivory box (valued at 120gp).

Wight: HD 3; **HP** 20; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit), hit only by magic or silver weapons. (***Monstrosities*** 510)

M11. Bedroom

The figurehead of a ship — a leering shark — watches over this suite. Cargo nets cover the ceiling, sagging under the weight of fallen plaster and broken ceiling lath. A half of a ship's mast has been bolted to the western wall and filled with various rusty steel hooks and pins used to hang deteriorating sailors' garb. The ceiling netting has been rigged to collapse on unsuspecting victims. Characters must make a successful saving throw to avoid getting caught in the netting and crushed by the weight of its contents (3d6 points of damage, save for half).

Arguing over a table of looted riches are **2 werewolves**. Scattered between them are a casket full of silver chains (124gp total) and a tiger-eye necklace (592gp). They are almost at blows as the characters approach, but quickly forget their quarrel as they wade into combat.

The room to the east is similarly decorated, but the mold is even more unpleasant. An open trapdoor in the ceiling leads into a small attic area where a gap in the floor allows access into **Area M7**. The attic is littered with dusty crates full of moldy trash. Four long boxes secured by sturdy padlocks contain beheaded corpses, green-gray from the mold.

Werewolves (2): **HD** 4+4; **HP** 31, 26; **AC** 5[14]; **Atk** bite (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (***Monstrosities*** 310)

M12. Greater Library

Bookshelves are pushed close to both northwestern entrances of the room, making it extremely difficult for creatures to enter without knocking books off of shelves or getting their equipment caught on chairs, tables, or reading stands. Larger creatures must move shelves out of the way, likely knocking over hundreds of books and creating excessive noise. Books are piled precariously, creating leaning stacks of decaying tomes and swaying towers of brittle manuscripts. Characters may hear the sounds of chirping; these are the sounds of bookroaches, an insect that destroys books at an incredible rate. A battle is being waged here between the insect population and the library's protector.

The sole inhabitant of this place is the deranged librarian, an insane wizard who calls himself **Pandemule the Pandemagisticator**. Old Pandemule is totally deranged, having been driven insane by solitude and age. Roaming the labyrinth constantly, he is on very good terms with the wolf pack, who provide him with nourishment in exchange for his foolish advice which the werewolves believe to be prophetic. Unless his mind is somehow restored by powerful magic, Pandemule behaves in a chaotic fashion. He is as likely to help his visitors as he is to blast them into atoms. Any sort of spell that harms his precious books results in swift and extraordinarily brutal retribution.

Pandemule the Pandemagisticator, Male Human Librarian (MU14): **HP** 41; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** +2 *staff* (1d6+2); **Move** 12; **Save** 5; **AL** C; **CL/XP** 16/3200; **Special:** +2 saves vs. spells, spells (5/5/5/4/4/3/1).
Spells: 1st—*charm person*, *detect magic*, *magic missile* (x2), *sleep*; 2nd—*invisibility*, *locate object* (x2), *phantasmal force* (x2); 3rd—*hold person*, *fly*, *lightning bolt*, *slow*, *suggestion*; 4th—*confusion*, *fear*, *hallucinatory terrain*, *wizard eye*; 5th—*feeblemind*, *telekinesis* (x2), *teleport*; 6th—*anti-magic shell*, *enchant item*, *legend lore*; 7th—*limited wish*.
Equipment: dusty robe, *+2 staff*, *potion of extra healing*, *potion of gaseous form*, scroll containing *invisibility*, *magic missile*, and *teleport*.

Pandemule sleeps in a small space atop one of the bookshelves along the south wall (which also serves as his private reading room). He has arranged larger books on alternating shelves to act as a simple staircase to gain access to his nook at the top of the back bookshelf. Along with a simple sleeping mat and two magical candles (unlit, wax candles with a *light* spell cast upon each), he keeps a stack of his prized books: several insignificant works by amateur authors that contain mindless drivel and outlandish ideas. Only one who is quite insane would find these works fascinating and useful. In his spare time, he searches the library for a tome on bookroaches, hoping to find the answer to eradicating the destructive insects. There is a 1-in-100 chance that a character may find the lost tome, but only after spending a full day searching for the thin, plainly bound book. Pandemule rewards the character who finds the tome with the knowledge of the werewolf den and, if pressed, with one or both of his magical potions.

A tapestry on the east wall depicts a tall tower-spire. Next to it, the outline of a door is traced on the wall. Stepping through the portal, one finds himself in the Wizard's Belfry, the peak of Wizard's Tower. Two statues are also in the library. The northern statue near one of the library's entrances depicts an old sage holding an open scroll. The statue is hollow and contains one of the three nests of bookroaches in the library (the second nest is in the west wall, while the third is under the centermost bookshelf). Disturbing the statue flushes the entire nest, sending thousands of the vile little bugs into the library. This surely causes the insane librarian excessive agitation.

Cut from white marble, the southeastern statue is that of a beautiful woman. Her angelic face is carved into a look of intense scrutiny as she ponders the contents of an open tome. Although the book has been carved from the same piece of marble, several stone pages have been added to the center of the tome. Characters find that they can flip these additional pages forward and back. Each time the pages are turned, a random effect occurs (once every 12 hours).

1d8	Details
1	A book flies from the shelf and strikes a character in the face (1d4 points of damage).
2	A character coughs up 1d4 bloody and partially-chewed bookroaches.
3	One of Pandemule's prized books falls from a character's pocket to the floor (loudly and noticeably!).
4	A character feels a piece of metal in his boot that turns out to be a gold coin!
5	The next spell Pandemule casts automatically fails.
6	The statue smiles briefly, and a character is healed for 1d8 hit points
7	A nonmagical weapon that a character carries is temporarily enhanced with a +1 bonus that lasts 12 hours.
8	A book drops from the top of a bookshelf; there is a 25% chance that it is a *manual of intelligence* (or some other magical book as decided by the Referee).

N – East Wing

Just beyond the Sighing Staircase, characters find the second and third floors of the East Wing, a portion of the manor that rose high above the first level and surrounding grounds. Nearly a self-sufficient manor unto itself, the upper floors of the East Wing had a small library, a prison, a solarium, and a veranda that stretched the length of the eastern side of the structure. As Rump family members sipped their coffee, many a breaking dawn were witnessed from this fine deck. Unfortunately, the upper floors are now in the later stages of ruination.

N1. Lesser Library

A mere shadow of the Greater Library (**M12**), this comfortable reading room beyond the secret door is mostly dedicated to lighter reading: romance, adventurous yarns, some pamphlets with rather lurid tales, travelogues, and poetry are commonplace. A **stuffed smilodon** guards the collection. The enchanted beast snarls if the shelves are approached and attacks if a single book is touched.

A thorough search of the library for interesting items (after the smilodon has been dealt with, of course) reveals a book of lewd poetry that magically replaces each poem's name with the reader's name when spoken aloud, and a small, 13-page tome that radiates strong magic.

Stuffed Smilodon: **HD** 4; **HP** 27; **AC** 6[13]; **Atk** 2 claws (1d4+1), bite (2d6); **Move** 9; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** none. (***The Tome of Horrors Complete*** 647)


KEY
Curtain or Tapestry
Two-way Secret Door
One-way Secret Door
Covered Pit
Trap Door in Ceiling
Shaft
Large Shaft
Fireplace (shaft)
Trap
One-way Teleport To
One-way Teleport From
Two-way Teleport
Giant Rat Hole
Magical Statue
Non-magical Statue
Spectral Staircase
30
Numbered Paintings
Sighing Staircase
N1
Lesser
Library
N2
Studio
Story
T
Bedroom
N3
Dining Room
Prison
N5
Third Story
Solarium
N9
Dormitory
N8
N6
Storeroom
Kitchen
N7
Loft
N10
Bedroom
N11
To Sun Deck
Veranda

N2. Studio

Nearly every square inch of the walls is covered in abstract paintings. Two-dozen easels of various heights fill the room, making navigation through the area difficult without bumping or knocking over one or more wooden stands. A **skeleton** in a beret and rotting smock studies a portrait of a kobold intently, palette and brush in hand. If others view this masterpiece, it melts, the colors flowing down the white surface. Infuriated by their uncouth behavior, the faux painter tries to smear his paintbrush in the face of the uncivilized onlooker. None of the paintings is worth more than a few gold pieces in their current moldy or smeared states.

Skeleton: HD 1; **HP** 6; **AC** 8[11]; **Atk** paintbrush (paint streak); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

N3. Bedroom

Old, yellowed bedsheets with large rust-brown stains cover a bed. The still intact body of a handsome young man in his twenties lies below. If someone lifts the sheets, an apparition of an obese matron screams *"Villain! Sorcerer! 'Tis thou hast slain my son!"* as she charges through the wall.

N4. Dining Room

The scent of a fine-cooked meal lures characters into the eastern room. Tantalizing aromas of exotic spices meshed with mouthwatering fragrances of cooked beef and pork surely summon hungry characters to the richly decorated dining-room table. An impossibly white tablecloth covers a table suited for six, with silver plates and cutlery (total value of 100gp) laid out for important guests. A single silver bell inlaid with colorful gemstones sits at the middle of the table. No food can be found anywhere within the room. A large gold candelabrum worth 515gp is set with four fine wax candles. However, soon after the characters enter, the cabinet by the fireplace levitates to the ceiling and numerous plates fall out and shatter. Taking the candelabrum attracts its protector and the source of the spicy smell: a decaying **mummy**. Ringing the bell accomplishes the same.

Mummy: HD 5+1; **HP** 33; **AC** 3[16]; **Atk** fist (1d12); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapon to hit, rot (prevents magical healing, heals at one-tenth normal). (***Monstrosities*** 340)

N5. Prison

Thick chains bind a great warrior in this dark chamber. The bonds allow only 10ft of movement away from the wall. A plate of stale bread and a jug of stale water are his sole sustenance, and a flimsy blanket his cover. The warrior, a powerful **werebear**, is dying, clutching his last remaining treasure: a helm surmounted with the snarling head of a bear. Only 1d6 minutes of his life remain before he shuffles off the mortal coil. When he expires, his **manacles** release the corpse and advance toward the nearest character while snapping open and shut. Once the manacles grapple someone, they shut and close (–30% Open Locks).

Werebear: HD 7+3; **HP** 48 (currently 4); **AC** 2[17]; **Atk** 2 claws (1d3), bite (2d4); **Move** 9; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** lycanthropy. (***Monstrosities*** 305)

Animated Manacles: HD 5; **HP** 33; **AC** 9[10]; **Atk** strike (1d6 + shackle); **Move** 6; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** shackle (after hit, save or manacles latch onto target, automatic 1d6 damage per round). (***Monstrosities*** 13)

N6. Cook

Green moss and lichen have turned the floor and walls of this chamber into a plush carpet. Lurking near the rat hole are **3 giant rats**. Most areas of the floor are benign, merely a spongy carpet that provides a quiet and soft walking surface. However, several mossy clumps offer a chance to ensnare feet and ankles within a bony trap. A unique organism living within the moss has transformed parts of itself into rudimentary traps to catch rats and other small creatures in the manor. A foot or hand is easily snared (saving throw to avoid), pinning the limb to the floor until freed (Open Doors check). A character has a 30% chance of "accidentally" stumbling into one of the moss-traps.

Giant Rat: HD 1d4hp; **HP** 4, 3x2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased. (***Monstrosities*** 384)

N7. Kitchen

A pot of bouillon simmers on a low fire on an untended stove, stirred by a tireless wooden spoon. Sampling the stew has a random effect on individuals:

1d8	Effect
1	Increases height 2 inches
2	+1 dexterity
3	–1 charisma
4	+1 constitution
5	–1 charisma
6	+2 intelligence
7	+1 wisdom
8	+2 strength

Enjoying the ghoulish repast may have other, unintended consequences as the Referee deems appropriate.

A garbage chute in the northeast corner dumps remains unceremoniously into the dining room, greatly upsetting the mummy if it hasn't been encountered already. A keg of bitter ale and a barrel of sour wine complement sacks of moldy flour and two huge rolls of still-edible cheese.

N8. Dormitory

The aroma of hyacinth mingles with a hint of decay. The room must have been used by young ladies, as rows of bunkbeds stand next to vast closets on the west wall containing exquisite costumes. The decomposed corpse of a model still wearing a topaz diadem (510gp) sits in a chair, looking vainly upon her own reflection. The diadem seems strangely affixed to the skull and must be removed with extreme force, likely shattering the skull into thousands of fragments when separated. Each fragment transforms into a small moth that floats away while the faint scream of a young girl is heard before trailing off into silence.

Magical Sword
Darkslayer

Black as obsidian, this magical *+2 bastard sword* emanates evil. It calls out to those it deems worthy of holding it, generally picking a weak-willed, Chaotic character from the group. It is highly intelligent and sentient, capable of manipulating its wielder's emotions to do its bidding. Darkslayer can hear and see invisible creatures up to 50ft and often incites its wielder to attack them, even when the target is unseen. Each natural "1" rolled to attack using Darkslayer ages the character 1d4 years. If a character dies from old age while holding Darkslayer, he or she returns as an undead being of appropriate level and power.

N9. Solarium

A gross, shin-deep pool of sludgy goo fills this dark room. Glass ceiling panels are covered in a thick film, preventing the sunlight from entering the large space. Once filled with rare plants, vegetables, and fruit-bearing trees, the area now contains nothing but rot and decay. The slimy pool of decaying organic matter is ripe with disease and fungal risks.

Searching through the slimy muck has a 5% chance per hour of yielding two items: an evil *+2 bastard sword* named Darkslayer and a huge key inscribed *Dragon Caves — Ruby Throne Room.*

N10. Loft

Clouds of dust and sawdust billow as footsteps kick up the filth on the floor. The smell of guano is unnatural and overwhelming. Four huge vats of dye, originally used to color clothes, have developed a leathery layer atop the still fluid. Two kegs of paint accompany the vats. Hanging near a hole in the south wall are **4 large vampire bats**, dozing until their next mealtime. Any loud noise awakens the massive bats, causing them to attack immediately.

Giant Bats (4): HD 4; **HP** 30, 26, 23, 20; **AC** 7[12]; **Atk** bite (1d10); **Move** 4 (fly 18); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** 10% chance of disease. (***Monstrosities*** 35)

N11. Bedroom

Greeting the party in this sensuous boudoir of silken curtains and plush beds is a loosely dressed beauty with strings of diamonds and sapphires wound in her hair. This mysterious lady casts a *geas* at the first character through the door (save avoids), then changes into a black arrow and flies through the ceiling. A sparkling gold energy shield absorbs all missiles and spells directed at her.

An affected character is tasked with collecting an arm bone of a ghoul, a leg bone of a vampire, a skull of a skeleton, and a spine of a freshly slain zombie. If these items are brought before the mysterious lady, they are turned into fine dust that can be mixed with water to create 1d4+1 *potions of undead control*. Additionally, a box of gold coins (125gp) is found under the bed, while a wooden box with 4 *potions of extra healing* sits under a small side table. A set of silver hairpins (100gp value) in a small pouch rests on a dressing table, and a strange robe (a *robe of eyes*) hangs on a wall hook.

O – Brother's Tower

An old, crumbling tower known as the Brother's Tower stretching upward five stories shadows the western portion of the manor. Some say that the tower was the first building constructed, with the manor added on over time. The tower has dozens of entry points from the outside, as man-sized chunks of stone and mortar have fallen away from the structure over the years. Climbing the exterior of the tower is easy in some places but dangerous in others; it is possible to loosen a massive section of the tower with a poorly placed foot or hand.

O1. Second Story: Guardroom

Only small, shuttered arrow slits and a doorway leading to the single balcony overlooking distant Tegel Village illuminate what used to be a well-stocked guardroom. Weapon racks (12 heavy crossbows, 14 shortbows, 10 longswords, and 25 daggers) by the walls surround plain bunkbeds with 34 sleeping skeletons still clad in rotting leather armor, their weapons at the ready. Two shambling figures in blue tabards move back and forth between the bunks, checking on the skeletal guardsmen, while a third similarly dressed figure checks off names on a worn wood-backed parchment in his bony hands. Unlike the skeletons on the rotting bunks, the three moving creatures have decaying flesh that hangs from old bones. Once the characters proceed into the room, the **3 wight sergeants** and **34 skeleton guards** spring into action.

Although there is no apparent way to ascend any further, it is possible to scale the walls on the outside of the tower to reach the third story. Failure results in a 30ft fall. Six 1ft steel rods driven into the stones seem to provide a safe route. However, with the exception of the first two, they are loose and don't support anyone heavier than a thin halfling. Note that once up there, the characters must still brave a treacherous and crumbling 1ft-wide ledge leading to the eastern window that allows access to the third story. All other windows are blocked by heavy bars.

Wights (3): HD 3; **HP** 22, 19, 18; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Skeleton: HD 1; **HP** 8x4, 7x6, 6x4, 5x6, 4x4, 3x3, 2x2, 1x5; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

O2. Third Story: Bedroom

Thick, 30ft chains drag constantly across the ceiling of this bleak prison. A thick layer of dust covers the floor of the third level of the tower. A careful examination of the floor reveals smallish footprints near the center of the room (the homunculi hiding in the ceiling trapdoor occasionally drop down to hunt). The wide area is relatively bare, containing only a small bed with rotting sheets, a broken dresser missing all its drawers, and a battered chair. A single window on the eastern side of the tower is barred, although the rust and corrosion of the old metal looks to have made them weak and vulnerable. Three other windows on the northern, western, and southern sides of the tower were sealed years ago. Their brickwork still looks to be fairly strong and intact.

A hollow, stuttering voice intones from a glowing and spinning **scroll** levitating above the reading stand. If someone approaches the ceiling trapdoor, **3 homunculi** armed with tiny, poison-tipped iron spears emerge from their hiding place below the bed and fly at intruders. The scroll immediately replaces slain homunculi.



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
⇦	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)



↑	One-way Teleport To	∧∧∧	Curtain or Tapestry
↓	One-way Teleport From	S	Two-way Secret Door
↕	Two-way Teleport	S→	One-way Secret Door
○	Giant Rat Hole	⊠	Covered Pit
⬭	Magical Statue	□	Trap Door in Ceiling
⬭	Non-magical Statue	■	Shaft
⇦	Spectral Staircase	●	Large Shaft
30	Numbered Paintings	▬	Fireplace (shaft)



Cursed Item
Moonwort Scrowle

This cursed magic item is a venerable and mostly useless relic left behind by an insane wizard. It constantly reads itself and conjures hostile homunculi out of thin air. Up to three minor monstrosities may be in existence at one time. The homunculi are armed with poison-tipped spears and don't use their bites.

Homunculi (3): HD 2; **HP** 14, 12, 7; **AC** 6[13]; **Atk** spear (1d4 + poison); **Move** 6 (fly 20); **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** poison (1d6 damage, save avoids). (***Monstrosities*** 251)

O3. Fourth Story: Zoo

Hundreds of stuffed animals line the outer walls of the tower, in between four alien-looking statues and in order of their size. Starting with a small mouse and ending with a giraffe, the preserved creatures increase in size as they circle the room. Most of the stuffed animals are either dusty or have broken open, releasing their stuffing onto the floor. However, a few creatures seem almost real and look to be newly stuffed: a grotesque **giant toad**, a **giant beaver**, a **giant otter**, and **4 monkeys**. An examination of the lineup reveals that two of the animals are out of order by their size: a raccoon and a gorilla have been switched. If the two creatures are returned to their rightful place in the line, a golden crown materializes on the skull of the skeletal remains that sit upon the throne in the southwestern portion of the area (see below).

The four identical statues are impossible to identify as they are not from this world. Each has four arms ending with hooks, a smallish head with three overly large eyes, and short stunted legs. A small stubby tail can be found at the base of their spine. The northern statue is magical; if touched or manipulated, it emits a blast of high-pitched noise that injures all within 20ft for 2d6 points of damage (save for half). After it attacks, it becomes inert for 1d10 rounds.

A giant skeleton sits upon a large stone throne in the southwestern part of the area. If the characters switched the two out-of-order creatures, it also has a golden crown upon its yellowed skull. If the golden crown is placed upon a character's head while sitting on the throne, they are transported to the Hunter's Room of the East Wing (**J4**). The crown stays with this throne, however, either returning to the skeleton's head if still upon the throne or to the seat if not (the teleported character arrives in the East Wing without the crown). Note that returning to this floor from the East Wing is possible only if the two creatures are switched out of order again. The crown strongly emanates magic but cannot be removed from the room.

Giant Toad: HD 3; **HP** 19; **AC** 6[13]; **Atk** bite (1d8); **Move** 6 (hop 30ft); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** hop. (***Monstrosities*** 475)

Giant Beaver: HD 3; **HP** 20; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 6; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

Giant Otter: HD 3; **HP** 17; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 6; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.



- One-way Teleport To
- One-way Teleport From
- Two-way Teleport
- Giant Rat Hole
- Magical Statue
- Non-magical Statue
- Spectral Staircase
- 30 Numbered Paintings
- Curtain or Tapestry
- Two-way Secret Door
- One-way Secret Door
- Covered Pit
- Trap Door in Ceiling
- Shaft
- Large Shaft
- Fireplace (shaft)



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
⇦	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)

Monkeys (4): HD 1; **HP** 7, 6x2, 4; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

O4. Fifth Story: Brother's Tower

To open the trapdoor leading to this level, the characters need to exert considerable force from below (a strength of at least 16) as a heavy human corpse lies on it, with two other corpses within arm's reach. They were once adventurers, as evidenced by their chainmail armor and rotted backpacks (these contain iron rations, coils of rope, and like items). One of them carries a sack of loot with 170gp, three golden candlesticks (60gp each), and a shattered glass vial.

Instantly, the characters smell the foul scent of disease and decay that seems to emanate from behind semitransparent curtains that split the room into two sections. On the trapdoor side of the silken barrier, the characters find three unlit braziers, blackened but empty of coals. Dozens of wilted flower stems have been laid near the braziers. A small, golden idol (worth 750gp) stands on a marble pedestal between the three braziers. The statuette is of an overweight, balding man with arms outstretched, strangely grinning an openmouthed smile.

Movement can be detected beyond the curtains. A frail man in a loincloth lies on the cold floor, his legs shackled, and an iron collar around his neck secured to the eastern wall by a 5ft length of sturdy chain. If he detects movement on the other side of the curtains, he'll plead for help. The sickly man claims he was kidnapped by unknown assailants. However, he's really been left here to die, stricken with a severe case of a fungal disease. The man is a carrier, and although he will eventually die from his disorder, his purpose while alive is to host the disease and spread it to all he comes into contact with. He is **Brother**, the owner of the tower, and he has been here in this state for untold years. He attempts to lure characters within the 5ft reach of his chain, grabbing the closest of them as soon as he can. Brother breathes a fungal mold into the face of his victims, infecting them with the horrible disease (save or die within minutes).

The curtains are magical, acting as **2 animated curtains** that try to smother characters trying to pass through them. Working in tandem with Brother, they allow the first character to pass unharmed before assaulting the next to pass.

In addition to Brother, two other things of interest are in the room. The first is the portrait of Rodip the Rationalist (**NPC #60**). The second is within the curtained area. A plain altar serving an unknown god is pushed up against the outer wall of the tower. Several unfired ceramic containers are lined up in front of the altar. A duplicate idol of that in the opposite area sits atop the altar. However, the idol's expression is much different; instead of smiling and welcoming others with open arms, the bald man's features are twisted into hateful anger and its arms reach forward as if to try to strangle an unseen victim. A plain clay jar with seven gold rings (78gp each), five silver rings (9gp each), and twelve copper rings (1gp each) lies on the altar. The idol radiates weak magic but does nothing; adding rings to the jar, removing one or all, or even taking the idol itself (value 1260gp) has no noticeable effect.

Brother, male human (Clr4): HP 20; **AC** 9[10]; **Atk** touch (disease); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, control undead, disease (save or death in 1d4+1 rounds, *cure disease* heals), spells (2/1). **Spells:** 1st—*cure light wounds*, *purify food and drink*; 2nd—*silence 15ft radius*.

Animated Curtains (2): HD 3; **HP** 22, 20; **AC** 9[10]; **Atk** grab (1d4 + smother); **Move** 6; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** grab (Open Doors check to escape), smother (constricted for 1d4 damage per round). (***Monstrosities*** 13)

P – Wizard's Tower

Seven stories of magically protected limestone rise above the manor, forming a circular tower that narrows as it ascends. Its blackened exterior stands out in the sunlight but blends into the darkness of the night. Perched upon a second-story ledge, **36 grinning gargoyles** circle the tower in their never-ending watch for intruders. They remain motionless until summoned by the ringing of the great silver bell in the belfry above. Undead within the tower are highly resistant to foes; they may save versus attacks with Advantage.

Gargoyles (36): HD 4; **HP** 25x36; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic weapon to hit. (***Monstrosities*** 185)

P1. Second Story: Guardroom

The inner stairwell within the Lich's Laboratory (**L6**) ends in the second story of the tower. Eleven silhouettes of humanoids line the outer wall of the level. As the last member of the group reaches the top step, **10 ghouls** and a **wight** burst into action, screaming a deafening war cry that startles all but the most steely-nerved characters. They attack the living with devilish ferocity, and permanently fall only if slain outside the room and on the stairs. During the battle, there is a 1-in-4 chance that a "slain" ghoul rises and re-enters the battle. A trapdoor in the ceiling is the only way to access the third level from this room.

Wight: HD 3; **HP** 21; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Ghouls (10): HD 2; **HP** 15, 14x2, 12x3, 10, 9x2, 7; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

P2. Third Story: Conservatory

The stairs from the manor proper arrive here. A trapdoor leads down, while a set of circular stairs climbs up to the fifth level, bypassing the lich's quarters, the latter being accessible through a shaft in the ceiling. The statue of a hooded skeleton peers upon the scene with a cynical half-smile.

This level is filled by 14 huge, thick glass tubes containing an opaque, odorless gas that obscures creatures in suspended animation. Only the fact that something dark is inside may be ascertained. Three tubes are empty; the rest contain one creature each. It takes 20 points of damage to destroy glass. Once freed, the prisoners regain consciousness in 1d4 rounds.

Glass Tube Prisoners

Glass Prison 1: Corleth the Elf Lord, an inquisitive and honest adventurer, was exploring the manor seeking powerful magic items. He was captured by the lich's minions in the laboratory while he was searching for Ridwik's greatest treasures. He is willing to join up with a group but leaves the party if he finds one of the lich's great treasures.

Corleth the Elf Lord, Male Elf (MU5): HP 16; **AC** 7[12] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** +*1 staff* (1d6+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** +2 saves vs. spells, darkvision (60ft), spells (4/2/1).



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
⇦	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
⇦	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)

Spells: 1st—*magic missile*, *protection from evil*, *read languages*, *shield*; 2nd—*invisibility*, *web*; 3rd—*dispel magic*.
Equipment: *+1 staff*, *potion of healing*, *ring of protection +2*, coil of rope, rations, lantern, spellbook, spell component pouch.

Glass Prison 2: Brand, a dwarven cleric of Thor, is trapped within. He was separated from his group elsewhere in the manor. After taking a few wrong turns, he found himself face to face with Ridwik in the laboratory. He has been detained for far too long and wishes only to leave this vile place. If escorted to an exterior exit, he promises to repay the group by leaving a scroll of *resurrection* with the local temple for their use.

Brand, Male Dwarf Cleric of Thor (Clr6): HP 31; **AC** 4[15]; **Atk** war hammer (1d4+1); **Move** 9; **Save** 10; **AL** L; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, +4 save vs. magic, banish undead, detect stonework, spells (2/2/1/1).
Spells: 1st—*cure light wounds*, *detect evil*; 2nd—*bless*, *find traps*; 3rd—*remove curse*; 4th—*cure serious wounds*.
Equipment: chainmail, metal shield, silver helm, war hammer, holy symbol of Thor, leather bag of iron nails, hammer, crowbar, torches, iron rations, three bottles of holy water.

Glass Prison 3: A **griffon** was lured to the tower by the harpies (**Area P6**) and captured after a brief scuffle with a few of the gargoyles. Druids or rangers may be able to keep the disoriented and angry creature from attacking the group.

Griffon: HD 7; **HP** 46; **AC** 3[16]; **Atk** 2 claws (1d4), bite (2d8); **Move** 12 (fly 27); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** none. (***Monstrosities*** 231)

Glass Prison 4: A **wyvern** is trapped in this tube. It attacks when released.

Wyvern: HD 8; **HP** 55; **AC** 3[16]; **Atk** bite (2d8) or sting (1d6 + lethal poison); **Move** 6 (fly 24); **Save** 8; **AL** N; **CL/XP** 10/1400; **Special:** poison sting (save or die).

Glass Prison 5: A **chimera** is trapped in this tube. It attacks when released. It is wounded and may try to flee (50% chance).

Chimera: HD 9; **HP** 66 (currently 42); **AC** 4[15]; **Atk** 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); **Move** 9 (fly 18); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** breathes fire (3/day, 50ft range, 3d8 damage, save for half). (***Monstrosities*** 66)

Glass Prison 6: A **giant weasel** is trapped in the tube. It attacks when released.

Giant Weasel: HD 3+3; **HP** 23; **AC** 6[13]; **Atk** bite (2d6 + blood drain); **Move** 15; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** drain blood (after bite, automatic 2d6 damage per round). (***Monstrosities*** 506)

Glass Prison 7: A **gorgon** is trapped within the tube. It attacks when released.

Gorgon: HD 8; **HP** 52; **AC** 2[17]; **Atk** gore (2d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** breath weapon (60ft range, turns target to stone, save avoids). (***Monstrosities*** 224)

Glass Prison 8: This tube is empty.

Glass Prison 9: The harpies in the belfry (**P6**) were once a trio before one of them tried to deceive their master. Ridwik confined the **lying harpy** to the ninth glass tube for some time; the harpy is now quite insane and unpredictable. When released, she may try to return to her sisters above or attack the group.

Harpy: HD 3; **HP** 17; **AC** 7[12]; **Atk** 2 talons (1d3) and short sword (1d6); **Move** 6 (fly 18); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** siren-song (as *charm person*, save avoids). (**Monstrosities** 240)

Glass Prison 10: This tube contains a dimwitted and gullible **troll**. He'll believe most anything he's told until he figures out he's being deceived or made fun of. He is quite ferocious and once angered, will not quit trying to kill and eat his prey until he himself is dead.

Troll: HD 6+3; **HP** 43; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate (3hp/round). (***Monstrosities*** 489)

Glass Prison 11: This tube is empty.

Glass Prison 12: A weakened **dryad**, stripped of her powers and rendered mute, is the unfortunate prisoner within this glass tube. She tries to get the group to help her escape and return to her magical home to regain her strength. If assisted, she gifts the characters with 1d4 magical scrolls and/or potions.

Dryad: HD 2; **HP** 12; **AC** 9[10]; **Atk** wooden dagger (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** none. (***Monstrosities*** 147)
Note: The dryad has been stripped of her ability to charm characters.

Glass Prison 13: This tube is empty.

Glass Prison 14: The last prisoner is **Liana, an evil enchantress**. She had hoped to lure Ridwik into her trust by using her incredible beauty and intellect to seduce him. Alas, she was bested by the powerful lich and captured. When released, she thinks only of revenge but will not hesitate to trick the group into helping her achieve her new goal: Destroying Ridwik! If the group catches on to her trickery or refuses to help her in her quest, she attempts to destroy them with her spells.

Liana the Enchantress, Female Human (MU7): HP 23; **AC** 2[17]; **Atk** dagger (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** +2 saves vs. spells, spells (4/3/2/1).
Spells: 1st—*charm person*, *magic missile*, *light*, *read magic*; 2nd—*ESP*, *invisibility*, *phantasmal force*; 3rd—*lightning bolt*, *fly*; 4th—*dimension door*.
Equipment: *bracers of defense AC 2[17]*, black cloak and robes, dagger, *wand of magic missile*, scroll of protection from undead, spellbook, spell component pouch.

P3. Fourth Story: Lich's Quarters

An intricate rune glowing with radiant light is visible on the ceiling from the shaft below. The rune is a *symbol of fear*. All who view the symbol must make a saving throw or flee in panic. The room is rather plain and may trick characters into passing it by instead of giving it a thorough search. Much of the furniture lies in a large moldering pile next to the stairway that passes through (but doesn't open into) this level. A foul smell combining rotting flesh and animal excrement emanates from somewhere within the level, though it is hard to pinpoint the odor's exact location.



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
⇦	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)

A simple desk is hidden in the shadows, partially concealed by the curve of the staircase. Piles of books, tomes, scrolls, loose parchments, and discarded writing utensils cover the entire top of the small desk. The stacks are clearly disorganized and precariously piled; any change in their position may cause several piles to fall upon unsuspecting searchers. Although most of the writings are either the lesser works of insignificant wizards or the mindless blathering of an insane sorcerer, an interesting tome can be found within the piles after a careful and thorough search. *The Demon's Dark Lullaby* is a priceless, one-of-a-kind tome that is highly sought-after by the most powerful magicians in any land.

A one-way teleporter is in the room. It is activated by pulling a heavy iron lever on the east wall. Pulling the lever transports everyone within 10ft to **Area DL2E**.

Black Pudding: HD 10; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** acidic surface, immune to cold, divides when hit with lightning. (***Monstrosities*** 46)

Flesh Golem: HD 8; **HP** 40; **AC** 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special:** +1 or better magic weapons to hit, healed by lightning, slowed by fire and cold, immune to most spells. (***Monstrosities*** 219)

Gelatinous Cube: HD 4; **AC** 8[11]; **Atk** acidic touch (2d4); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** paralysis (6 turns, save avoids), immune to lightning and cold. (***Monstrosities*** 188)

Gorilla: HD 4; **AC** 6[13]; **Atk** 2 hands (1d3), bite (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** hug and rend (if both hands hit, additional automatic 1d6 damage). (***Monstrosities*** 17)

Hell Hound: HD 6; **AC** 4[15]; **Atk** bite (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** breathe fire (10ft range, 12 damage, save for half). (***Monstrosities*** 245)

Manticore: HD 6+4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes (180ft range, 6 spikes per round). (***Monstrosities*** 316)

Otyugh: HD 7; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** disease (90% chance of contracting disease, death in 3d6 days unless cured). (***Monstrosities*** 367)

The Demon's Dark Lullaby

Rumored to be constructed from the tears of demons and the skin of damned children, *The Demon's Dark Lullaby* at first appears to be a simple children's poetry book. However, each page of poetry has a different result when fully read aloud. Each of the 10 poems has a devastating effect, often leading to the demise of the reader, his or her friends, and sometimes absolute strangers. The pages are made with thick, unrefined vellum, and inked with a flowing, yet chaotic hand.

Poems

Page	Poem's Name	Effect
1	*This Little Doggy*	Summons a **hell hound** to arrive within 100ft of the reader, 50% chance searching for the reader.
2	*Monkey See, Monkey Do*	Summons a **carnivorous gorilla** to the reader's family home or the reader's current residence.
3	*What's in the Dark?*	A random person within 20ft of the reader switches places with a **shadow demon**. Killing the demon banishes the switched person to the Abyss forever.
4	*Ten Little Stitches*	A **flesh golem** appears directly behind the reader, looking to replace a missing limb with one of the reader's limbs.
5	*Here Kitty, Kitty*	The next time the reader is outdoors, a **manticore** appears to attack the reader and any of his or her companions.
6	*Short Tail, Long Tail*	The reader (50% chance) grows a short tail or a random person within 20ft grows a long, lion-like tail.
7	*Silly, Sticky, Slimy*	Summons a **gelatinous cube** or a **black pudding** to appear within 20ft of the reader.
8	*Washy Your Face and Hands*	The reader and any within 10ft are transported to a locale inhabited by an **otyugh**.
9	*Tiny Hands*	A random target within 20ft of the reader (including the reader) is cursed with tiny hands; their hands reduce to one-tenth their normal size.
10	*Far Away Places*	The reader and 1d4 random targets within 20ft are transported to the Abyss.

Although most of the effects of the poems appear to negatively impact the reader, any time a full poem is read, the reader is granted a +3 bonus to saving throws for 12 hours. Additionally, the poems have a 10% chance to deposit a powerful magical item within 20ft of the reader.

After each poem is read, its effects are erased (no repeating) until all 10 poems are activated. The book restores all the poems after the last one is read. The effects do not manifest unless the entire poem is read aloud.



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	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
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	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
⇦	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S→	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
⇦	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)



	One-way Teleport To		Curtain or Tapestry
	One-way Teleport From	S	Two-way Secret Door
	Two-way Teleport	S	One-way Secret Door
	Giant Rat Hole		Covered Pit
	Magical Statue		Trap Door in Ceiling
	Non-magical Statue		Shaft
	Spectral Staircase		Large Shaft
30	Numbered Paintings		Fireplace (shaft)

Shadow Demon: HD 7; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d8); **Move** 15 (fly); **Save** 9; **AL** C; **CL/XP** 12/2000; **Special:** incorporeal, immune to electricity and poison, shadow blend (surprise on 1–5 on 1d6), spell-like abilities, sunlight powerlessness, telepathy (100ft). (***The Tome of Horrors Complete*** 151)
Spells: 3/day—*darkness 15ft radius*, *fear*; 1/week—*magic jar*.

P4. Fifth Story: Store

The middle of the tower is pierced by a large circular shaft that ascends to the Wizard's Belfry on the top. During the day, some light filters in from above, although the huge silver bell hanging in the sixth story blocks much of it. Circular stairs lead down into the darkness.

Dusty crates, boxes, and barrels fill the level, giving the impression of a forgotten storeroom at best, or a hoarder's treasure trove at worst. Anything of value has long since evaporated or deteriorated; lamps are dry, barrels of rum are sadly empty, and crates of spices are filled with moldy remnants. Racks of clothes are moth-eaten, and a dilapidated weapon rack has nothing but brittle steel swords and dulled spears. A **magical weapons trap** has been placed on the weapon rack. When activated (by touch), the weapons fly around the room, striking at everyone on the floor for a full minute. They deal half damage due to their inferior condition. Each character is struck by 1d4+1 weapons, which attack as 4HD monsters. Roll 1d4 to determine the weapon: 1, short sword; 2, mace; 3, spear; 4, dagger.

A rust-covered chest is found at the center of the disorganized mess. The chest is the lair of **6 shadows**, whereas the trunk is full of lanterns resting atop a single dagger.

Shadows (6): HD 2+2; **HP** 17, 15x2, 14, 13, 10; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (1 point strength with hit). (***Monstrosities*** 418)

P5. Sixth Story: Belfry

A huge silver bell dominates the level. It is a true monstrosity, worth some 17,985gp. The bell gently sways and resonates at all times, producing a distant chiming sound. This is due to the **bat swarm** dwelling inside. The bats emerge if their nest is disturbed. There is a 50% chance that the **harpies** on the seventh story come to investigate any loud noise.

In addition to being an object of extraordinary value, the bell is also the lich's phylactery. The bell can sustain 160 hit points before it cracks, but it takes half damage from blunt weapons. Attacking it produces a loud peal, and the bell tolls automatically once every 10 rounds or whenever a damaging attack is inflicted on it. On the first toll, nothing happens. On the second, a deep sigh emerges from the whole tower. On the third, **36 gargoyles** squatting on the tower's supporting pillars animate and take wing to do away with the intruders. On the fourth toll, **Ridwik** himself is alerted to the commotion and *teleports* in unless previously incapacitated. There is also a 75% chance that he may bring help in the form of 1d4 Rumps (rolled for randomly on the family tree). If the roll indicates someone already laid to rest, treat it as a "no result." Destroying the bell does away with Ridwik of the Relic on a permanent basis.

A secret door in the west wall leads outside to an iron ladder that climbs up to the narrow walk around the Wizard's Belfry.

Bat Swarm: HD 4; **HP** 26; **AC** 6[13]; **Atk** swarm (1d6); **Move** 15 (fly); **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** disease (5% chance of contracting, 1d4 damage daily until cured).

P6. Seventh Story: Wizard's Belfry

A huge copper bell hangs above the silver one. The copper bell is worth 2200gp for the metal, although it is almost impossible to transport, let alone disassemble. Chained to the bell with 50ft-long chains are **2 harpies**. They act as guards against someone who would approach the tower by flight. Their nest is full of filth and feathers. Their sole treasure is a broken telescope hidden in the refuse. The brass tripod it was originally mounted on remains visible. Not much more can be found in this place.

Harpies (2): HD 3; **HP** 22, 20; **AC** 7[12]; **Atk** 2 talons (1d3) and short sword (1d6); **Move** 6 (fly 18); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** siren-song (as *charm person*, save avoids). (**Monstrosities** 240)

Q – Other Buildings

This section encompasses all areas not detailed previously, including inner and outer courtyards, side buildings, etc. The Family Graveyard is described in the Wilderness chapter (**Area HH**).

Q1. Gazebo

This little retreat is made of painted wood and offers pleasant shade and comfortable seats. The structure looks somewhat battle-scarred, as if someone tried to hack it apart at one point. A single *+3 arrow* sticks out of a wall. However, it is disappointingly inanimate. The same can't be said of the **vampire rose bush** growing on the latticework.





Its pointed leaves and innocent-looking crimson blossoms mask the true horror: 10 tendrils that strangle and suffocate the unwary.

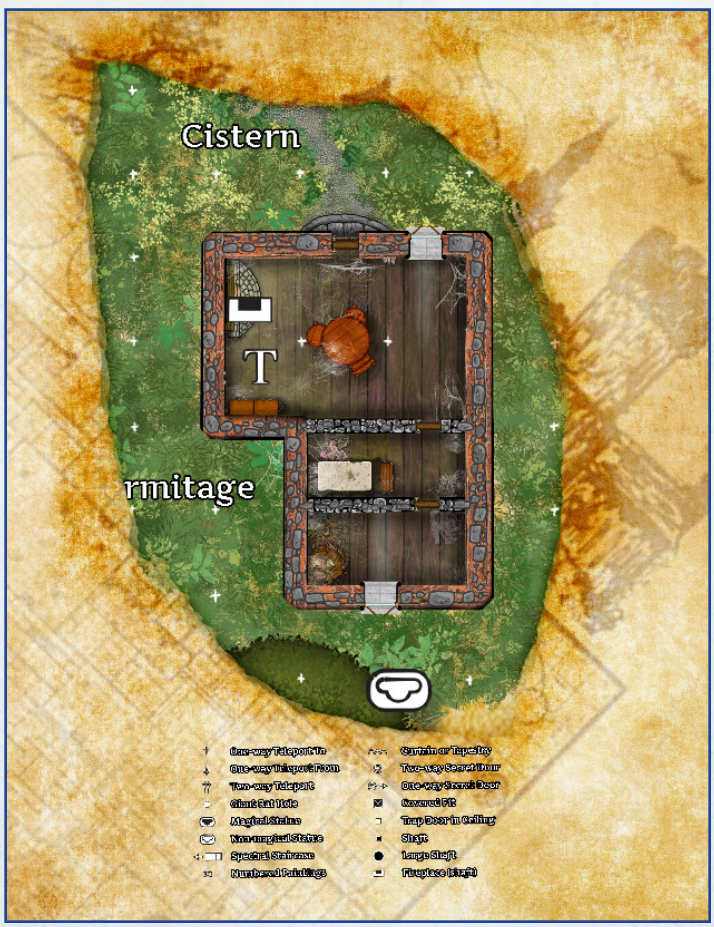
Vampire Rose Bush: HD 6; **HP** 39; **AC** 4[15]; **Atk** 3 stalks (1d4 + grab); **Move** 3; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** camouflage (surprise 1–3 on 1d6), grab (automatic 1d6 damage after hit, Open Doors check to escape). (**The Tome of Horrors Complete** 581)

Q2. Hermitage

This small and modest building once housed the family hermit, an unpleasant old fellow with a mean disposition. Keeping hermits has long gone out of fashion, but this one decided to stick around as a **wraith**. Looking like a disheveled old man, he hurls mugs at intruders, accompanied by vile curses and insults. If turned or attacked, he turns white and sinks through the floor. In no way does he attack physically unless cornered or unless he can sneak up on an unsuspecting party member — and even if he does, he flees immediately.

The building contains a bunkbed, a crude wooden table, and a fireplace, but little else. Lying on a rotted leather sack in the southwest corner is a yellow wedge of cheese. Predictably, a bear trap underneath springs if the bait is bothered (2d6 damage, –2 save avoids). A short flight of stairs leads to a cellar containing chopped firewood and a rusty hatchet.

Wraith: HD 4; **HP** 28; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)







Q3. Cistern

Foul water fills only the very bottom of the tank. A leak in the foundation thankfully allows water to seep into the surrounding ground. A pile of bones at the bottom of the well is visible just above the water line. Hundreds of corpses have been tossed into this well for many years. The water is diseased, making any who drink from it very sick (save avoids). Flesh-eating bugs crawl over the old bones, awaiting their next meal.

Q4. Crypts

Two large marble sarcophagi stand by the manor's walls. Their moss-covered inscriptions are too worn to decipher. Both sepulchers hide secret trapdoors. The one to the left leads to **DL2H** via a 10ft shaft and 20ft steps down to the north. The one to the right leads to **DL3B** via a 10ft shaft and a 230ft crawlway north-northwest, then a 20ft drop through a cobweb-concealed ceiling shaft.

Q5. Outhouse

Just what the name implies, this building is inhabited by a **black pudding** covering a pile of putrid clothes. It flows out sluggishly to envelop its next prey.

Black Pudding: HD 10; **HP** 72; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** acidic surface, immune to cold, divides when hit with lightning. (***Monstrosities*** 46)



Q6. Vestibule

This courtyard is enclosed on three sides, leaving a flagstone path to the south. Someone constructed an elaborate rock garden here. Thorny plants cling to the soil in the gaps of rock piles, and stunted treelets bear miniature fruits. Three extraordinarily ugly statues depicting wrinkled giant foo dogs gaze upon the scene with empty eyes. The one to the east holds a plaque in its paws that reads: *"The strength of rocks is within."* The **statue** is animated and defends itself capably. If destroyed, a *rock gem* may be found where the creature's heart would be.

Opening the double doors to the west results in a loud thunderclap. Immediately roll for 1d3 random encounters to see if anyone is attracted to the noise.

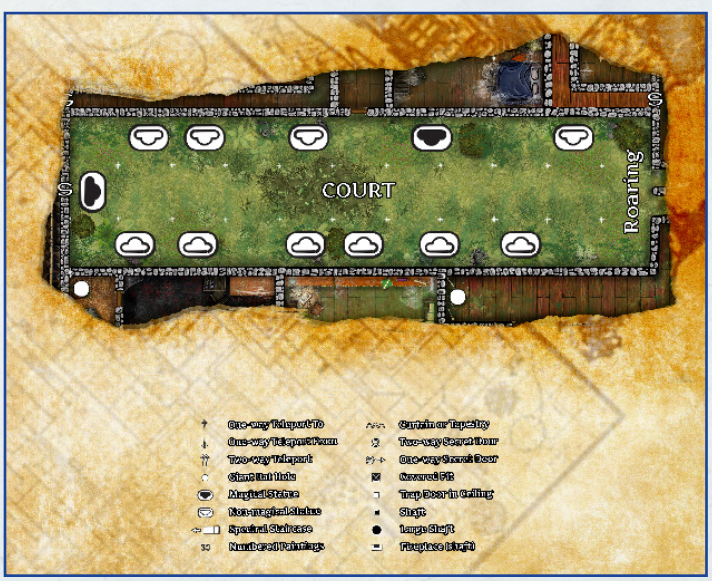
Giant Foo Dog Statue, Lesser Stone Golem: HD 8; **HP** 40; **AC** 5[14]; **Atk** bite (3d8); **Move** 6; **Save** 8; **CL/XP** 12/2000; **Special:** +1 or better magic weapon to hit, immune to most magic. (***Monstrosities*** 222)

Q7. Court

Hardy weeds have overgrown this once-beautiful inner garden. Statues depicting noble gentlemen and fine ladies stand by the walls. Most of them have been so badly defaced by weather and some sort of corrosive that they look like mere stone pillars. Only two remain in fine shape. A huge heap of offal in the court contains a multitude of glistening eggs and **3 giant blister beetles**. The beetles emerge to attack if their nest is disturbed. Unless the eggs are destroyed, the next time the party visits this area, there will be 4d6 of the critters! A thorough search of the offal also uncovers a stone hand belonging to the western statue.

The intact statues are both magical. The statue in the western end of the courtyard is that of a robed figure holding a set of measuring scales in one hand and a book in the other. Placing two evenly valued items in the scale's trays animates the statue for a brief moment, as the statue thrusts the transformed book toward characters. The characters have five seconds to view the open book and catch a glimpse of the manor's floorplan. Once the time passes, the statue returns to its original pose and cannot be activated again for 24 hours. If two unevenly valued items are placed in the scale's trays, one of them disappears and is transported to a random room within the manor. This effect is not limited by the 24-hour rule.

The other statue by the northern doorway is of a smiling old woman who looks to be offering a large-petal flower to an invisible patron. If the stone flower is grasped, it curses the character with a –2 penalty to hit and saves for 12 hours. The statue laughs for 10 seconds before returning to her original position.



Greater Miscellaneous Magical Item

Rock Gem

This rough multi-faceted gemstone is worth 5000gp. It resists all attempts to break, chip, or cut its surface. A character grasping the stone must roll a saving throw or be permanently *polymorphed* into a stone giant (the stone crumbles to dust as soon as the transformation takes place). If the save is successful, the gem remains. It may be used 10 times to give the character (and only that character!) giant strength (+8 damage, not cumulative with any existing strength bonuses) for an hour at a time. When all charges are exhausted, the gem crumbles as above.

Giant Blister Beetles (3): HD 2; **HP** 15, 13, 12; **AC** 8[11]; **Atk** bite (1d6); **Move** 15; **Save** 16; **CL/XP** 3/60; **Special:** blister spray (20ft range, 1d3 damage, save avoids), immune to poison. (***The Tome of Horrors Complete*** 51)

Q8. Garden Grotto

Lush vegetation chokes the dark garden grotto, where broken bits of statuary stand on empty pedestals. The remains of a fountain lie dry and empty in the middle. The sole inhabitant of the place is a small black kitten named **Rustle** that is hiding from the party; only its yellow eyes visible among the leaves give it away. If this cute little thing is frightened, it changes into a **hellcat** and attacks mercilessly.

Hellcat: HD 7; **HP** 46; **AC** 5[14]; **Atk** bite (2d6), 2 claws (1d4+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, magic resistance (20%). (***Monstrosities*** 244)



Chapter 5: Within the Vaults

Introduction

The dungeons beneath Tegel Manor are a series of limestone vaults connected by narrow tunnels. They are damp and moldy, exhaling an unpleasant, sickly smell that is always mixed with the stench of the grave. It is also cold down there. The silence is occasionally broken by the sound of dripping water or by a gust of wind racing down long halls and blowing out unshielded light sources (accompanied by a quick random encounter check, of course!). Each level except the first conforms to these general characteristics. Of the four levels, the first lies 10ft below the manor proper. All the others are roughly an additional 20ft from the surface — 30ft, 50ft and 70ft, respectively.

Random Encounters

Except for **Dungeon Level One** (which has its own chart), use the standard manor encounter guidelines. However, roll only once per hour since few undead venture down into the dungeons, and all of them avoid the caverns (**DL2B-C**, **DL3F-G**, and **DL4C**). If the party finds a reasonably out-of-the-way retreat, they may rest peacefully without worrying about interruptions.

General Guidelines

Rooms and Doors: Dungeon rooms are usually either vaulted or rough-hewn, reaching their indicated height in the middle. The stonework is decayed and mottled by the ever-present mold, especially in the lowest chambers. Using potent destruction spells such as *fireball* have a 1% chance of causing a minor cave-in per damage dice. If a minor cave-in occurs, each creature within 30ft of the center of the cause of the cave-in must succeed on a saving throw or suffer 2d6 points of damage from falling rocks.

Doors are just like those found in the manor, although slightly thicker and more decayed at the same time. Secret doors, unless specified otherwise, open by pushing a stone, moving a torch holder, or manipulating a similar nearby fixture.

Continuous Effects: All undead in the dungeon have +1 bonus to saving throws (except on **Dungeon Level Four**, where they gain a +2 bonus). Additionally, Rump family members cannot be destroyed or commanded by clerics or paladins, although they can be turned.

Dungeon Level One

Once down a rat hole, characters find that all of Level One is a maze of rat tunnels, 3ft wide by 3ft high. Creatures must squeeze to pass through them and the entire area is considered difficult terrain for anyone other than rats. At best, two humanoid creatures can crawl abreast in these tunnels. Encumbered characters or those wearing bulky plate type armor may find it nigh impossible to progress without getting stuck while making turns and may not make a 180-degree turn in any case. At each corner, a creature in heavy armor must make a saving throw to avoid getting stuck. A creature who fails the save may attempt a new check at the end of its turn each subsequent round until it succeeds, at which point it is no longer stuck. Stuck creatures are restrained. Rats, of course, may attack unhindered, and up to two can fight abreast.

Naturally, a lot of rats are found in the tunnels. Unlike simple, unintelligent rodents, these rats possess a feral cunning and a mean demeanor. They wage a constant war against each other — this being the only activity that keeps their population in check. Rat lairs are foul places to visit, with piles of filth, rocks, linen shreds, table scraps, and a modest treasure trove to boot! However, the respective headquarters of each rival rodent fraction possesses a higher-grade treasure such as gems and jewelry. Usually, a good portion of the rats are out scavenging for goods or shiny baubles.

Rat Tunnel Encounters

No rat tunnel would be complete without hordes of ravenous giant rats. Roll for random encounters every 10 minutes. A roll of a 1 on 1d6 (1d8 east of **Area H**) indicates an encounter occurs. Roll below to determine type and number:

Roll	Encounter
1–5	3d6 giant rats
6	2d6 greater giant rats
7	1d6 monstrously huge giant rats
8	1d4 superior giant rats

Giant Rats (3d6): **HD** 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** diseased. (***Monstrosities*** 384)

Greater Giant Rats (2d6): **HD** 1; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** diseased. (***Monstrosities*** 384)

Monstrously Huge Giant Rats (1d6): **HD** 3; **AC** 6[13]; **Atk** i2 claws (1d3), bite (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** diseased. (***Monstrosities*** 384)

Superior Giant Rats (1d4): **HD** 4; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** diseased. (***Monstrosities*** 384)

DL1A. Outpost

Being a peripheral chamber of the tunnel network, only a few low-level rats are found here. There are **3 giant rats** and **2 greater giant rats**.

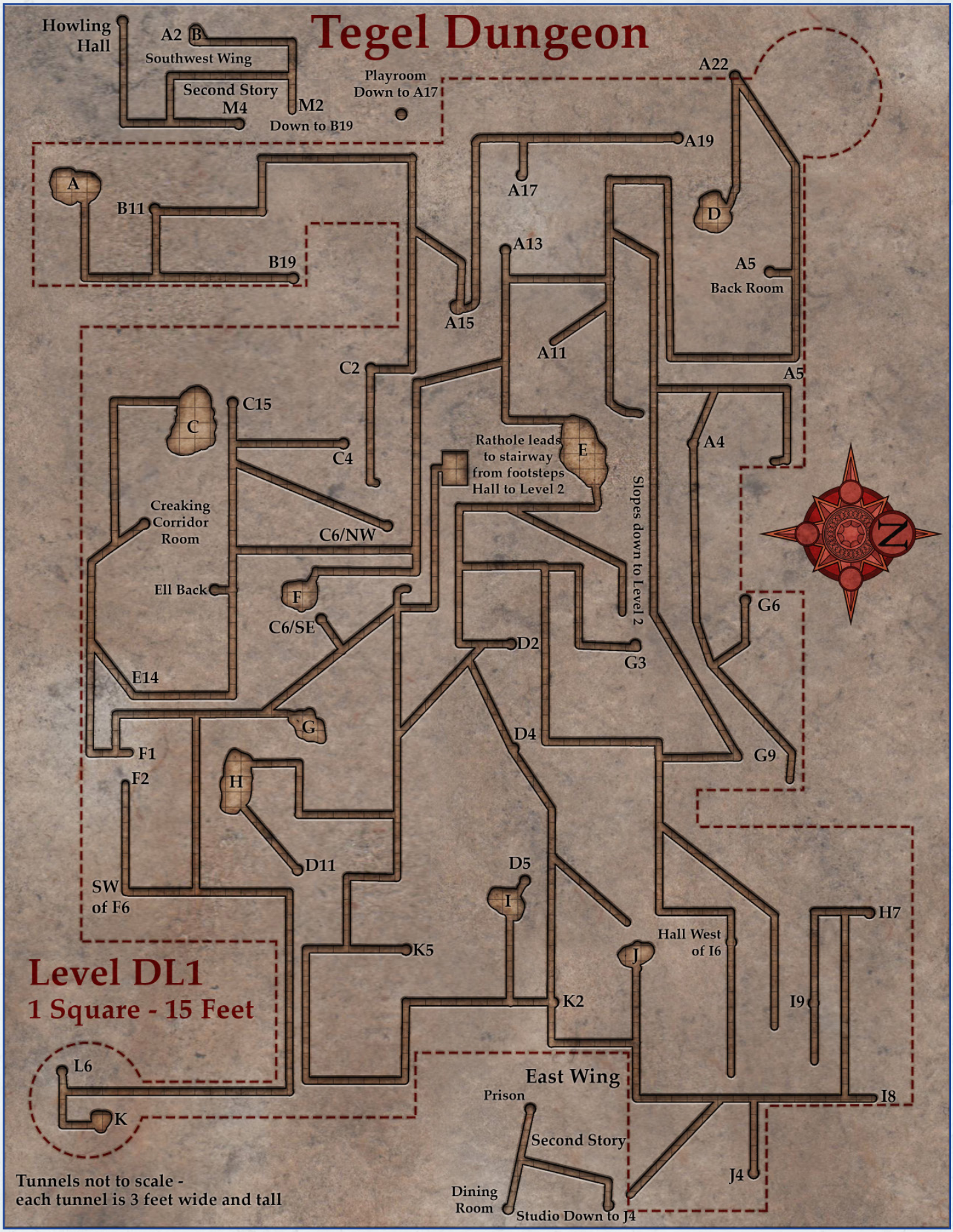
Giant Rats (3): **HD** 1d4hp; **HP** 3, 2x2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** diseased. (***Monstrosities*** 384)

Greater Giant Rats (2): **HD** 1; **HP** 7, 6; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** diseased. (***Monstrosities*** 384)

DL1B. Incoming Teleport Room

A group of **2 giant rats**, **1 greater giant rat**, and **1 monstrously huge giant rat** is eating or snoozing in this cramped little nook. They live on the scraps they steal from the werewolf pack living above them. The chamber is between the first and second stories of the southwest wing. It is also the destination of the teleport in area **A2**. At the GM's discretion, excessive weight may result in the floor giving way and dumping everyone — rat and human — into the Master Gallery (**B4**). Scattered about the lair is 1d3x10 sp.

Giant Rats (2): **HD** 1d4hp; **HP** 3x2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** diseased. (***Monstrosities*** 384)


Tegel Dungeon
Howling Hall
A2
B
Southwest Wing
Second Story
M4
M2
Down to B19
Playroom
Down to A17
A22
A19
A17
A
B11
B19
D
A13
A5
Back Room
A15
A11
C2
A5
C
C15
C4
Rathole leads to stairway from footsteps Hall to Level 2
E
A4
Slopes down to Level 2
Creaking Corridor Room
C6/NW
Ell Back
F
C6/SE
G6
D2
G3
E14
G
D4
G9
F1
F2
H
D11
D5
I
SW of F6
H7
Hall West of I6
J
K5
K2
I9
Level DL1
1 Square - 15 Feet
L6
K
East Wing
Prison
I8
Second Story
J4
Dining Room
Studio Down to J4
Tunnels not to scale -
each tunnel is 3 feet wide and tall

Greater Giant Rat: **HD** 1; **HP** 6; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** diseased. (***Monstrosities*** 384)

Monstrously Huge Giant Rat: **HD** 3; **HP** 17; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** diseased. (***Monstrosities*** 384)

DL1C. Rat HQ

This is the headquarters of the weaker rodent faction. There are always **8 giant rats** here, with **8 more rats** distributed among the other types. They are ruled by a **king rat**, a nasty, fat rodent with gleaming red eyes who is present 60% of the time. Their hoard includes 1400sp and 500gp.

The following treasures are also hidden in the king's nest: four gems (13gp turquoise, 11gp agate, 170gp bloodstone, 66gp topaz) and two pieces of jewelry — a 140gp golden comb and a 330gp armband.

King Rat (Albino): **HD** 6; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** diseased, vulnerable to bright light (blindness). (***Monstrosities*** 384)

Giant Rats (8): **HD** 1d4hp; **HP** 4x2, 3, 2x3, 1x2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** diseased. (***Monstrosities*** 384)

Greater Giant Rats (varies): **HD** 1; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** diseased. (***Monstrosities*** 384)

Monstrously Huge Giant Rats (varies): **HD** 3; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** diseased. (***Monstrosities*** 384)

Superior Giant Rats (varies): **HD** 4; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** diseased. (***Monstrosities*** 384)

DL1D. Outpost

Another chamber off the beaten trail, only **8 giant rats** occupy this area. A small crate of six empty glass vials lies in a corner.

Giant Rats (8): **HD** 1d4hp; **HP** 4, 3x2, 2x2, 1x3; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** diseased. (***Monstrosities*** 384)

DL1E. Rat HQ

The lair of the stronger faction is also less defensible, as its central location makes it vulnerable to attacks from all directions. There are **12 giant rats**, **3 greater giant rats**, **3 monstrously huge giant rats**, and **3 superior giant rats**. Their king is an albino with a 70% probability of being present. The faction's hoard includes 1100cp, 500sp, 640gp, and a golden rat statue with tiny ruby eyes, the "great artifact" the rats war over (1900gp).

Underneath a large pile of rocks lies an enchanted *+2 longsword* complete with gem-encrusted golden scabbard worth 4000gp. The sword loses its magic if separated from the scabbard for more than a day.

King Rat (Albino): **HD** 6; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** diseased, vulnerable to bright light (blindness). (***Monstrosities*** 384)

Giant Rats (12): **HD** 1d4hp; **HP** 4x3, 3x4, 2x3, 1x2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** diseased. (***Monstrosities*** 384)

Greater Giant Rats (3): **HD** 1; **HP** 7, 5, 4; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** diseased. (***Monstrosities*** 384)

Monstrously Huge Giant Rats (3): **HD** 3; **HP** 22, 19, 16; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** diseased. (***Monstrosities*** 384)

Superior Giant Rats (3): **HD** 4; **HP** 29, 26, 20; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** diseased. (***Monstrosities*** 384)

DL1F. Lair

This lair usually contains **7 giant rats**. Due to a recent battle, eight dead rats are here as well — most of them already half consumed.

Giant Rats (7): **HD** 1d4hp; **HP** 4, 3x3, 2x3; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** diseased. (***Monstrosities*** 384)

DL1G. Lair

Thirteen rats are found here: **5 giant rats**, **6 greater giant rats**, and **2 monstrously huge giant rats**. A careful search uncovers *pipes of the sewers* in a hard-to-reach nook.

Giant Rats (5): **HD** 1d4hp; **HP** 4, 3x2, 2, 1; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** diseased. (***Monstrosities*** 384)

Greater Giant Rats (6): **HD** 1; **HP** 8, 7, 6x2, 5, 4; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** diseased. (***Monstrosities*** 384)

Monstrously Huge Giant Rats (2): **HD** 3; **HP** 21, 18; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** diseased. (***Monstrosities*** 384)

DL1H. Outpost

Only a handful of brave rats dare to stay so close to their mortal enemies, the mongooses. There are **4 giant rats** and a **greater giant rat** here.

Giant Rats (4): **HD** 1d4hp; **HP** 3x2, 2x2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** diseased. (***Monstrosities*** 384)

Greater Giant Rat: **HD** 1; **HP** 6; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** diseased. (***Monstrosities*** 384)

DL1I. Mongoose Lair

This is the lair of **8 giant mongooses** (as **giant weasels**) (though only two are present 75% of the time). The mongooses were introduced some time ago in an attempt to exterminate the giant rats. Heaps of rat bones are scattered about.

Giant Weasels (8): HD 3+3; **HP** 24, 22, 20x2, 19x3, 18; **AC** 6[13]; **Atk** bite (2d6 + blood drain); **Move** 15; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** drain blood (2d6 damage per round). (***Monstrosities*** 505)

DL1J. Retreat

Unlike the other chambers, this room is clearly inhabited by an intelligent being: a modest bed and a wooden table are here, along with a stool, a lantern, and a copper drinking vessel filled with clear water. There is a 40% chance that the creature in question, **Haredric the wererat**, is present. Not easily surprised and possessing acute hearing and vision, he often poses as a bewildered hermit and attempts to appear harmless — leading the party away from his treasure, which is contained in an invisible chest! Once the chest is found, possibly by accidentally bumping into it, it can be unlocked with thieves' tools. If the latter option is used, there is a 25% chance the *potion* breaks. The treasure consists of 680gp, a silver mirror wrapped in black velvet (22gp), a *potion of healing*, and a short sword.

Haredric, Wererat: HD 3; **HP** 20; **AC** 6[13]; **Atk** bite (1d3), *+2 dagger* (1d4+2); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic or silver weapons to hit, control rats, surprise, lycanthropy. (***Monstrosities*** 307) **Equipment:** *+2 dagger*.

DL1K. Outpost

Only **2 greater giant rats** live beneath the Wizard's Tower, but they are both tough. Their most precious treasure is a copper ball that radiates a pleasant warmth and glows with a faint coppery light. They belong to neither faction, and devour everything that gets in their way.

Greater Giant Rats (2): HD 1; **HP** 8x2; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** diseased. (***Monstrosities*** 384)

Dungeon Level Two

DL2A. Empty Chamber

This roughhewn room looks half finished, as if construction had been abandoned and never resumed. A deep, narrow crack spans the stone floor. Wedged into the crack is a rusty chisel left here by a long dead worker.

DL2B. Ogre Lair

Being below the Torture Chamber (**G3**), the **ogre** here does little more than wait for what's dropped to him through the open pit (or catch a goblin who has wandered far from its tribe). As no victims have been coming through for a while, he is hungry and irritated. The roughhewn chambers to the west are cold and empty except for the last, where the ogre keeps the flea-ridden furs it sleeps on, a bucket of water, and a shelf of goblin and human skulls.

An observant character traversing the halls between the pit room and the ogre's sleeping chamber may notice odd fissures in the walls with something gleaming within. Excavation reveals that the objects in question are sizable slabs of sea-green glass, with shadowy, humanoid skeletal forms frozen under their smooth surface. The five slabs all radiate magic and evil. No magic or weapon can penetrate the glass, but "listening" to the thoughts of the skeletons with *ESP* or similar powers broadcasts such fear and shrieking pain that the character has to make a saving throw or go permanently insane.

Ogre: HD 4+1; **HP** 24; **AC** 5[14]; **Atk** club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (***Monstrosities*** 356)

DL2C. Ranorek's Lair

This rocky cavern is the living quarters for **Ranorek Rump (Appendix 1, NPC #99)**, a missing link relative. This gentle caveman shields his greatclub with animal skins to subdue instead of kill. With the exception of a gold-plated horned helmet (valued at 250gp), Ranorek has traded off any treasure coming his way to the guards down the hall (**DL2K**) for several large ham hocks, his favorite food. Unless attacked, Ranorek proves extremely friendly if a bit dim — although he is not above clubbing an unsuspecting party member to carry home as a misguided gesture of friendship.

DL2D. Room of the Oracle

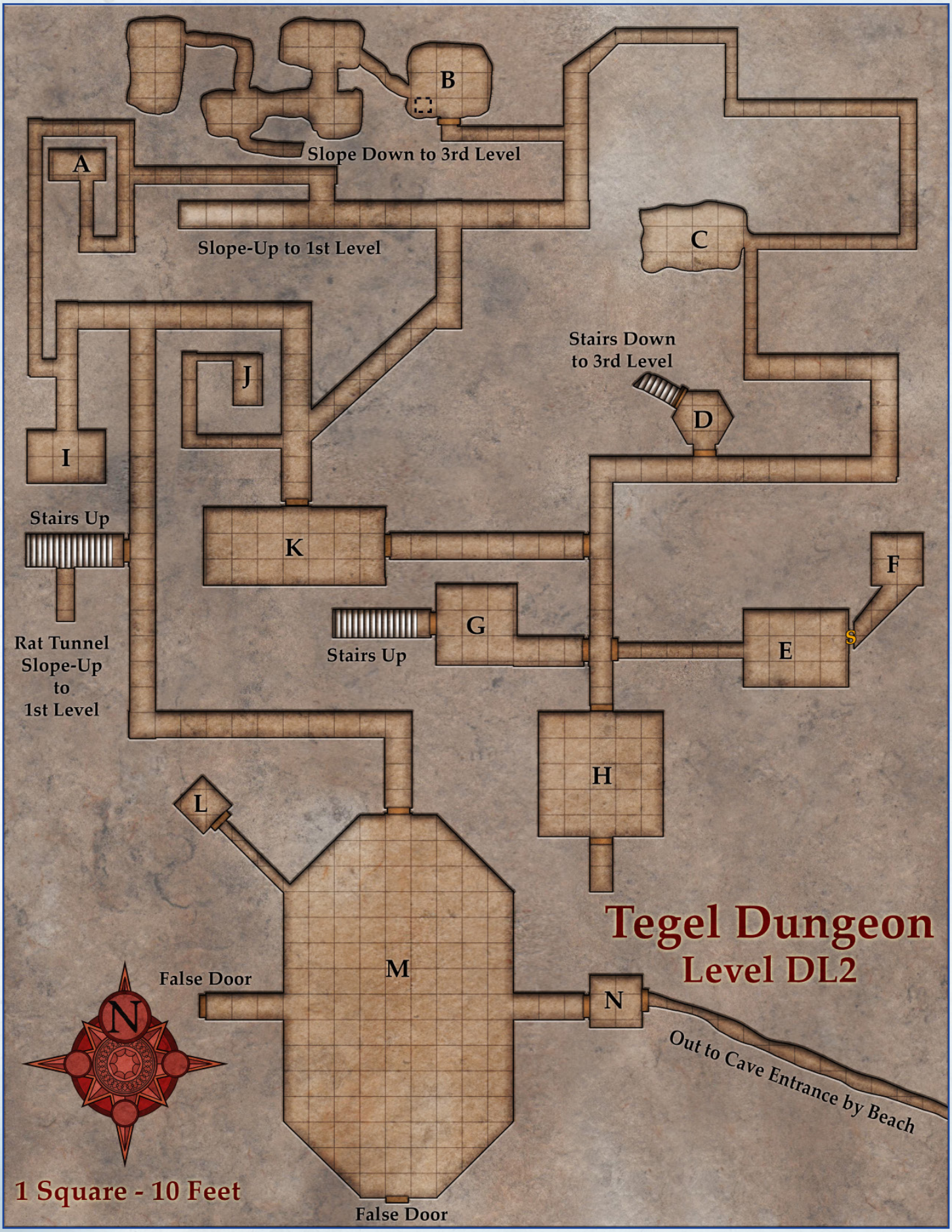
Black marble walls inlaid with geometric lapis ornaments meet above the room to form a hexagonal dome over a low pedestal. Two copper doors graven with mysterious glyphs proclaim this place to be the Oracle of Ormandula. The glyphs can be understood with a *read magic* spell. The oracle herself is a stone head wearing a golden diadem. She sleeps most of the time and is so drowsy that she usually asks one riddle before falling asleep for several weeks. Her favorite riddle poses the question of the alchemist who presented his king with a vial of liquid that would eat through any substance known to man, but the king immediately had him put to death. The answer to this puzzling action, is that the man had to be a liar or the liquid would have eaten through the vial. The first character to answer correctly (and within half a minute!) has one random ability score permanently raised by one.

Any character touching the oracle or her pedestal must make a saving throw or be stunned for 1d6 minutes. Touching a second time inflicts 1d6 points of damage puts the character in a coma unless a saving throw is successful. Offensive spells either prove ineffective or are reflected back on the caster (Referee's discretion).

DL2E. Empty Room

This vault is empty most of the time (90% probability), being the incoming teleport room from the Lich's Quarters (**Area Q3**). Thick sheets of cobwebs hang from the ceiling, their white shot through with filaments of sickly gray-green mold. Characters who fail a saving throw begin coughing uncontrollably for as long as they remain here.

The secret door to the east is harder to find than usual (1-in-6 chance), and it is also locked. A small keyhole is hidden under a stone nearby. The 30ft passage beyond the secret door is even more moldy than the outer chamber. Any movement disturbs a huge cloud of spores. Creatures that fail a saving throw are poisoned for as long as they remain in the passage and for 1d4+1 rounds afterward (–1 to hit and damage). Three skeletons lie in the passage, having fallen prey to now-defunct spear traps in the walls. They are covered with a thick


B
Slope Down to 3rd Level
A
Slope-Up to 1st Level
C
Stairs Down
to 3rd Level
J
D
I
Stairs Up
K
F
G
Stairs Up
E
S
Rat Tunnel
Slope-Up
to
1st Level
H
L
Tegel Dungeon
Level DL2
M
False Door
N
Out to Cave Entrance by Beach
N
1 Square - 10 Feet
False Door

crust of moldy growth, and still seem to be *somewhat* alive, emitting wheezing, gasping noises if they are moved or disturbed. The stout and mold-covered oak door at the end seems to have lain undisturbed for several years (indeed, Ridwik enters through the keyhole in gaseous form most of the time). It is *wizard locked* and hard to penetrate.

DL2F. Storage

The cramped cubicle is a well-stocked storehouse for a large hoard of 13,000 copper pieces and weapons, used when the lich has a need of raising a small force. It is also where his spellbooks are kept safe from meddlers — by magical traps and physical guardians in the form of **3 extraordinarily ugly gargoyles** slumbering in wall niches. The monsters activate if the treasures are disturbed or if they themselves are touched.

There are 10 short swords, 60 scimitars, 60 maces, 10 flails, 18 longswords, 30 battleaxes and 70 spears in unruly stacks. Only two of the weapons are magical: a *+1/+3 vs. lycanthropes short sword* and a *+1 flail* (both look identical to the others in the hoard).

In one of the niches (hidden behind a gargoyle) is a larger stone slab engraved with an open eye. Touching the slab activates a **trap** that goes off in the room. All creatures that are not undead within 60ft of the slab must make a saving throw. Those who fail take 6d6 points of damage, while those who succeed take half this amount. Only an undead creature can safely pull out the slab, which turns on hinges to reveal a cavity containing a black iron box. The box, in turn, is protected by *explosive runes*. Touching the box triggers the runes. All creatures within 20ft take 4d6 points of damage unless they make a saving throw for half damage. Therein are the lich's spellbooks, slightly mold-eaten black tomes of weird dweomer. The spellbooks contain any spells you wish the characters to access.

Gargoyles (3): HD 4; **HP** 30, 26, 22; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic weapon to hit. (***Monstrosities*** 185)

DL2G. Wine Cellar

The walls of the damp cellar are black with mold. Ancient oak barrels full of wine stand in wall niches and orderly stacks. Some of them are still full, and three crystal bottles (worth 105gp for their antiquity and workmanship) in a small, locked wooden case contain an excellent vintage equivalent to *potions of healing*. All three bottles are marked with the sigil of someone with "R. R." for initials.

DL2H. Crypt

The secret stairs from the sarcophagi outside the manor lead down to this burial vault. Two barriers consisting of thick iron bars separate it into three sections, although the doors allowing passage through them are all wide open. There are signs of a previous battle: soot-blackened stones, broken arrows and weapons, smashed bones, and split shields. If the characters enter the middle area and climb or descend the stairs, both doors slam and lock as an evil voice chuckles with glee. Beyond the bars, a faint apparition of a wild-eyed phantom in billowing robes clutches an ebon staff and displays a gem-set ring. He murmurs unknown words of power as the lights dim and an unnatural silence falls on the scene. The phantom is a mere illusion of no substance; however, the iron bars are enchanted to reflect 50% of the spells cast at or through them.

Various tombs are found in the vault: sarcophagi to the south, niches in the walls, and slabs of stone in the floor. Many have been looted and broken into, but one still contains the intact body of a young lady — but that, too, falls apart with a moan in a shower of dust if touched.

DL2I. Crypt

This crypt has never been broken into, as intact seals on the door indicate. The seals also warn the living not to disturb those who have lost their lives in the Red Death.

Beyond the grim reminder lies a chamber with nine simple, hastily constructed sarcophagi. Three of them contain mere corpses, while the others are occupied by **4 skeletons** and **2 wights** that animate when any of the lids is raised. These undead possess a skeletal visage mottled with patches of reddish mold, and cackle madly as they join the fray. They have no treasure save for clothes suggestive of minor nobility.

Skeletons (4): HD 1; **HP** 7, 6, 4x2; **AC** 7[12]; **Atk** strike (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Wights (2): HD 3; **HP** 21, 17; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit, save resists). (***Monstrosities*** 510)

DL2J. Statue Room

This oblong room is unoccupied, and contains four niches, each of which houses a small statue: a bear, a serpent, a monkey and a peacock. When the statue of the monkey is touched, all characters in the room are teleported to **Area DL3K**. Upon touching any other statue, the monkey emits fiendish laughter.

DL2K. Dungeon

This dank and foul-smelling prison is manned by **3 jailers**, unscrupulous sorts in the employ of the Rump family. They rarely leave their dimly lit dwelling, and tend to pass the time playing cards around a wooden table. They have a large cask of water, several large ham hocks against the wall, and little else. They currently have eight prisoners, all but three captured by raiding goblins. Each jailer has studded leather armor and a longsword, and one of them has a deck of marked playing cards.

Jailers (3): HD 3; **HP** 21, 19, 16; **AC** 7[12]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** none. **Equipment:** leather armor, longsword.

Prisoner #1 is **Morton the Elf**, better known as "the Hand" for the member he displays on his (fake) coat of arms. Morton is wanted in three towns for forgery and fraud. He denies all rumors as fabrications and scurrilous slander.

Morton, Male Elf: HD 3; **HP** 16; **AC** 9[10]; **Atk** weapon (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** 4 in 6 chance to find secret doors, darkvision (60ft), immune to ghoul paralysis.

Prisoners #2 and **#3** are **Frederik** and **Carolus**, seasoned **veterans** looking for adventure. Both are rather dim, but likable that way.

Frederik and Carolus, Male Human Veterans: HD 3; **AC** 9[10]; **Atk** 1 weapon (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

Prisoners #4, #5 and **#6** are **3 goblins**. These members of the tribe at **Area DL2M** were thrown into the cells for insubordination and are currently awaiting their eventual fate.

Goblins (3): HD 1d6 hp; **HP** 4, 3x2; **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight. (***Monstrosities*** 211)

Prisoner #7 is **Xor of Un**, a thoroughly evil swordsman who prefers black plate armor and has a hollow, menacing voice. Predictably, his first deed once freed is to betray the party; whether to the evil High Priest Sarthoggus, the pirates, or someone else is immaterial.

Xor of Un, Berserker: HD 4; **HP** 23; **AC** 9[10]; **Atk** weapon (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** +2 to hit in berserk state. (***Monstrosities*** 255)

Prisoner #8 is Vilis Mil (as **scout**), an Amazon worshipper of Athena. She has a concealed dagger in one of her leather boots, and isn't afraid to use it if a good opportunity presents itself.

Vilis Mil, Worshipper of Athena: HD 4; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** none.

DL2L. Hidden Tomb

This is the final resting place of Prince Choaxtl, warlord and conqueror in the last days of the Orichalan Dragon Kings. During Tegel Manor's construction, the architects discovered the outer chamber of his tomb — however, they never discovered the well-hidden burial chamber itself. Much later, a resourceful fighter happened upon its hidden door, but fell victim to the cursed sword still prominently displayed in Choaxtl's grasp.

The tomb is a simple room decorated with a few ornamental patterns on its walls, including the following glyphs: "*Thief, defiler / great wrath / run fast / [illegible line]/ Choaxtl is here.*" The message in the glyphs can read with *read magic* or *read languages*. Six desiccated corpses in antique bronze banded mail are propped against the wall here. They are **6 zombies** who animate if the tomb's contents are disturbed. They surround a stone bier where a mummy in bronze half-plate slumbers. The mummy holds a heavy bastard sword made of some unknown bluish metal. It is inanimate, although it has been treated with enchanted oils to make it resistant to all sorts of physical and magical harm. Next to Choaxtl's stone bier lies the body of the fighter who originally tried to steal the sword. He has a suit of chainmail, a longsword, a large metal shield, a torch, a coil of rope, and a bag with 60sp and 95gp.

The only other treasure is hidden on the enchanted sword itself: a treasure map wrapped around the hilt reveals the resting place of a magic item not far from the manor. What it is and how it is guarded is left for the Referee to develop.

Choaxtl's Sword

Choaxtl's weapon is a +3 intelligent longsword that allows its bearer to cast hold person, detect invisibility, and levitate three times per day. The sword is extremely vain and vindictive, stopping at nothing to mercilessly destroy the "thief" who took it from its rightful owner. To cast a spell with the sword, the bearer must make a saving throw to avoid going berserk and mindlessly attacking the nearest creature. The rage lasts until the bearer is knocked unconscious or until 10 minutes pass.

If a character succeeds on five consecutive saving throws, Choaxtl's sword allows the bearer to use its powers without having to make saving throws. Choaxtl's sword speaks Ancient Orichalan and nothing else.

Zombies (6): HD 2; **HP** 15, 13x2, 12, 10x2; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm (***Monstrosities*** 529).

DL2M. Goblin Tribe

It is immediately apparent that this huge room is unlike the rest of the dungeon. From the cyclopean stone blocks used in its construction to the bizarre abstract patterns adorning its walls, it looks like a relic from an eldritch past. It is of ancient Orichalan make. This vault (along with **Rooms DL2L** and **DL2N**) is the tomb of Prince Choaxtl (see **Area DL2L** for details). The large hall used to hold a funerary barge with a great number of valuable offerings. None of this survives: The Rumps looted the treasury long ago.

The hall's current inhabitants are a tribe of **60 goblins** who are employed by the manor for "odd jobs" that include kidnappings, burglary, arson, and general vandalism. Therefore, they are hardier than usual (maximum hit points). They wear distinctive black felt clothing with a large red "R" embroidered on it. Their leader Garstang (**hobgoblin** with AC 20 from *+1 chainmail* and a *+1 shield*, and a *+1 spear*) is a personal servant of the lich Ridwik.

The two false stone doors leading out of the hall bear the markings of several pickaxes. The true door, however, is out of sight: a carefully hidden secret door in the northwest wall allows access to Prince Choaxtl's burial chamber. It can be located with a DC 22 Wisdom (Perception) check.

Goblins (60): HD 1d6 hp; **HP** 6x60; **AC** 6[13]; **Atk** short sword (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight. (***Monstrosities*** 211)

Garstand, Male Hobgoblin: HD 1+1; **HP** 7; **AC** 3[16]; **Atk** *+1 spear* (1d6+1); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (***Monstrosities*** 250)
Equipment: *+1 chainmail*, *+1 shield*, *+1 spear*.

DL2N. Goblin Outpost

This small stone chamber is manned by **3 goblins** who stand watch by the tunnel leading to the sea cliffs (**hex 4931**). They report any disturbances to their leader.

The chamber's walls are made of sizable stone blocks without a bit of mortar, yet the gaps are so small that not even a dagger's blade could slip through. Ancient and faded glyphs in Ancient Orichalan declare: "*This is the [going under] of Prince Choaxtl / he was the [final one] / sailed three times six, sailed four times four [great water] / alas, the world is no more / [unworthy] live now and forever.*" The characters can use *read languages* to decipher the glyphs.

Goblins (3): HD 1d6 hp; **HP** 6x60; **AC** 6[13]; **Atk** short sword (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight. (***Monstrosities*** 211)

Dungeon Level Three

DL3A. Shadow Gallery

This room is crisscrossed with several shadows that form a sort of web or grid filling the entire area. A character crossing the room must roll below his dexterity 3 times to avoid touching the shadows. Each touch is like the touch of a **shadow**, draining 1 point of strength. A character reduced to 0 strength becomes a part of the shadowy web.

Characters accompanied by a *light* spell or its equivalent are unaffected. If a character attempts to turn undead against the shadows, the shadows make their saving throw with a +5 bonus on the roll. If the shadow web fails the saving throw, it is driven back for 1d6 minutes. Casting *dispel evil* destroys them permanently (along with all absorbed characters, regrettably).

DL3B. Crypt

Slime and mold coat the walls of the crypt, creating an atmosphere of wet miasma. What at first sounds like faint whispering turns out to be an air current that comes from the cobweb-concealed shaft above, which climbs 20ft and opens into a low passage leading outside the manor (**R4**). The sarcophagi in the room have all been looted. A huge trunk with two golden handles (20gp each) is full of human bones. A stained leather cape and a shattered helm are concealed behind the trunk.

DL3C. Circular Room

The bricks of the decaying wall in this domed chamber have started to fall and the whole structure is on the brink of collapse. Every time the walls are disturbed, there is a 50% probability that a large section caves in. Creatures within 20ft of the disturbance must make a saving throw. Those that fail take 4d6 points of bludgeoning damage, while those that succeed take half this amount. Hidden behind beardlike growths of putrid mold, **3 ghouls** wait patiently to leap at intruders. They are covered in the stuff; hopefully, none of the characters are allergic! In addition to the ghouls, a grotesque skeleton is in the middle of the room. This strange, deformed being was a giant hog; however, it *does* look disturbingly humanoid on first glance, reinforced by the rusty dagger the misshapen runt clutches in one of its … hands?

Ghouls (3): HD 2; **HP** 14, 13, 10; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities (charm and sleep), paralyzing touch (3d6 turns, save resists). (***Monstrosities*** 191)

DL3D. Webbed Chamber

Yet more webs and mold fill this chamber. This time, however, the webs are occupied: a **small spider** drops on unsuspecting (and preferably solitary) prey.

A bricked-up niche concealed by a layer of wispy and mold-shot webs is the source of shuffling noises and occasional coughing. Walled in is a moldering corpse that falls outward with a dull thud if the brickwork is removed. It still grasps a sizable bundle of rotted parchment maps describing a multi-level dungeon complex, complete with key and notations. The parchments crumble into filth no matter how delicately they are handled. *In pace requiescat!*

Giant Spider (1ft diameter): HD 1+1; **AC** 8[11]; **Atk** bite (1hp + lethal poison); **Move** 9; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** lethal poison (+2 saving throw). (***Monstrosities*** 451)

DL3E. Hexagonal Vault

The growling heard before entering the chamber turns out to come from a **hell hound**. A solitary **wight** accompanies the monster. Standing by the walls are six unmarked stone coffins. The bones inside are gnarled and twisted. Some skulls have more than two eye sockets; others have small horns or bumpy protrusions of some other sort. One of the coffins contains diseased grave dust. A character who opens the coffin must make a saving throw or contract an extremely virulent form of Tsathoggan rotting disease. This rot is extremely fast, with a mere 1-hour incubation period before the character begins taking 2d6 points of damage every 2 hours until healed or dead as their insides turn to goo.

Hell Hound (5HD): HD 5; **AC** 4[15]; **Atk** bite (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** breathe fire (10hp). (***Monstrosities*** 510)

Wight: HD 3; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit, save resists). (***Monstrosities*** 510)

DL3F. The Mines

Rough, irregular chambers and treacherous, rubble-filled passages make up this section of the level. Originally intended to be converted into more crypts, the mines were abandoned instead when the Rumps descended into madness and even worse fates. Not even the undead visit its solitude, and only the dripping of water — and the fluttering of tiny bats — breaks the silence. This doesn't mean the place is empty: Hiding behind a pile of rocks is a **slithering tracker**. This amorphous horror stalks and kills in complete silence and may follow a party for a long time before striking. It usually feeds on the bats, but only usually; this time, it is time for something different!

Slithering Tracker: HD 4; **AC** 5[14]; **Atk** none; **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** transparent (10% chance to spot), paralysis (save or immobile), drain fluids (lose 10% of hp every 10 minutes, drained in 5 turns). (***Monstrosities*** 435)

DL3G. Silver Cavern

Separated from the rest of the mines by a narrow gap, this natural cavern is a garden of crystalline wonders. Perhaps less obvious, but much more valuable, is the huge silver vein in the north wall. It is possible to mine it in five hours (assuming six party members with mining equipment), resulting in 14,800sp worth of raw silver. A remarkably fat **rust monster** — too bloated to even fit through the exit passage — has made its lair in the cavern.

Rust Monster: HD 5; **AC** 2[17]; **Atk** 2 antennae (0); **Move** 6; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** cause rusting. (***Monstrosities*** 406)


Slope Down to Level 4
Cold
Pit to 4
J
Slope-Up to Level 2
H
Chill
I
Down to Level 4
Groan
G
Teleport from J Level 2
B
K
Up
A
Steam
Mist
Damp
Hot Water
Up to Level 2
Growl
Click
E
C
F
D
N
Tegel Dungeon
Level DL3
1 Square - 10 Feet

DL3H. Abandoned Vampire Lair

Guarding a dirt-filled coffin are **4 skeletons** armed with swords. The coffin has not been used in ages, as its inhabitant was slain by adventurers. A corroded brass lantern suspended from the ceiling burns with a magical flame. It is hot to the touch and if its light is extinguished, continual *darkness* falls on the room — this inky black veil may not be removed short of *dispel magic* cast against a 6th-level spell effect.

Skeletons (4): HD 1; **HP** 8, 7, 5, 4; **AC** 7[12]; **Atk** strike (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

DL3I. Rubble Hall

Large mounds of crushed stone fill this spacious chamber — a deposit for the mine to the west. It was once used for religious purposes — a group of supplicants in hooded robes is still visible on a faded fresco. An upturned mine cart is the nest of a **giant constrictor snake**. The serpent has just hatched eight leathery eggs and defends its domain furiously. Characters fighting on the rubble must a saving throw each round or slip and fall.

Giant Constrictor: HD 6; **HP** 41; **AC** 5[14]; **Atk** bite (1d3), constrict (2d4); **Move** 10; **Save** 11; **AL** N; CL/XP 7/600; **Special:** constrict. (***Monstrosities*** 440)

DL3J. Domain of the Giant Hogs

Steaming hot water from **Area DL3K** creates a fetid atmosphere in the hall. Slime and fungus covers the floor and walls, thriving on the wet rot. The floor is slippery from mud; characters running or fighting must succeed on a saving throw or fall down.

The inhabitants of this place are **5 giant hogs** currently munching on two giant rats. Created by bizarre alchemical experiments in an attempt to create the perfect servant race, the result was a repulsive swine-human hybrid, more porcine than humanoid. Still, these creatures do possess a simple (and hateful) mind, wear rotted leather rags, and can communicate in guttural growls. They move with a shambling gait and like to capture victims, sacrificing them by hurling them down their 20ft pit. They obey their high priest (**Area DL4A**) and come to his aid if they are summoned.

Wild Hogs (5): HD 3+3; **HP** 25, 22, 20, 18x2; **AC** 7[12]; **Atk** gore (3d4); **Move** 15; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** continue attacks 2 rounds after death. (***Monstrosities*** 48)

DL3K. Hot Spring

A 10ft-wide moat full of boiling water surrounds a central island — the incoming platform from the teleporter in **Area DL2J**. Hot water from the depths of the earth feeds the moat, supplying the manor's baths and greenhouses. A thick pipe exits to the west, eventually dividing into numerous lead vessels. A 4ft-diameter overflow leads north.

The heated steam in here is so bad that characters soon start to boil alive, taking 1d6 points of fire damage every minute they remain. Add one additional point of damage per minute if they wear heavy clothing or armor. Metal armor is subject to *heat metal* after five minutes. To jump the 10ft across the moat requires a saving throw due to the slippery footing. Full immersion in the water deals 6d6 points of fire damage per round. The moat is 10ft deep. There may already be a cooked adventurer or two in there if the Referee so desires.

Dungeon Level Four

DL4A. Abandoned Temple

Slimy, green-gray clumps of mold cling to the ceiling. The walls are adorned with an endless throng of dancing figures, each contorted and repulsive. The procession ends in the inner shrine to the west, where the bloated frog-idol of Tsathoggus squats on a huge slab of transparent lime green crystal, flanked by two heavy golden candelabra (800gp each, but tainted and evil). All undead gain a +2 bonus to resist turn undead attempts and +2 to-hit bonus.

This temple beyond the beaten bronze gates was the gathering place of the Rumps, their shameful secret and the source of the family's corruption. Little did their subjects suspect that their overlords served the very evil they were supposed to protect the village from!

Fortunately, the place is mostly abandoned. Its only caretaker is a **giant hog** with a *staff of withering*. This misshapen mongrel is clad in the grotesque garments of a high priest and clutches the symbol of its station: a heavy brass staff studded with green gemstone "eyes" and "warts." This is a cursed *staff of withering* worth at least 10,000gp as a grotesque curiosity alone (not to mention its value to Sarthoggus, or other frog-cultists). Alas, an unbeliever who holds the staff contracts a wasting disease with no saving throw; such is the power of the staff that the disease incubates in a minute and causes damage every 10 minutes rather than every day! A character immediately renouncing the staff after the disease manifests may roll a saving throw to avoid further harm.

The high priest may summon its companions from **Area DL3J** with a bellowing cry; there is a 65% chance they hear his call and obey. The high priest and his cohorts occasionally raid the surface world for new captives to sacrifice; at other times, they bargain with the goblins on **Dungeon Level Two** for the same.

Wild Hog High Priest: HD 5; **HP** 33; **AC** 5[14]; **Atk** gore (3d4); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** continue attacks 2 rounds after death. (***Monstrosities*** 48) **Equipment:** *cursed staff of withering* (22 charges).

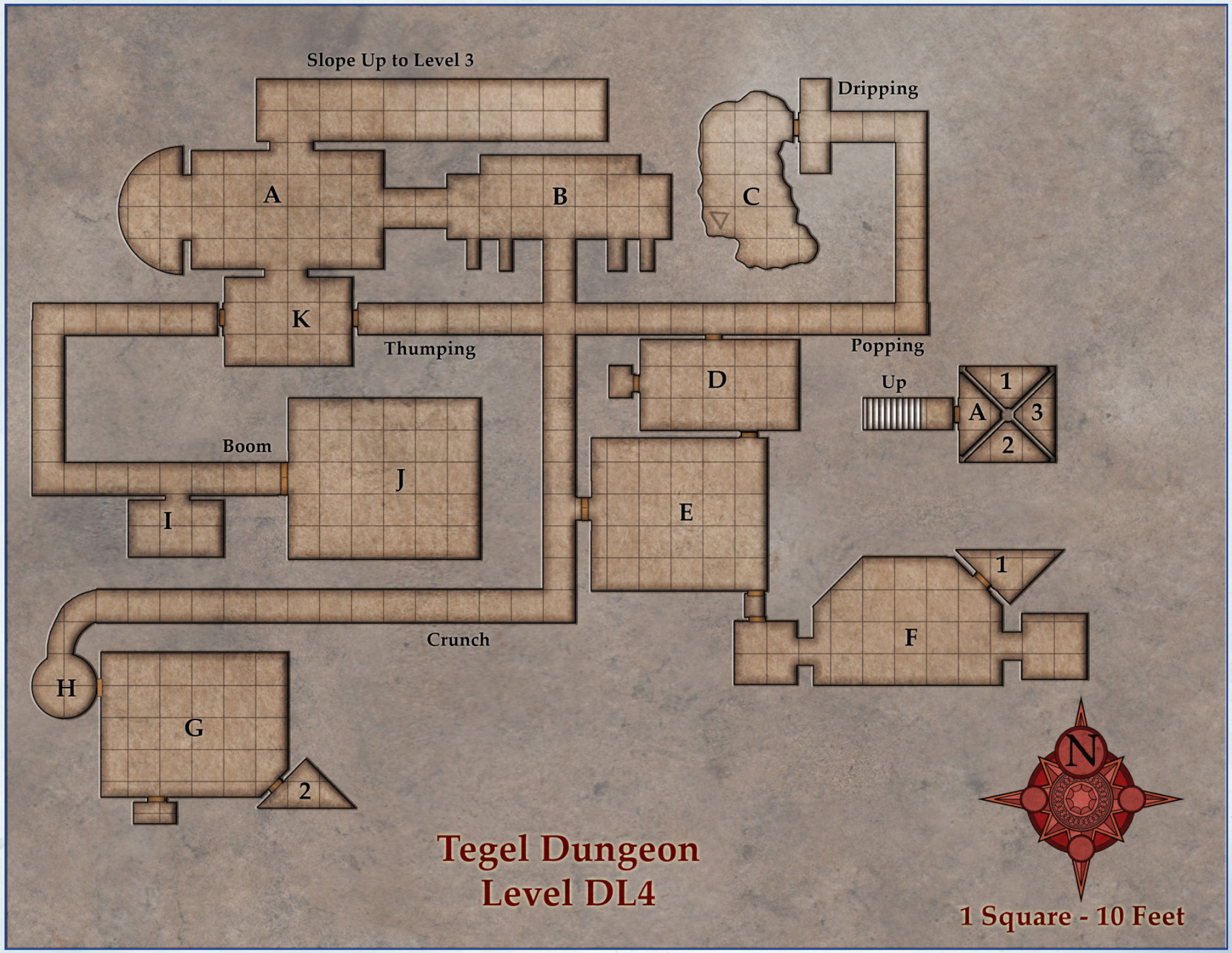
DL4A123. Teleport Chamber

The entrance door is rusted and hot to the touch and characters must make an Open Doors check to open it due to high pressure inside! The portal opens to reveal a steam-filled room full of rusty pipes transporting hot water from the depths. The steam lightly obscures the area and deals 1d6 points of fire damage every minute. This is also a teleportation room: 1d6 rounds after entering the chamber, the entrance shuts and the transporter activates. Characters standing in quadrants "1" and "2" are sent to the corresponding locations on this level; those in "3" are rotated to 2. All teleports are one way. The process repeats again in 1d6 rounds.

DL4B. Hall of Entombment

At one time, a small number of frog-cultists, including four under-priests, rebelled against their demonic master, forsaking their perverted ways. Alas, the revolt was short-lived and the priests were placed in this former antechamber in perpetual imprisonment. Four barred niches, too low to stand up in or move comfortably, contain the corpses of the priests. They remain as 4 **wraiths**, envious of the living.

Wraith: HD 4; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)


Slope Up to Level 3
Dripping
A
B
C
K
Thumping
Popping
D
Up
1
A
3
2
Boom
J
I
E
1
F
Crunch
H
G
2
N
Tegel Dungeon
Level DL4
1 Square - 10 Feet

DL4C. Crystal Vault

Sparkling like the interior of a geode, light in this cavern is reflected a thousand-fold from smooth surfaces and sharp angles. Crystalline columns, sheets, and outcroppings in a dozen colors are glowing with an inner light. Excavating it all would fetch a ransom — 6000gp, maybe even more. However, the beauty of the vault is broken by a motley collection of five crystal statues, including two stone hobbits at the entrance. This is the work of a **crystalline basilisk**, whose gaze turns mortal flesh into stone and stone into crystal. Crystal statues are roughly 500gp each — not too valuable, but certainly fancy. The beast's hide, a sparkling shield of gemstones, is worth 600gp. Its blood imbues normal gems with a rainbow radiance.

Crystalline Basilisk: HD 6; **AC** 4[15]; **Atk** bite (2d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 9/1100; **Special:** petrifaction gaze (turn to crystal), refract light (1/day, *confusion* as spell). (***Monstrosities*** 32, ***Tome of Horrors 4*** 44)

DL4D. Sword Tomb

Rusty swords — 56 in number — hang from the walls in a neat order. They all point toward the wrought-iron gate to the west, which bears the Rump insignia. The gate is locked. This is the tomb of a **warrior vampire** and his **6 zombie minions**. The vampire used to be a great lord and is still clad in the full plate of his station. The zombies simply wear blackened chain and brandish halberds.

Beyond the gate lies the coffin of the vampire. Therein are ashes mixed with earth, and a gold-and-platinum diadem (worth 1200gp). Buried seven feet under his coffin are four large chests with 2000gp each.

Warrior Vampire: HD 7; **AC** 2[17]; **Atk** bite (1d10 + level drain); **Move** 12 (fly 18); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better magic weapons to hit, charm gaze (−2 to save, per *charm person* spell), drain 2 levels with hit, gaseous form, killed only in coffin, regenerate (3hp/round), shapeshift, summon rats or wolves. (***Monstrosities*** 498)

Zombies (6): HD 2; **HP** 14, 12, 10x3, 9; **AC** 7[12]; **Atk** halberd (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm (***Monstrosities*** 529).

DL4E. Crypt

Rows upon rows of decaying wooden coffins fill this crypt. The chill in the air is accompanied by moaning and shuffling sounds that come from a **specter** and its **2 zombie minions**. The rest of the dead are inanimate. A niche in the east wall contains a mound of glistening, slime-covered skulls flanked by four tallow candles. If the candles are lit, fire flares in the hollow eye sockets and the skulls shriek, possibly attracting more undead (roll four times).

Spectre: HD 6; **HP** 39; **AC** 2[17]; **Atk** spectral weapon or touch (1d8 + level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, level drain (2 levels with hit). (***Monstrosities*** 445)

Zombies (2): HD 2; **HP** 15, 11; **AC** 7[12]; **Atk** halberd (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm (***Monstrosities*** 529).

DL4F. Amber Death

Enchanted phosphorescence glows in a 6ft-deep pool of hazy amber liquid. It illuminates 12 moss-covered statues along the north wall. The statues are humanoid, being from 10ft to 18ft tall. The centermost is a figure of a six-armed human. One of its arms points at the tall brass doors to the northeast (this leads to the incoming teleport chamber from **Area DL4A123**).

The inhabitants of the strange shrine are **4 harpies**, foul bird demons nesting on ledges in the eastern chamber. They usually hide among the statues if they hear someone approach, and start singing to lure unsuspecting characters into the amber pool. The thick liquid therein is paralytic and dissolves flesh at the rate of 1d12 points of acid damage per round. A creature that starts its turn in contact or who comes into contact with the pool must make a saving throw or be paralyzed until the beginning of its next turn. Inorganic materials are unaffected. Once a sufficient number of characters are in the pool, the harpies rush the remaining heroes to tear them limb from limb.

Lying on the bottom of the pool are an iron flask, a finely carved dagger and 70gp. The flask contains rough brandy.

Harpies (4): HD 3; **HP** 21, 19, 17x2; **AC** 7[12]; **Atk** 2 talons (1d3) and weapon (1d6); Move 6 (fly 18); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** siren-song (*charm person*, save avoids). (***Monstrosities*** 240)

DL4G. Laboratory

The chamber beyond the narrow opening from the circular room is the hidden laboratory of Rasping Rashuak, the *other* **lich** of Tegel Manor (15% chance of being present). Six sarcophagi contain **3 animated mummies** and three dead bodies (the latter are spares for Rashuak's use). The largest mummy wears a *ring of spell turning* and uses a *+2 longsword*. The rest are unarmed. They emerge from their resting places if any of the doors into the laboratory is opened.

Rasping Rashuak, Lich (12HD): HD 12; **HP** 84; **AC** 0[19]; **Atk** hand (1d10 + automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 15/2900; **Special:** appearance causes paralytic fear (4HD creatures flee), touch causes automatic paralysis, spells (4/4/4/4/4/1). (***Monstrosities*** 294)
Spells: 1st—*charm person*, *hold portal*, *magic missile*, *sleep*; 2nd—*darkness 15ft radius*, *detect invisibility*, *ESP*, *web*; 3rd—*dispel magic*, *hold person*, *lightning bolt*, *suggestion*; 4th—*charm monster*, *confusion*, *dimension door*, *wall of ice*; 5th—*animate dead*, *feeblemind*, *passwall*, *teleport*; 6th—*disintegrate*.

Mummies (3): HD 5+1; **HP** 35, 32, 30; **AC** 3[16]; **Atk** fist (1d12); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, rot (heal at one-tenth normal, prevents magical healing). (***Monstrosities*** 340)

This collection of the arcane and the unusual resembles a cluttered storeroom. Everywhere one turns, there are shelves of dusty glass implements, ceramic containers, boxes, dried homunculi, mummy wrappings, spices, and so forth. Active ingredients can be found within 3d6 containers. There are also great trunks full of crumbling garments, heavy laboratory equipment, ruined components, and bottles of barely potent acid. Six heavy bars of a silvery metal (mithral) are hidden under moldering rags in one of the trunks.

The entrance to the southern closet is concealed behind one of the shelves. The shelf turns on hinges to reveal a wall of swirling blue mist obscuring the entrance. The mist radiates cold. Anyone passing through suffers 100 points of cold damage (no save), and is likely

Cursed Item

Globe of Devious Entrapment

A *glove of devious entrapment* looks like a 1ft-diameter glass orb filled with water. Its surface is cool to the touch. If you maintain contact for more than a round you must make a saving throw. If you fail, you shrink and are drawn into the orb. The water inside the orb is a gate to the Plane of Water, where you are sent.

The globe is AC 0[19] and takes 30 points of damage to crack. It is immune to acid but takes double damage from blunt weapons. If it is cracked within 3 rounds of trapping a character, the character within reappears in the nearest unoccupied square.

Greater Miscellaneous Magical Item

Prism of Separation

This glass object separates light like any other prism, but may also be used to reduce the effectiveness of spells if worn openly. If you are targeted by a spell such as *lightning bolt* or *magic missile*, there is a 50% chance that it does not affect you. In addition, there is a 10% chance that the spell is reflected back at its source. If the source was a creature that can see, it must succeed on a saving throw or be blinded for 1d4 rounds. If you hurl the *prism* at a *prismatic sphere*, it destroys it, but then loses its powers permanently, turning into a 3000gp gem.

frozen solid (50% chance to fall and shatter). The curtain can be brought down for 2d6 rounds by dealing 50 points of fire damage in one round. Protective spells may offer complete or partial resistance to the effects of the cold.

The closet beyond the magical wall contains a number of enchanted items, including the lich's spellbooks. The items are a *+2 mace*, a *ring of telekinesis*, a *globe of devious entrapment* (see **sidebar**) and a *prism of separation* (see **sidebar**). A **guardian daemon** protects the items, appearing immediately if any of them are touched. It tries to push its opponents into the wall if it has already been reactivated.

Guardian Daemon: HD 8; **HP** 57; **AC** –1[20]; **Atk** bite (2d6), 2 claws (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapon to hit, breath weapon (3/day, 30ft-long cone of fire, 5d6 damage, save for half), immunities (acid, poison), telepathy (100ft). (***The Tome of Horrors Complete*** 119)

DL4H. Circular Antechamber

Strings of skulls hang from the ceiling, surrounding the entrance to Rasping Rashuak's underground hideout. Each skull (there are 100 in all) has a single gold piece in its mouth, except one, which has a large sunstone gem instead. This gemstone appears to be worth 5000gp; however, it is also the lich's phylactery! The gem is AC 2[17] and can sustain 40 points of damage before cracking. It is immune to acid, fire, and lightning, but vulnerable to blunt weapons (double damage).

DL4I. Storage

In a macabre display, 10 dead elves hang upside down from the ceiling. The bodies appear fresh, as they are still dripping with blood. Blood splatters the dusty religious paraphernalia left here: sooty braziers, velvet drapes, incense burners and a collapsed podium. A large trunk covered by these odds and ends is full of 560 daggers, which in turn cover a mace with a golden head (90gp).

DL4J. Clerics' Quarters

Broken furniture has been piled up in the middle of the room. What used to be beds, chairs, and a table are but firewood now. Even the large chandelier has been torn from the ceiling, its wax candles thrown on the ground. The only item seemingly left intact is a crimson tapestry to the east. It covers the wall, depicting monks bowing before a high priest who bears the staff of Tsathoggus (the gem-studded *staff of withering* now found in **Area DL4A**). If a character approaches the tapestry, **2 crazed werewolves** in black robes spring forward in a maddened rage. These monsters got lost while exploring the dungeons as their lanterns ran out of oil.

Werewolves (2): HD 4+4; **HP** 28, 25; **AC** 5[14]; **Atk** bite (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (***Monstrosities*** 310)

DL4K. Frog-pits

Those unfortunates who died before the loathsome idol of Tsathoggus were disposed of in the deep pits in this side chamber. At other times, they were thrown alive among the carnivorous giant frogs to be devoured screaming. Sustained by foul magic and the occasional sacrifice, the giant frogs under three round pits (which open into the same reservoir below) live on undisturbed. The smaller specimens subsist on scraps of meat and each other; the huge, bloated elders generally hibernate and awaken only if large prey is in reach.

The chamber above the pits is a bare, simple place. Three round openings are covered with iron grilles. These are corroded and weakened by age; there is a 50% chance they break under any weight. A system of winches and pulleys used to lower victims is in the same sorry state: It appears sturdy on a casual observation (sturdy enough to climb down on its chains), but a more careful study reveal the weaknesses that would send any foolhardy character down into the depths.

The pits are 50ft deep. Since the fall is cushioned by water and mud, no damage is taken. The pits lead into a wet cavern full of slime, brackish water, and the smell of vile feces and rot. Slimy eggs stick to

Quicksand

A creature who enters an area covered by quicksand sinks 1d4+1 feet into the quicksand. At the beginning of each turn after sinking into quicksand, the creature sinks another 1d4 feet. A creature that is completely submerged can't breathe. Provided the creature is not completely submerged, it can escape from the quicksand with a successful saving throw. The save is made with a +1 penalty for every foot the creature has sunk into the quicksand. A creature can pull another creature out of quicksand.

the walls, and glowing fungi provide sparse illumination. Most of the mire is only 2ft deep, but there are places where it reaches 15ft deep or more. Treat these places as quicksand.

Anyone spending more than 10 minutes in the unwholesome miasma must make a saving throw or contract Tsathoggan rotting disease. Within 1 hour, anyone who fails the save begins taking 2d6 points of damage every 2 hours until healed or dead as their insides turn to goo. Of more immediate concern are the swarms of giant frogs eager to devour anyone and anything venturing into their cavern. There are **18 giant killer frogs** and **2 giant abyssal dire frogs**. Their sole treasure is a magical *+1 trident* in one of the deep sinkholes. Only *detect magic* reveals the item's location.

Giant Abyssal Dire Frogs (2): HD 6; **HP** 42, 36; **AC** 2[17]; **Atk** tongue (grapple), bite (2d6); **Move** 12 (swim 15) or leap (30ft); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapon to hit, leap (30ft), magic resistance (10%), resistances (cold, fire), smite Lawful (1/day, +6 damage), swallow whole (natural 20 to hit). (***Monstrosities*** 310)

Giant Killer Frogs (18): HD 1+4; **HP** 12, 11x2, 10x3, 9x5, 8x2, 7x3, 6x2; **AC** 7[12]; **Atk** 2 claws (1d2), bite (1d4+1); **Move** 3 (leap 15); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** leap. (***Monstrosities*** 180)

Appendix I: Rump Family Tree

The following pages list the various personalities found in Tegel Manor. The Family Tree's primary function is to serve as a random encounter table. It also doubles as a list of the various magical portraits that may be encountered in galleries and other rooms. Entries are listed with names first, followed by the location of the associated portrait, creature type, notes on appearance, tactics or personality, and the magical effects of the picture. The magical effect is listed with the effect that occurs on a failed saving throw. In the case of some NPCs, their lair is also indicated in square brackets.

Magical portraits tend to have a limited consciousness. Some are barely sentient, others are good (if occasionally deranged) conversationalists, yet others are bothersome louts. The Referee should exploit their potential for entertainment and add a touch of (even more) chaos to the campaign through their use.



1. Sir Runic Rump (B3)

Sir Runic the Rump, Male Human (Pal6): HP 25; **AC** –1[20]; **Atk** *+3 longsword* (1d8+3); **Move** 12; **Save** 5 (+1, ring); **AL** L; **CL/XP** 6/400; **Special:** immune to disease, lay on hands (12 points per day), vulnerable to magical fear (automatically fails saves).
Note: Sir Runic automatically makes all saving throws except for magical fear. Perhaps it is a guardian angel, perhaps it's just pure blind luck. The Referee should exploit the potential of this ability for the entertainment of his players.
Equipment: *+3 platemail*, large metal shield, *+3 longsword*, *ring of protection +1*, 255gp, 160sp, 24cp.

Note: Very cowardly, Sir Runic is usually accompanied by his coterie of lackeys. Unless reassured of good intentions (or he had previously encountered the party), he flees on sight.
Picture: Non-magical.

2. Reckless Rory (B3)

Skeleton: HD 4; **HP** 29; **AC** 8[11]; **Atk** bastard sword (1d8+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Picture: Reckless bravery. You make all attacks with a +1 to-hit bonus and all creatures receive –1 to-hit penalty on attacks against you. You may repeat the saving throw at the end of your turn, ending the effect on you on a success.

3. Rialto the Riffraff (B3)

Zombie: HD 2; **HP** 14; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Note: A common vagrant of filthy aspect, putrid clothes, and a toothless grin.
Picture: Viewer within 5ft infected with lice.

4. Ranting Rex (B3)

Ghoul: HD 2; **HP** 13; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Note: Cusses and rants constantly, hurling invectives and insults.
Picture: Viewer talks in screaming curses for 2d6 x 10 minutes.

5. Rambling Ragnirak (B4)

Ghoul: HD 3; **HP** 21; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Picture: None. Pivots to room behind, dumping characters standing on square into the Altar Nook (**B7**).

6. Rustrum the Rabid (B4)

Wraith: HD 4; **HP** 32; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)

Note: A massive monster of a man with bristling hair all over his face; has a bushy beard and a mean disposition.
Picture: Viewer foams at the mouth for 2d4 rounds.

7. Rank Rumpula (B4) [D2–D4]

Countess Rank Rumpula, Female Human Vampire (MU7): HD 8; **HP** 52; **AC** 2[17]; **Atk** bite (1d10 + level drain); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapons to hit, charm gaze (save at –2, as *charm person* spell), killed only in coffin, gaseous form, level drain (drain 2 levels with hit), regenerate (3hp/round), shapeshift, spells (4/3/2/1), summon rats or wolves.
Spells: 1st—*detect magic*, *magic missile* (x2), *read magic*; 2nd—*ESP*, *invisibility*, *phantasmal force*; 3rd—*dispel magic*, *lightning bolt*; 4th—*confusion*.

Note: Countess Rumpula is the wife of Radu (**NPC #46**) and usually haunts near the Throne Room. If brought to half her total hit points, she turns gaseous and retreats, returning to harass the party with her spells or by summoning bats, rats, etc. She has a red velvet gown and a 350gp golden ring with a sapphire.
Picture: No magical effect. Warns of werewolves "above the Southwest Wing."

8. Randver the Rancid (B4)

Wraith: HD 4; **HP** 23; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)

Picture: Nausea for 1d8 x 10 minutes. Nauseated characters suffer a –1 penalty to hit, damage, and saves.

9. Raps Redaxe (B4)

Doppelganger: HD 5; **HP** 32; **AC** 5[14]; **Atk** claw (1d12); **Move** 9; **Save** 12 (5 vs. magic); **CL/XP** 6/400; **Special:** immune to sleep and charm, mimics shape. (***Monstrosities*** 129)

Note: Appears as a wounded Skandik barbarian, joins party to slay them in their sleep. The picture bears the same image but is garbed in the finery of Skandik royalty.
Picture: No magical effect. Offers a *+2 battleaxe* for the body of Runic Rump.

10. Raw Ribby (B4)

Skeleton: HD 1; **HP** 6; **AC** 8[11]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Note: Face looks suspiciously like a fish.
Picture: Poses riddle ("A Lord who never leaves his palace, yet always travels across the land." [snail]), +1 permanent adjustment to constitution for correct answer, –1 for an incorrect one.

11. Radif the Reprobate (B4)

Shadow: HD 2+2; **HP** 15; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 9; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (1 point with hit). (***Monstrosities*** 418)



Note: His shadow drags heavy chains, slowing his movement.
Picture: No magical effect, but has been stabbed several times.

12. Racy Rawley (B4)

Mummy: HD 5+1; **HP** 36; **AC** 3[16]; **Atk** fist (1d12); **Move** 15; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, rot (wounds heal at one-tenth normal, prevents magical healing). (***Monstrosities*** 340)

Note: Poncy nobleman, fond of bets and bragging. Wears plumed hat, carries walking stick. Mummy is lightning quick.
Picture: Offers treasure trove to race winner from one end of the Master Gallery to the other. The treasure in question is a large sack of gold (870gp).



13. Ronahr the Repellent (B4)

Spectre: HD 6; **HP** 42; **AC** 2[17]; **Atk** spectral touch (1d8 + level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, level drain (2 levels with hit). (***Monstrosities*** 445)

Note: Extremely ugly, with long bulbous nose, bulging eyes, and buck teeth. Spectre sobs silently as it attacks.

Picture: If characters compliment his appearance, Ronahr offers to teleport them to the Library (**M12**).

14. Racktor the Rash (B4)

Skeleton: HD 3; **HP** 17; **AC** 8[11]; **Atk** short sword (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Note: Wears the black robes of a judge, bears golden scales in one hand. Piercing gaze and contemptuous expression. Inscription: "Step forward and ask for your judgement."

Picture: Causes a rash on characters who lie before him. Saving throw or be sickened for 1d12 days, very good at settling confusing legal cases or simple differences of opinion.



15. Racketeer Retok (B4)

Ghoul: HD 2; **HP** 14; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Note: Cunning expression, fine clothes with fur trimmings, pets black cat.

Picture: Demands protection money "or else" (at least 100gp — otherwise summons random Rump).

16. Retakang Ragelot (B4)

Skeleton: HD 1; **HP** 7; **AC** 8[11]; **Atk** flail (1d8); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Note: Looks constantly angry, refuses to speak but eyes follow party with eminent dislike.

Picture: No magical effect.

17. Raving Rindat (B4)

Wight: HD 3; **HP** 19; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: Insane, wild eyed madman, paranoid ravings.

Picture: No magical effect.

18. Rigat the Rabble Roser (B4)

Spectre: HD 6; **HP** 44; **AC** 2[17]; **Atk** spectral touch (1d8 + level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, level drain (2 levels with hit). (***Monstrosities*** 445)

Note: Skilled demagogue, slimy personality. Spectre leads lynch mob of **3d6 skeletons**.
Picture: No magical effect. Offers viewer 1gp to strike viewer's companion.

19. Reot of the Raging River (B4)

Shadow: HD 2+2; **HP** 15; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 9; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (1 point with hit). (***Monstrosities*** 418)

Note: Outdoorsman depicted in front of a mountain stream.
Picture: No magical effect.

20. Rascal Rowing (B4)

Ghost: HD 5; **HP** 36; **AC** 0[19]; **Atk** spectral touch (1d6 + 1d4 cold); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, corrupting gaze (every 1d4 rounds, save or die in 1d4+1 rounds), magic resistance (50%). (***Monstrosities*** 190)

Note: Older, portly nobleman, half-smile under graying moustache.
Picture: No magical effect.

21. Reptilakis Rump (B4)

Water Naga: HD 7; **AC** 5[14]; **Atk** bite (1d4 + poison); **Move** 12 (swim 20); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** poison, spells (4/2/1). (***Monstrosities*** 345)
Spells: 1st—*charm person* (x2), *magic missile*, *sleep*; 2nd—*invisibility* (x2); 3rd—*lightning bolt*.

Note: Approaches party invisibly and extorts valuables with vague threats. Prefers subtle tactics but isn't afraid of combat. Portrait is of a smiling man with yellow snake eyes and greenish, scaly skin.
Picture: Teleports viewer to the Crying Hall (north of **Area E1**).

22. Rancorous Rimy (B4)

Zombie: HD 2; **HP** 14; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Picture: No magical effect.







23. Rapid Rithiena (B4) [E14]

Rapid Rithiena, Female Human Headless Vampire: HD 7; **HP** 50; **AC** 2[17]; **Atk** strike (1d10 + level drain); **Move** 12 (fly 18); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better magic weapons to hit, +1 to hit and damage, killed only in coffin, gaseous form, headless (no bite or charm gaze), level drain (drain 1 level with hit), regenerate (3hp/round), shapeshift, summon rats or wolves.

Note: Clad in unpleasant and moldy clothes, Rapid Rithiena's appearance is made worse by the cheap perfumes she sprinkles herself with. Being headless, she is blind as a bat, and may easily be distracted or avoided by a cautious party. Obviously, Rithiena cannot drain blood or charm, which makes her extremely frustrated — alas, the sole way to express this discomfort is the gurgling noises she emits. On the other hand, she can move with blinding speed if necessary, and is a frightful combatant.

Picture: Teleports party to **Area E12**.

24. Rummy Rory (B3)

Wraith: HD 4; **HP** 30; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)

Note: Dread Pirate Rory was the captain of the Seaborn Saber. He is depicted in his pirate regalia, and his wraith may be recognized by his billowing black beard.

Picture: Causes drunkenness in viewer for 1d6+2 x 10 minutes.



25. Raucos (B3)

Male Human Bandit Captain (Ftr5): HP 34; **AC** –2[21]; **Atk** +1 longsword (1d8+1); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.
Equipment: *+3 platemail, +2 shield, +1 longsword.*

Note: The lesser known brother of Roughneck Rump the Rotund. His armaments are a prized family heirloom (and of the same design Sir Runic and Roughneck wear).

Picture: No magical effect.

26. Ranting Redurn (B3)

Ghost: HD 5; **HP** 32; **AC** 0[19]; **Atk** spectral touch (1d6 + 1d4 cold); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, frightful moan (paralysis for 2d6 rounds, save resists), magic resistance (50%). (***Monstrosities*** 190)

Note: Thin and leathery skin, reminisces about the old days in a stream of complaints.

Picture: No magical effect.

27. Sir Ritark the Rat-Hearted (B3)

Ghost: HD 5; **HP** 40; **AC** 0[19]; **Atk** spectral touch (1d6 + strangle); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds). (***Monstrosities*** 190)

Note: Noncombatant, flees in terror with a piercing scream!
Picture: Offers to teleport viewers to the Spectral Staircase (the entrance to the second story of Southwest Wing) to prove their bravery.

28. Ricienna the Ravenous (B3)

Ghost: HD 5; **HP** 36; **AC** 0[19]; **Atk** draining touch (1d6 + age 3d6 years); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, draining touch (ages 3d6 years, save avoids), horrific appearance (save or flee in terror for 1d4+1 rounds), magic resistance (50%). (***Monstrosities*** 190)

Note: Emaciated, feral expression of hunger despite noble clothes. Almost impossible to drive away once attached to a character — returns to haunt him or her again and again.
Picture: No magical effect.

29. Rocky the Rogue (B3)

Zombie: HD 2; **HP** 12; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Picture: No magical effect.

30. Rinsel the Ravishing (B3)

Ghost: HD 5; **HP** 30; **AC** 0[19]; **Atk** malevolent touch (1d6 + attack randomly); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, magic resistance (50%), malevolent touch (randomly attacks friend or foe for 1d6 rounds, save avoids). (***Monstrosities*** 190)

Note: A regular Adonis, displaying a winning smile. Wears a plumed hat, extremely courteous. Ghost excuses self if ladies are in the party and leaves through the wall.
Picture: Permanently raises charisma +1 or –1 depending on reaction — has a soft spot for comely women.

31. Retreat Rumplast (B3)

Ghoul: HD 2; **HP** 14; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Note: Limping movement, he wears a badly damaged suit of chainmail with several arrows and a sword sticking out of the back! On the painting, he appears in the same clothes, grinning while he twirls his moustache.
Picture: No magical effect.







32. Reydd the Razor (A18)

Wight: HD 3; **HP** 20; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: Portrait is seen clutching a map.
Picture: The map reveals the way to **Area D1**.

33. Ready Rhydreg (A18)

Skeleton: HD 3; **HP** 17; **AC** 8[11]; **Atk** flail (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Note: A wiry little fellow with long, nimble fingers.
Picture: 30% probability of permanent +1 to viewer's dexterity.

34. Risque Roschar (A18)

Mummy: HD 5+1; **HP** 34; **AC** 3[16]; **Atk** fist (1d12); **Move** 15; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, rot (wounds heal at one-tenth normal, prevents magical healing). (***Monstrosities*** 340)

Picture: No magical effect.



35. Rosienna the Romancer (A18)

Spectre: HD 6; **HP** 39; **AC** 2[17]; **Atk** spectral touch (1d8 + level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, level drain (2 levels with hit). (***Monstrosities*** 445)

Note: A flirty dame with a sensuous expression. Spectre likes to attack through walls and retreats immediately.
Picture: Teleports viewers to **Area B14**.

36. Reipsik the Rapt (A18)

Shadow: HD 2+2; **HP** 15; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 9; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (1 point with hit). (***Monstrosities*** 418)

Picture: No magical effect.

37. Rozet the Seriberiter (A18)

Shadow: HD 2+2; **HP** 16; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 9; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (1 point with hit). (***Monstrosities*** 418)

Note: His coat-of-arms has been painted black to reflect his expulsion from the family.
Picture: Permanent +1 to wisdom if viewer is Neutral.

38. Radaw the Rebel (A18)

Zombie: HD 2; **HP** 12; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Picture: Levitates viewer for 2d4 rounds.

39. Rasping Rashuak (A18) [DL4G]

Rasping Rashuak, the Man in Scarlet, Lich: HD 14; **HP** 102; **AC** –2[21]; **Atk** *staff of power* (2d6) or hand (1d10 + automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 17/3500; **Special:** appearance causes paralytic fear (4HD and below flee in terror), touch causes automatic paralysis (no save), spells (5/5/5/4/4/3/1). (***Monstrosities*** 294)
Spells: 1st—*charm person*, *detect magic*, *magic missile* (x2), *read languages*; 2nd—*darkness 15ft radius*, *detect invisibility*, *ESP*, *invisibility*, *web*; 3rd—*dispel magic*, *haste*, *hold person*, *lightning bolt*, *slow*; 4th—*confusion*, *dimension door*, *polymorph self*, *wizard eye*; 5th—*animate dead*, *extension II*, *feeblemind*, *teleport*; 6th—*anti-magic shell*, *death spell*, *disintegrate*; 7th—*power word stun*.
Equipment: *scarlet cloak of displacement*, *staff of power* (43 charges), *ring of spell turning*.

Note: Rasping Rashuak is the dreaded "Man in Scarlet," the most powerful being in Tegel Manor. He was among the first in the noble Rump line, and although he was never a faithful adherent of Tsathoggus, his ruthlessness was legendary nonetheless. Rashuak's experiments into alchemy have finally yielded him insight into planes beyond our own, and knowledge unfit for mortal men. He and his younger brother Ridwik became immortal in their own way, casting aside life as a mere cloak. However, in unlife, the two brothers pursued alternate paths: Ridwik was more tied to the living world and quite interested in conquest, while Rashuak's mind wandered yet unseen dimensions. Today, he has mostly abandoned this world altogether. His mortal form — a single skull atop a scarlet robe with heavy golden embroidery — wanders the corridors of Tegel Manor without aim or purpose, while his mind is far, far away. Thus, an encounter with this undead lord is not necessarily fatal: he mostly ignores everyone unless attacked. But if he is, he doesn't rest until the nuisance is dead — or simply teleports away to avoid lengthy confrontations (25% chance).

Picture: 10% probability of viewer becoming hoarse, able to speak only in a rasping whisper. While hoarse, spells cast that require a verbal component have a 20% chance of spell failure. The hoarseness is cured with a long rest or *cure serious wounds*.

40. Rushrat the Rainmaker (A1)

Zombie: HD 2; **HP** 10; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Picture: Miniature raincloud follows viewer for 2d6x10 minutes.







41. Relang the Racker (A1)

Wight: HD 3; **HP** 22; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: A giant of a man with a vacuous expression.
Picture: No magical effect.

42. Rumpus Rundel the Rover (A1)

Ghost: HD 5; **HP** 36; **AC** 0[19]; **Atk** spectral touch (1d6 + 1d4 cold); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, corrupting gaze (every 1d4 rounds, save or die in 1d4+1 rounds), magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds). (***Monstrosities*** 190)

Note: Incredibly tall, thin as a log.
Picture: Itching feet for 2d6x10 minutes, causing –2 to all attack rolls due to discomfort.

43. Rivona the Radiant (A1)

Wight: HD 3; **HP** 21; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: A fair lady of incredible beauty.
Picture: Casts *charm person* at viewer, who is obsessed with finding this heavenly apparition and throws self into the arms of the undead monster willingly if they ever meet!



44. Rorkad the Rare (A1)

Doppelganger: HD 4; **HP** 28; **AC** 5[14]; **Atk** claw (1d12); **Move** 9; **Save** 13 (5 vs. magic); **CL/XP** 5/240; **Special:** immune to sleep and charm, mimics shape. (***Monstrosities*** 129)

Note: A young and handsome nobleman.
Picture: Warns, *"Beware the Great Hall!"*

45. Radical Roman (A1)

Skeleton: HD 1; **HP** 7; **AC** 8[11]; **Atk** flail (1d8); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Picture: Eyes follow viewers.

46. Count Radu Rumpula (A1)

Vampire: HD 8; **HP** 58; **AC** 2[17]; **Atk** bite (1d10 + level drain); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapons to hit, charm gaze (as charm person, –2 save to resist), gaseous form, killed only in coffin, level drain (2 levels with hit), regenerate (3hp/round), shapeshift, summon rats or wolves. (***Monstrosities*** 498)

Note: The stereotypical vampire: well-mannered, jovial, and thoroughly evil. He appears as a man in his fifties, always impeccably elegant. He doesn't lower himself to fighting mere commoners if he can help it. Instead, he summons a **wolf pack** (3d6) and watches the fray in gaseous form. Radu has a billowing black cloak, a valuable golden brooch (1200gp), and a diamond ring (1200gp).

Picture: Viewer drops everything carried and flees.

47. Sir Rankling (A1)

Ghost: HD 5; **HP** 34; **AC** 0[19]; **Atk** spectral touch (1d6 + 1d4 cold); **Move** 12 (fly); **Save** 12; **AL** N; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, corrupting gaze (every 1d4 rounds, save or die in 1d4+1 rounds), magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds). (***Monstrosities*** 190)

Note: Frail and venerable gentleman with long white moustache and feathered cap, playing a golden harp. Ghost is friendly if portrait has been talked to previously.

Picture: Answers a question once per day; well versed in lore and fond of telling tales.

48. Raging Raktor (A1)

Skeleton: HD 1; **HP** 7; **AC** 8[11]; **Atk** flail (1d8); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Picture: Enrages viewer for 2d4 rounds. Viewer attacks everyone in range.

49. Raphod the Reaper (A1)

Wraith: HD 4; **HP** 26; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)

Note: Towering barbarian lord in black armor and furs, holds a scythe in his hand.

Picture: Scythe swings at viewer, attacking as a 4HD creature and doing 2d6 points of damage.

50. Roparoc the Raider (West of E8)

Ghost: HD 5; **HP** 32; **AC** 0[19]; **Atk** draining touch (1d6 + 1d4 constitution); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, draining touch (1d4 constitution, save resists), horrific appearance (save or flee in terror for 1d4+1 rounds), magic resistance (50%). (***Monstrosities*** 190)

Note: Bleeds from a hundred wounds.

Picture: No magical effect.







51. Rembard the Rake (West of E6)

Wraith: HD 4; **HP** 29; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)

Picture: 20% probability of teleporting viewers to **Area C2**.

52. Ramatic Rumpula (L5)

Ghoul: HD 2; **HP** 13; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Note: Hunchback with mischievous grin. Cackles maniacally as he attacks.

Picture: No magical effect.

53. Roderik the Righteous (L5)

Ghost: HD 5; **HP** 39; **AC** 0[19]; **Atk** *+2 spectral bastard sword* (1d8+2); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, magic resistance (50%). (***Monstrosities*** 190)
Equipment: *+2 platemail, +2 bastard sword.*



Note: Armored knight with a stern expression. Ghost challenges strongest character to a one-on-one duel in corporeal form — winner gets loser's suit of armor (Roderik has *+2 platemail*).

Picture: Lawful viewer enraged; seeks out foes immediately unless succeeding on saving throw.

54. Ransack Rosco (South of Garden Grotto)

Wight: HD 3; **HP** 24; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: Haughty, grizzled veteran grasping a battleaxe in one hand and a sack of stolen gold in the other. Has 110gp stuffed into pockets.

Picture: No magical effect.

55. Radded Rufus (J5)

Zombie: HD 2; **HP** 12; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Note: Lonesome and extremely bored, desires the company of the other portraits.

Picture: 30% probability of a ripped sack or backpack, with a 1-in-6 chance to notice damaged item; 50% of lost item every 10 minutes of moving about.

56. Rarin the Rearguard (I11)

Mummy: HD 5+1; **HP** 34; **AC** 3[16]; **Atk** fist (1d12); **Move** 15; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, rot (wounds heal at one-tenth normal, prevents magical healing). (***Monstrosities*** 340)

Picture: 30% probability of panic (as *fear* spell).

57. Rattlepate Remalda (West of H13)

Wight: HD 3; **HP** 19; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: Obese matron in simple black clothes and silver jewelry, fond of stern lectures.
Picture: 20% probability of rattling voice in viewer.

58. Reldor the Ransomer (H6)

Doppelganger: HD 4; **HP** 23; **AC** 5[14]; **Atk** claw (1d12); **Move** 9; **Save** 13 (5 vs. magic); **CL/XP** 5/240; **Special:** immune to sleep and charm, mimics shape. (***Monstrosities*** 129)

Note: Poses as cowardly halfling, follows party to village and robs them blind. Ransom note leads to the portrait; offers to sell back various valuables at a "very advantageous price."
Picture: No magical effect.

59. Railler Rolandil (H6)

Zombie: HD 2; **HP** 11; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Note: Bloated, decaying body smells of foul water and seaweed.
Picture: No magical effect.

60. Rodip the Rationalist (O4)

Wight: HD 3; **HP** 19; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit), spell-like abilities. (***Monstrosities*** 510)
Spell-like abilities: 3/day—*charm person*, *suggestion*.

Note: A skilled demagogue. Rodip stays silent as long as Brother (q.v.) is alive. Thereafter, he tries to win the favor of the group and persuade them to remove him from the wall and use him as a guide to the manor. He hints at his extensive knowledge of the place and basically tells the characters what they want to hear. Thereafter, he tries to sow discord in the ranks, using his *charm person* or *suggestion* ability if necessary.
Picture: 40% probability of discord — *charm person* and a bit of demagogy.







61. Rahad the Random (D1)

Zombie: HD —; **HP** 126; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Note: Can't dish it out, but sure can take it — keeps on coming and coming. Portrait is of a real tough fellow with a grin flexing his beefy arms.
Picture: No magical effect.

62. Ricochet Remnar (D1)

Skeleton: HD 1; **HP** 4; **AC** 8[11]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Picture: No magical effect.

63. Rigorn the Recruit (D1)

Zombie: HD 2; **HP** 13; **AC** 5[14]; **Atk** mace (1d6); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)
Equipment: chainmail, mace.

Note: Wears shining chainmail and holds a heavy mace.
Picture: No magical effect.

64. Rebounding Reydahl (D1)

Will-o-the-wisp: HD 9; **HP** 65; **AC** –8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:** lights. (***Monstrosities*** 512)

Note: Lures party toward the nearest pit trap and attacks those who try to climb out.
Picture: No magical effect.

65. Rongo the Router (D1)

Ghoul: HD 2; **HP** 12; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Note: Middle-aged aristocrat counting money on a table.
Picture: Paralysis on touch that lasts 2d6 hours.

66. Rellah the Rebuker (D1)

Ghoul: HD 2; **HP** 14; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Note: A frowning young woman with no sense of humor.
Picture: 3d6 points of electrical damage on touch.

67. Rebut Roridok (D1)

Wight: HD 3; **HP** 21; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: Jovial, overweight old man.
Picture: No magical effect.

68. Rimout the Reviver (D1)

Mummy: HD 5+1; **HP** 37; **AC** 1[18]; **Atk** fist (1d12); **Move** 15; **Save** 10 (+2, cloak); **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, rot (wounds heal at one-tenth normal, prevents magical healing). (***Monstrosities*** 340)
Equipment: *cloak of protection +2*, *ring of fire resistance*.

Note: Saintly expression, white robes. Incessant preaching.
Picture: 15% probability of *resurrection* spell — if needed.

69. Ryth the Recanter (D1)

Spectre: HD 6; **HP** 43; **AC** 2[17]; **Atk** spectral touch (1d8 + level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, level drain (2 levels with hit). (***Monstrosities*** 445)

Note: Grossly overweight monk and a firm believer in Tsathoggus. Jovial but lecherous and foul-mouthed.
Picture: No magical effect.

70. Retort Rowanter (L6)

Spectre: HD 6; **HP** 41; **AC** 2[17]; **Atk** spectral touch (1d8 + level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, level drain (2 levels with hit). (***Monstrosities*** 445)

Picture: No magical effect.

71. Reciting Ralfrid (N1)

Wight: HD 3; **HP** 20; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: This poncy bard constantly recites horrendously bad poetry if he has an audience — doing the same in undead form. Only threats of violence or a quick sword strike to the throat shut him up.
Picture: 30% probability of a poem sung off key and attracting a random monster.

72. Rufienna the Reckless (N1)

Ghost: HD 5; **HP** 30; **AC** 0[19]; **Atk** spectral touch (1d6 + strangle); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds).

Note: Attacks with a cry but retreats as soon as she takes a few wounds — unless clearly winning.
Picture: No magical effect.

73. Rabury the Recluse (N1)

Wight: HD 3; **HP** 21; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: Miserly old man with a sour attitude.
Picture: Shouts: *"Go away!"*







74. Rhubart the Recondite (N1)

Skeleton: HD 1; **HP** 1; **AC** 8[11]; **Atk** short sword (1d6); **Move** 6; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Note: Grim, bearded knight. His undead form is weighed down by heavy iron chains that he can barely drag down the corridors. Shuffling noises.

Picture: Turns face from viewer.

75. Regenerating Rodark (A4)

Wight: HD 3; **HP** 19; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit), regenerate (5hp/round, unless in direct sunlight). (***Monstrosities*** 510)

Picture: No magical effect.

76. Reeling Rihorn (A4)

Wraith: HD 4; **HP** 27; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)

Note: Hypnotist with a long black beard, bushy eyebrows, and enigmatic stare.

Picture: Spins viewer around.

77. Rigormortis Rumpula (A4)

Wraith: HD 4; **HP** 26; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)

Note: Old, rickety man with a long face and thin limbs.

Picture: 26% probability of causing stiffness: –4 to hit for 1d3 hours.

78. Rozetta Rumpula (A4)

Ghoul: HD 2; **HP** 11; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Note: An old spinster who still wears her lace wedding gown despite the fact that no one ever proposed to her. Hates all females.

Picture: No magical effect.

79. Lady Rubienna Rumpula (A4) [F1]

Lady Rubienna Rumpula, Female Human Vampire: HD 8; **HP** 49; **AC** 2[17]; **Atk** bite (1d10 + level drain); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapons to hit, charm gaze (save at –2, as *charm person* spell), killed only in coffin, gaseous form, level drain (drain 2 levels with hit), regenerate (3hp/round), shapeshift, summon rats or wolves, thieving skills.

Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Note: Lady Rubienna was well known in her life as a poisoner, and not much has changed since. Although frail in melee, her deadly poison and seductive skills make her a formidable opponent. She prefers to kidnap handsome young men (keeping the rest of the party at bay with wolves until she *charms* her new prey) and turn them into her servants — vampire spawn, probably even a vampire. Such slaves are always devoid of all free will and obey the lady without a question.

Picture: None. 5% chance per level of viewer of teleporting viewer to area **F1**.

80. Riven the Refected (A4)

Spectre: HD 6; **HP** 41; **AC** 2[17]; **Atk** spectral touch (1d8 + level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better magic weapons to hit, level drain (2 levels with hit). (***Monstrosities*** 445)

Picture: Cries a *potion of clairvoyance*.

81. Ruang the Ripper (B14)

Ruang the Ripper, Male Human Assassin (Asn9): HP 45; **AC** 5[14]; **Atk** +2 *short sword* (1d6+2) or light crossbow (1d4+1); **Move** 12; **Save** 3 (+4, ring, cloak); **AL** N; **CL/XP** 9/1100; **Special:** backstab (x4), disguise, thieving skills. (see

Appendix I NPC #81)
Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.
Equipment: *cloak of protection +2*, *+2 short sword*, light crossbow, 20 bolts, *amulet of scrying*, *dust of disappearance*, *ring of protection +2*, *rope of climbing*.

Note: Ruang the Ripper, assassin extraordinaire, lives in **Room B12.** He prowls the wilderness most of the time but may occasionally be encountered in the manor. Unless surprised, he never engages a full party (and even then, he flees to safety), preferring to target separated characters from ambush.
Picture: No magical effect.

82. Reveler Rotchar (M5)

Ghoul: HD 2; **HP** 11; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Note: Comes a-cackling, increasing to hysterical howling as he gets close. Wears jester's outfit, mouth crawling with maggots.
Picture: Laughs at viewer.

83. Rabrial the Relentless (M5)

Ghost: HD 5; **HP** 33; **AC** 0[19]; **Atk** corrupting touch (1d6 + save vs. death); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, corrupting touch (save or die in 1d4+1 rounds), immune to turning attempts, magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds), *telekinesis* (as spell).

Note: Never, ever retreats. May not be turned, either.
Picture: No magical effect.

84. Rudlong the Revenger (Southwest Wing, Howling Hall)

Wraith: HD 4; HP 27; **AC** 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 518)

Note: Crazed grin, paranoid as hell.
Picture: Forewarns of next random encounter — 100% veracity.

85. Ridwik of the Relic (Southwest Wing, Howling Hall)

Lich (12HD): HD 12; **HP** 87; **AC** 0[19]; **Atk** hand (1d10 + automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 15/2900; **Special:** appearance causes paralytic fear, touch causes automatic paralysis, spells. (***Monstrosities*** 294)
Equipment: *boots of levitation*.

Note: The lich of Tegel Manor lives and experiments in the treacherous Wizard's Tower, which was built according to his own



designs. Ridwik's solitary nature didn't endear him to others in the family — but, together with Rasping Rashuak, he obtained the key to a limited form of immortality. Having become one of the undead, Ridwik started planning the eventual conquest of the land. Tegel village would just be the first step in his campaign, but he still fears the cult of Tsathoggus, just as he desires to know the secrets of creating cauldron-born zombies. Thus, he waits patiently for a good opportunity — a weakness, or maybe potential allies even going so far as to offer a suitably unscrupulous group an offer that they cannot refuse.
Picture: Moans, "Come to the Wizard's Tower!"

86. Remonger the Remorseful (Southwest Wing, Howling Hall)

Ghost: HD 5; **HP** 35; **AC** 0[19]; **Atk** spectral touch (1d6); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, frightful moan (every 1d4 rounds, save or 1d8 damage and stunned for 1d4 rounds), horrific appearance (save or flee in terror for 1d6 rounds), magic resistance (50%).

Note: Utters sobbing prayers to atone for past sins as he drifts down corridors. Rotted, decomposing visage.
Picture: No magical effect.

87. Resplendent Rambert (Southwest Wing, Howling Hall)

Ghoul: HD 2; **HP** 11; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Note: Followed by intense glowing aura.
Picture: 67% probability of blinding light that causes blindness for 3d6 minutes unless a successful saving throw is made to look away.

88. Rinbak the Rich (North of E9, Creaking Corridor)

Zombie: HD 2; **HP** 10; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (***Monstrosities*** 529)

Note: Grossly fat, scatters gold coins while walking — has 1d100gp stuffed into pockets.
Picture: 40% chance of bribe (1d100gp) to sneak into next room and destroy the portraits there.

89. Relvidor the Renowned (North of E9)

Wight: HD 3; **HP** 19; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Note: Grumpy veteran, reeks of alcohol. Righteous attitude and hurt feelings.
Picture: No magical effect.

90. Restless Ralome (North of E9)

Doppelganger: HD 4; **HP** 29; **AC** 5[14]; **Atk** claw (1d12); **Move** 9; **Save** 13 (5 vs. magic); **CL/XP** 5/240; **Special:** immune to sleep and charm, mimics shape. (***Monstrosities*** 129)

Note: Another veteran, berates "the youth of today" for their insolence. A raging hypocrite demanding deference and granting none in turn. As a doppelganger, he masquerades as a dwarf and mixes his *potion of poison* into someone's water rations.
Picture: Slaps a character — attacks as a 5HD creature; target takes 1d6+1 points of damage and is stunned for 1d6 rounds (save avoids stunning).

91. Rickety Ridmand (D5)

Shadow: HD 2+2; **HP** 15; **AC** 7[12]; **Atk** touch (1d4 + strength drain); **Move** 9; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (1 point with hit). (***Monstrosities*** 418)

Note: All skin and bones, as ancient as the manor itself. Dodders about past victories and heroic deeds that never were.
Picture: Knocks helm off non-viewer.

92. Rourdan the Repressor (D5)

Ghost: HD 5; **HP** 30; **AC** 0[19]; **Atk** cat-o'-nine-tails (1d6) or corrupting touch (level drain); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, corrupting touch (drain 1 level with hit, save avoids), magic resistance (50%).

Note: Attacks with ghostly cat-o'-nine-tails.
Picture: No magical effect.

93. Riddles Rellwod (D5)

Wight: HD 3; **HP** 22; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (***Monstrosities*** 510)

Picture: Offers unimaginable riches for solving his riddle ("A vast army that guards the sea, yet without their ward, they escape from your grasp." [sand]), gives 2d6gp.

94. Ribbonsor the Rider (D5)

Ghost: HD 5; **HP** 38; **AC** 0[19]; **Atk** spectral touch (1d6 + strangle); **Move** 12 (fly); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better magic or silver weapons to hit, corrupting gaze (every 1d4 rounds, save or die in 1d4+1 rounds), magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds).

Note: A brightly clothed character with a rather long face. Possessed character neighs and bolts.
Picture: *Polymorphs* a viewer into a horse unless target succeeds on a saving throw.

95. Ritzy Rutorn (D5)

Skeleton: HD 1; **HP** 6; **AC** 8[11]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (***Monstrosities*** 428)

Note: Skeleton wears 300gp golden necklace, three 160gp rings.

96. Roughneck Rump the Rotund (D4)

Male Human Knight (Ftr5): HP 32; **AC** –1[20]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** +1 to hit and damage strength bonus, multiple attacks (5) vs. creatures with 1 or fewer HD.
Equipment: *+1 platemail armor*, *+2 large metal shield*, *+1 longsword*, *potion of gaseous form*, 80gp.

Note: One of the few Rumps still alive and kicking, Roughneck and his band of 12 tough **goblins** (as goblin with maximum hit points) are terrorizing the countryside. He is extraordinarily ugly and not



too bright, but he knows the value of an ambush and never engages a clearly superior foe. He still has his family heirlooms — magical weaponry and a potion he once got from Ridwik — on his person. He stores his ill-gotten gains in a goblin cave (Wilderness, **BB**).

Picture: Shouts, *"Stand and deliver!"*

97. Redbud Rump (D3)

Female Human Druid (Drd4): HP 18; **AC** 7[12]; **Atk** sickle-shaped sword (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 save vs. fire, innate speak with animals (1/day), spells (3/1/1).
Spells: 1st—*detect magic*, *faerie fire*, *locate animals*; 2nd—*cure light wounds*; 3rd—*neutralize poison*.
Equipment: leather loincloth & halter, sickle-shaped sword, red cape.

Note: Strikingly beautiful, sensuous, flirts constantly — she wears minimal armor, a red cape, and little else. If questioned, she avoids talking about the family, whom she describes as a bit eccentric and unused to strangers, but basically likable and warmhearted. If she is suitably impressed by a handsome warrior, she may reveal a few secrets about the manor.

Picture: Invites viewer to "her place." This could be any room in the manor, and there is a 35% probability Redbud Rump is encountered there.

98. Raoul the Reformer

Male Human Priest of Tsathoggus (Clr5): HP 23; **AC** 4[15]; **Atk** flail (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 5/240; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2/2).
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person*, *silence 15ft radius*.
Equipment: chainmail, plain white robes, small wooden shield, flail, *amulet against scrying*, unholy symbol of Tsathoggus (golden frog with emerald eyes [400gp]), holy symbol of Mitra, prayer book, 130gp.

Note: Founder and sole member of the Reformed Cult of Tsathoggus. This faction of the faith believes that sacrifices to the demon lord should be killed by strangling instead of the sacrificial dagger, as no precious blood is spilled this way. Raoul has the appearance of a traveling priest of Mitra, holy symbol and prayer book included. Appearing as a saintly priest, he intends to manipulate characters to his cause — which is, first and foremost, killing as many of the *other* frog-priests as possible. Thereafter, he may try to slay them or use them as pawns in his bid for power against the rest of the family — all heretics and unbelievers.

Picture: No magical effect.

99. Ranorek (D2)

Male Human Warrior (Ftr4): HP 23; **AC** 7[12]; **Atk** padded club (1hp damage); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: leather armor, filthy hides, padded club, stone knife, bone carving.

Note: This gentle primitive lives in **Area DL2C** and occasionally ventures upstairs to raid the pantries. The "missing link relative" in the family, Ranorek proves extremely friendly if a bit dim unless attacked — although not above clubbing an unsuspecting party member to carry home as a misguided gesture of friendship.

Picture: No magical effect.

100. Ramshackle Riparian (D2)

Male Human (Ftr4): HP 24; **AC** 9[10]; **Atk** cane sword (1d6 + poison); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.
Equipment: courtier's outfit, cane sword (concealed in walking stick), poison (save or die), snuffbox.

Note: Impeccably elegant and diplomatic. Doesn't reveal confidential information in any case. In combat, he relies on feints and his envenomed sword hidden in an ornate walking stick.

Picture: Offers to serve *writ of habeas corpus* when needed for a modest fee (1d10 x 100gp).

The Esteemed BelDarius "Beady" Rump (Dave Derocha)

He looks rather shabby, wearing fashionable clothing that is just not maintained. A small pair of spectacles perch precariously on his nose, looking like they might fly off at any moment (the small chain must have saved the day at least once). He has the countenance of one who always seems to have his head cocked as if listening to something that



no one else can hear. Those who stare might notice that his right eye twinkles a bit in an orangey color, unlike his blue left eye.

Once a deep practitioner of forbidden mysteries of the mind, he contacted an alien presence that began overtaking his mind. He managed to segment off his left brain with a mental barrier, preserving the cold logic of his human self. His emotional side has been described by his detractors (and his admirers) as unearthly to the extreme.

BelDarius "Beady" Rump, Male Human Sage (MU12): HP 39; **AC** 6[13]; **Atk** staff (1d6), 2 claws (1d6), bite (1d8); **Move** 12; **Save** 5; **AL** N; **CL/XP** 13/2300; **Special:** +2 save vs. spells, wands and staffs, +3 save vs. *charm* and *fear* spells, immune to *ESP*, spells (4/4/4/4/4/1).
Spells: 1st—*charm person*, *detect magic*, *light*, *magic missile*; 2nd—*detect evil*, *invisibility*, *magic mouth*, *phantasmal force*; 3rd—*darkvision*, *dispel magic*, *haste*, *suggestion*; 4th—*confusion*, *dimension door*, *hallucinatory terrain*, *wizard eye*; 5th—*contact other plane* (x3), *teleport*; 6th—*project image*.
Equipment: *bracers of defense 6[13]*, staff, special elixir (grants BelDarius 3d6 additional hit points, +4 to hit, AC 3[16], 2 claws [1d6], bite [1d8] for 1 hour)

Angela (John Wils)

Angela is an attractive, charming, and self-deprecating forty-something seer who roams the sea coast road in her black wagon with her large pet spider, Mr. Flibble. Widely read, a source for local lore, and a reader of tarot, her intelligent and highly perceptive mind reveals much to her about those she meets.

Angela, however, possesses a powerful gift and curse. She can predict the future unerringly to any who ask, yet anyone who hears that prediction will believe it to be the truth. These predictions most often occur as a warning. If the recipient of this prediction acts in disbelief, the event will transpire as predicted. Should the creature try to take advantage of or avoid the prediction, fate ensures that the



prediction will bear fruit regardless. Angela rarely bears ill will; this is simply her gift and her curse.

Angela, Female Human Fortune-Teller (MU5): HP 15; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 11; **AL** N; **CL/XP** 5/240; **Special:** +2 save vs. spells, wands and staffs, predict future (1 chosen character, automatic success on 1 roll within 24 hours; after that, 3 rolls chosen by Referee are automatic failures), spells (4/2/1).
Shield: 1st—*charm person*, *detect magic*, *magic missile*, *shield*; 2nd—*locate object*, *pyrotechnics*; 3rd—*lightning bolt*.
Equipment: dagger.

Solomon Drake (Travis Drake)

Solomon Drake was a surgeon and doctor serving in the army. He was recognized for his calm and reserved demeanor when dealing with the physical tragedies of war. He returned home after the war and continued to practice medicine and alchemy. He married into the Rump family and seemed at home in Tegel Manor. He was never a physical man but always had slim arms and legs and a bit of a gut that grew slowly as he aged. It wasn't until after his passing that anyone realized the extent of his fascination with the dead and dying. There were many tomes dealing with necromancy found hidden in his study, though the family kept this a secret. There is no knowing what else he collected over his long life.



Solomon Drake, Lich: HD 13; **HP** 91; **AC** 0[19]; **Atk** hand (1d10 + automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 16/3200; **Special:** appearance causes paralytic fear (below 4HD flee in terror), hide in false flesh (lich flesh masked by magic, appears as elderly male, does not cause fear while active), touch causes automatic paralysis (no save), spells (5/5/5/4/4/2). (***Monstrosities*** 294)
Spells: 1st—*charm person*, *detect magic*, *magic missile*, *read magic*, *sleep*; 2nd—*darkness 15ft radius*, *detect invisibility*, *invisibility*, *mirror image*, *phantasmal force*; 3rd—*dispel magic*, *fireball*, *fly*, *lightning bolt*, *slow*; 4th—*confusion*, *fear*, *ice storm*, *wall of fire*; 5th—*animate dead*, *cloudkill*, *teleport*, *wall of stone*; 6th—*death spell*, *disintegrate*.

Raul Rump (John E Ball) (CJ)

Raul's insatiable desire to explore and discover arcane secrets drove him to travel the world. He amassed significant wealth and created numerous magical wonders. The greatest of these were the Eyes of Raul. These arcane tattoos, applied below the eyes, conferred increasing benefits to the recipient as they advanced in rank and allowed Raul to share their senses. Using this network, Raul built a merchant empire and prospered until the deed to Tegel Manor found him. Raul continued to live vicariously through his agents but this was not enough. Delving into the dark secrets of the manor, Raul found ways to use the link forged by the Eyes of Raul to gain control of the recipients' minds, enhancing his own mental abilities. Raul's body may no longer draw breath but his mind now spans a network of hosts; can he ever be said to truly die?

Raul's many agents have faint lines atop their eyelids or around their eye sockets. This is the only outward sign of a creature's possession in the hive mind and is the only way to infest another creature and add it to the hive mind. A *dispel magic* spell cast against a 13th-level magic-user can erase the Eyes of Raul and free the agent.



Eyes of Raul Hive Network Agent, Male Human (Ftr9): HP 63; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1) or *+2 heavy crossbow* 1/2 (1d6+3); **Move** 12; **Save** 6; **AL** C; **CL/XP** 9/1100; **Special:** immune to charm and fear, spell-like abilities. **Spell-like abilities:** at will—*detect magic*, *magic missile*; 3/day—*ESP*, *hold person*, *polymorph self*, *suggestion*; 1/day—*dispel magic*, *phantasmal force*.
Equipment: *+2 chainmail*, *+1 longsword*, *+2 heavy crossbow*, 20 bolts.

Liam Von Rump (William Steffen)

Liam was renowned as a sorcerer since casting his first spell at age 6. Growing up in the wealthy manor festered somewhat of a haughty streak in him, however, and his studies soon turned to evocation and the darker arts. As an adult, he gained a reputation for seducing the daughters of noblemen up and down the coast, but was never actually caught in the act due to his sorcerous power. Despite all of this, he was an avid patron of the temple of Thor.

He was known to have had several bloody run-ins with the clergy of Tsathoggus, always coming out the victor. He was rumored to have disappeared after performing a dreadful ritual to summon an outer entity to combat Tsathoggus. His empty grave has a memorial stone engraved in draconic: "No Body Lies Within, For Still I Roam."

Liam Von Rump, Male Ghost: HD 7; **HP** 40; **AC** 0[19]; **Atk** withering touch (1d8); **Move** 12 (fly); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better magic or silver weapon to hit, horrifying visage (60ft radius, save or flee as *fear* spell), possession (3/day, assumes control of target within 5ft, save resists, *dispel evil* or death of host removes spirit), spells (4/2/2).



Spells: 1st—*charm person*, *detect magic*, *magic missile* (x2); 2nd—*phantasmal force*, *web*; 3rd—*dispel magic*, *lightning bolt*.

Jeffrey the Jaded Rump (Jeff Scifert)

Jeffrey "the Jaded" Rump was a consummate mage and manipulator who infiltrated high society's ranks to charm and influence the powerful into furthering his goals. A master of disguise, he adopted new personas as easily as others slip on a pair of boots, able to disappear if his plans were uncovered, only to reappear under a new persona elsewhere to continue his schemes. His pastime was eugenics, manipulating bloodlines to breed magically-gifted individuals who were loyal to him. His cultists still exist today, hidden within the ranks of society waiting to enact their nefarious leader's plans. Because of the Rump curse and a failed dark ritual, Jeffrey is now a lich shade, haunting Tegel Manor as an Unsettled Rump. Jeffrey is relatively passive and flees obvious danger, unless a spellcaster is present, in which case he flies into a violent rage, attacking without remorse or concern for his safety.

Jeffrey the Jaded Rump, Lich Shade: HD 11; **HP** 79; **AC** 6[13]; **Atk** 2 claws (1d6 + chill); **Move** 9; **Save** 4; **AL** C; **CL/XP** 14/2600; **Special:** chill (save or dazed for 1 round), death throes (crumbles into *dust of sneezing and choking* upon death), magic resistance (22%), resist cold and electricity (50%), spell leech (50ft radius, save or attempted spells are lost; lich shade can cast absorbed spell on next turn, turn energy into magic missile [1d6 damage per 2 levels of original spell], or gain hit points equal to spell level x 4). (***The Tome of Horrors Complete*** 360)





Rhona Rump (Kim George)

A white witch who wielded the silver hammer of Bahm. She fought many years against the encroaching evil of the old family estate before finally succumbing to its evils. Her afterlife malevolence is in keeping with the haunts of the home, though the goodness that was her living self shines through in many cases and she often merely stands to warn away trespassers or provide helpful hints to those who have become lost in the manor's twisting corridors.

Rhona Rump, Female Ghost: HD 8; **HP** 54; **AC** 0[19]; **Atk** withering touch (1d8); **Move** 12 (fly); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic or silver weapon to hit, horrifying visage (60ft radius, save or flee as *fear* spell), possession (3/day, assumes control of target within 5ft, save resists, *dispel evil* or death of host removes spirit), spells (4/2/2).
Spells: 1st—*light*, *hold portal*, *magic missile*, *protection from evil*; 2nd—*continual light*, *phantasmal force*; 3rd—*hold person*, *suggestion*.

Kerion D'arcangeli (Stephen "Guppy" Getty)

Kerion D'arcangeli was an eccentric among eccentrics. He placed great weight on the phrase, "If you look too long into the Abyss, the Abyss also looks into you." As such, he removed his eyes and replaced them with electric blue glowing permanent *wizard's eyes* that could be upgraded with protective magics as needed. Although this helped his arcane planar studies immensely, many people found it unnerving. As such, when in public, he wore eye covers of his own design. This didn't really make people feel better around him; if anything, the blue glow around the edges only made people more uneasy.



Kerion D'arcangeli, Male Human Magic-User (MU13): HP 37; **AC** 2[17]; **Atk** *+1 staff* (1d6+1); **Move** 12; **Save** 5; **AL** N; **CL/XP** 14/2600; **Special:** +2 save vs. spells, wands and staffs, spells (5/5/5/4/4/2).
Spells: 1st—*charm person*, *detect magic*, *hold portal*, *magic missile*, *sleep*; 2nd—*darkness 15ft radius*, *detect invisibility*, *invisibility*, *mirror image*, *wizard lock*; 3rd—*dispel magic*, *fireball*, *fly*, *lightning bolt*, *slow*; 4th—*confusion*, *dimension door*, *ice storm*, *wall of fire*; 5th—*animate dead*, *hold monster*, *magic jar*, *teleport*; 6th—*anti-magic shell*, *geas*.
Equipment: *bracers of defense AC 2[17]*, *+1 staff*, *ring of alien geometries*, *wizard's eyes*
Note: Kerion has replaced his eyes with the magic item *wizard's eyes*.

Medium Miscellaneous Magical Item
Wizard's Eyes

These small orbs are just over 1 inch in diameter and glow a dim blue. They are etched with miniscule and tightly packed arcane runes. In order to use this set of magic items, you must surgically remove your eyes and implant these orbs in their place.

While you continue to possess the eyes, you have normal vision and darkvision out to a distance of 60ft. In addition, you can cast *detect magic*, and the eyes can function as a *gem of seeing* once per day.

The wearer can be blinded if they cross into a magical field that negates magic. The eyes can be removed at will, but the wearer takes 2d6 points of damage.

Ring
Rings of Alien Geometries

This magic ring is actually two crystal rings carved in a maddening number of facets. Connecting both is a very short silver chain, short enough that the rings cannot be worn save on adjacent fingers.

The wearer can cast *dimension door* at will. However, there is a cumulative 20 percent chance each time the ring is used that the alien dimensions traveled through deal 4d6 points of damage to the wearer (save for half). Once damage is dealt, the chance returns to zero.



Undead Orchard Keeper (Scott Kehl)

The orchard keeper is a hunched undead covered in fine vines and leaves that appear as if they were the hair that the corpse once had. Slung over its back is a knapsack that is filled with magical fruits and bizarre fungi, and the orchard keeper keeps which is which to himself. The undead appears wild and eccentric, almost as if possessed of a bizarre affinity for the perverse nature that it seems to sprout wherever it decides to take up residence.

While it carries a staff, it shares some similarities with ghasts in that its claws can paralyze its foes. There, however, the similarities end.

Undead Orchard Keeper: HD 11; **HP** 78; **AC** 2[17]; **Atk** 2 claws (1d6 + paralysis), bite (1d8); **Move** 15; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** paralyzing touch (3d6 turns), resist turning (75%), stench, spell-like abilities.
Spell-like abilities: 3/day—charm person, insect plague, plant growth, polymorph self;
Equipment: magical knapsack (can conjure any item he wishes; functions only for orchard keeper)



Ragged Kew Rump (Kyle Walker)

Purveyor of puns and pranks, Ragged often both entertained and annoyed other Rump family members. His fondness for stuffed toys encouraged hours of recreation in the playroom until the unpleasant "biting toy" incident. After that, the pranks worsened, and his fate remains unknown to this date but a boy's giggling or guffawing, possibly his, can still be heard in nearby proximity to the playroom.

Ragged Kew Rump, Male Undead Human: HP 72; **AC** 4[15]; **Atk** bite (2d4); **Move** 12; **Save** 4; **AL** C; **CL/XP** 12/2000; **Special:** aura of sobs (10ft radius, save or flee as *fear* spell), steal voice (5ft radius, can mimic voice at any time, target must save or lose voice for 1 hour; *remove curse* ends duration).



Roka Rump (Terry Demeter)

Adorned in ancient, battle-scarred armor emblazoned with the Rump Family crest and brandishing a large, spiked flail upon his right shoulder, the noble features of this rather long-haired gentleman known as Roka Rump, may at first glance appear to be sincere and charming.

However, the deep chestnut eyes, the thick coarse mustache, and goatee do very little to hide an obvious, maniacal penchant for fiendish brutality and perverse might.

Closer inspection of the portrait for this particularly loathsome member of the Rump family (who was disavowed on several occasions after his numerous "atrocities" were exposed), reveals vicious, almost canine-like teeth and devilish eyes that threaten to pull the viewer into the abyss itself.

Those casting their gaze upon the painting are left with a tangible sense that Roka Rump may have actually been devoid of anything resembling true humanity, and most likely would have loved nothing more than to dominate, destroy, and devour the very heart and soul of anyone whose shadow crossed his dreadful path.

Roka Rump, Male Human Undead Knight: HP 72; **AC** 2[17]; **Atk** +2 *flail* (1d8+2 + unholy smite); **Move** 12; **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** immunities (charm, disease, and fear), spells (4/4/4/4/4/1) unholy smite (1d4 additional damage for every spell slot expended).
Spells: 1st—*cure light wounds*, *detect evil*, *detect magic*, *protection from evil*; 2nd—*bless*, *hold person* (x2), *silence 15ft radius*; 3rd—*cure disease*, *prayer*, *remove curse*, *speak with dead*; 4th—*cure serious wounds* (x2), *protection from evil 10ft radius*, *sticks to snakes*; 5th—*commune*, *finger of death* (x2), *insect plague*; 6th—*blade barrier*.
Equipment: *+1 plate mail*, *+2 flail*.



Ryhlen Rump (Douglas Zielsdorf)

Born the illegitimate son of a Tegel scion, Ryhlen was deposited upon the steps of the manor shortly before his mother hung herself from a nearby tree limb. Never properly acknowledged, though unquestionably accepted, he drifted on the periphery of the Rump family for the entirety of his lifetime. Never known to utter a solitary word in more than three decades of life, Ryhlen earned the nickname of Ghost long before his disappearance. None however seemed shocked by his apt return, and his shade has been known to skulk through the halls of the manor occasionally whispering dread secrets to some — often in surreal nightmarish dreams.

Ryhlen Rump, Ethereal Shade: HD 9; **HP** 65; **AC** 1[18]; **Atk** icy touch (2d6) or befuddlement; **Move** 9; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** +1 or better magical weapons to hit, befuddlement (wraps around head of victim, save or *confusion*), dream slave (if a character would be killed by psychic blast, Ryhlen can instead *charm* the target as a servant), immune to sleep, psychic blast (3/day, 30ft radius, 2d6 damage and stunned for 1 round, save for half damage and avoid stun), spells (4/3/2/1). (***Monstrosities*** 160)
Spells: 1st—*hold portal*, *magic missile* (x2), *sleep*; 2nd—*darkness 15ft radius*, *ESP*, *pyrotechnics*; 3rd—*hold person*, *suggestion*; 4th—*dimension door*.



The Fiend (Michael Badalato)

This particular haunt of the manor is a devil straight out of hell. Quick to offer you a deal, he always promises a seafood buffet with broiled king crab, fresh oysters, clam strips, and swordfish but never manages to deliver on the deal. A collector of sorts, he is believed to be tied closely to the curse of Tegel manor itself, sent straight from hell to administrate the consumption and sale of souls trapped within its unholy walls.

The Fiend, Demonvessel: HD 9; **HP** 66; **AC** 2[17]; **Atk** 2 claws (1d8), horns (2d4); **Move** 12; **Save** 6; **AL** C; **CL/XP** 12/2000; **Special:** +1 or better magic weapons to hit, control non-intelligent undead, darkvision 120ft, immune to charm and sleep, magic resistance (10%), resistances (cold, fire, lightning) (50%), spell-like abilities. (***Monstrosities*** 115)
Spell-like abilities: at will—*detect magic*, *ESP*, *fireball*; 3/day—*dimension door*, *hold person*, *locate object*, *silence 15ft radius*, *wizard eye*; 1/day—*contact other plane*.

Loscann and "Mam" Dian

This mad couple is thought to be near the root of incursions by Tsathoggus' cult in the region. Their relations with the Rumps date back many centuries. They arrive with a bit of charm and wit and ply the locals with bread and wine. The next thing anyone knows, the region is hip deep in frog cults, plagues, and curses. The only thing anyone can say is that it's always fun while the good times last and a little less fun when you awaken to a horrible headache about to be sacrificed on a primordial altar out in the swamp.



Loscann, Male Human Priest of Tsathoggus (Clr8): HP 43; **AC** 5[14]; **Atk** mace (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** +2 save vs. paralyzation and poison, control undead, plague of frogs (summon 1d4 giant frogs if within 100ft of body of water; frogs arrive within 1d4 rounds), spells (2/2/2/2/2).
Spells: 1st—*cure light wounds* (x2); 2nd—*hold person*, *silence 15ft radius*; 3rd—*prayer*, *remove curse*; 4th—*cure serious wounds*, *neutralize poison*; 5th—*finger of death*, *insect plague*.
Equipment: chainmail, mace, unholy symbol of Tsathoggus, small relic of a frog.

"Mam" Dian, Female Human Priestess of Tsathoggus (Clr7): HP 36; **AC** 5[14]; **Atk** mace (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** +2 save vs. paralyzation and poison, control undead, plague of frogs (summon 1d4 giant frogs if within 100ft of body of water; frogs arrive within 1d4 rounds), spells (2/2/2/1/1).
Spells: 1st—*cure light wounds*, *detect magic*; 2nd—*bless*, *hold person*; 3rd—*locate object*, *speak with dead*; 4th—*cure serious wounds*; 5th—*create food*.
Equipment: chainmail, mace, unholy symbol of Tsathoggus, pendant with amber jewel (60gp).

The Chu"Lich" Family



Beware their stare! Wete the wicked Wizard impedes your movement through achy joints. Bom the bearded barbarous Bard causes long hair growth over your entire body. Feter the fearsome Father blisters your hands and causes your weapon to drop. Malberta, mischievous Mom, makes you glow like a beacon.

The Chu"Lich" family are all liches with additional abilities as noted below:

Wete, Bom, Feter, and Malberta, Chu"Lich" Family Members, Liches: HD 12; **AC** 0[19]; **Atk** hand (1d10 + automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 15/2900; **Special:** appearance causes paralytic fear (below 4HD flee in terror), hide in false flesh (lich flesh masked by magic, appears as elderly male, does not cause fear while active), touch causes automatic paralysis (no save), spells (4/4/4/3/3). (***Monstrosities*** 294)

Spells: 1st—*charm person*, *magic missile* (x2), *sleep*; 2nd—*darkness 15ft radius*, *detect invisibility*, *ESP*, *invisibility*; 3rd—*clairvoyance*, *fly*, *invisibility 10ft radius*, *lightning bolt*; 4th—*ice storm*, *polymorph self*, *wizard eye*; 5th—*animate dead*, *passwall*, *teleport*.

The liches have the following additional abilities:

Wete: Undead within 30ft of Wete get a +1 bonus to hit and saves. Also, once per day, Wete can target a single character within 30ft with a curse (save avoids). Whenever the target fails an attack roll or saving throw, they take 6d6 points of damage as their bones crack from stress.

Bom: Any undead creature within 30ft of Bom can make an additional ranged melee attack against any creature within the undead's range.

Feter: Three times per day, Feter can cast *heat metal*. He can also summon **1d4+1 insect swarms** that appear within 60ft of Feter.

Insect Swarm: HD 3; **AC** 7[12]; **Atk** swarm (1d6); **Move** 3; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** immune to all but blunt weapons.

Malberta: She has the following additional spells. 3/day—*bless*. 1/day—*geas*.

Appendix II: Creatures

This appendix contains those creatures found in the halls and dungeons of the Tegel Manor adventures.

Astral Ronin

Hit Dice: 14
Armor Class: 4[15]
Attacks: longsword (1d8+2), short sword (1d6+2)
Saving Throw: 3
Special: +1 or better magic weapons to hit, +3 to-hit bonus, spell-like abilities, *teleport*.
Move: 12
Alignment: Chaos
Number Encountered: 1 or 2
Challenge Level/XP: 16/3200

Unlike other warlike races of the multiverse that gather in large numbers under a common banner, astral ronins wander alone between worlds working for the highest bidder until they find a better agreement with someone else. They are rarely found in numbers greater than one or two but when encountered in larger numbers, there is generally great trouble brewing. Often overweight and lazy, the astral ronin do their very best to get the most out of their agreements without doing much actual work. However, when irritated or cornered, they are dangerous foes. Preferring to use their intellect or charms to gain advantage over foes, they resort to brutal strength when they become impatient or feel their eloquent quips and sharp wit are unappreciated.

Once per day, they may use their limited teleport ability to move away from their current location, shifting them a few feet or to another plane with the same amount of mental effort. Astral ronin can use various spell-like abilities. They can be hit only by magic weapons and gain a +3 bonus to strike opponents.

Astral Ronin: HD 14; **AC** 4[15]; **Atk** short sword (1d6+2) and longsword (1d8+2); **Move** 12; **Save** 3; **AL** C; **CL/XP** 16/3200;
Special: +1 or better magic weapons to hit, +3 to-hit bonus, spell-like abilities, teleport (1/day).
Spell-like abilities: at will—*light*, *magic missile*; 2/day—*polymorph self*, *shield*, *sleep*; 1/day—*darkness 15ft radius*, *detect invisibility*, *ESP*.

Chain Devil

Hit Dice: 8
Armor Class: 2[17]
Attacks: 4 chains (2d4)
Saving Throw: 8
Special: +1 or better magic or silver weapons to hit, control chains, darkvision (60ft), immune to cold, regenerate, unnerving gaze
Move: 12
Alignment: Chaos
Number Encountered: 1, 1d4+2
Challenge Level: 11/1700

The deathly pale chain devil's pale form is covered in jagged scars. It stands 6ft tall, but its slender frame supports 4 barbed chains that slither about its body like living creatures. The chain devil can control any chains within 20ft, causing them to grow and strike at enemies within 20ft. The barbed chains tear into the flesh of the chain devil as they move, but the creature regenerates any damage (2 hit points per round).

Anyone meeting a chain devil's gaze often sees that it wears the face of a departed loved one or a despised enemy. A creature failing a saving throw is unnerved by the chain devil's appearance and suffers a –1 to hit and saves for the duration of the encounter. Chain devils are immune to cold.

Chain Devil: HD 8; **AC** 2[17]; **Atk** 4 chains (2d4); **Move** 12; **Save** 8; **CL/XP** 12/2000;
Special: +1 or better magic or silver weapons to hit, control chains (4 chains within 20ft), darkvision (60ft), immune to cold, regenerate (2hp/round), unnerving gaze (30ft radius, –1 to hit and saves, save resists).

Gargantuan Wolf of Garm

Hit Dice: 18
Armor Class: 5[14]
Attacks: bite (3d8 + swallow)
Saving Throw: 3
Special: *dimension door*, swallow
Move: 18
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 20/4400

Nowhere on the Material Plane is there a larger and more fierce wolf than in the subterranean chambers below a Garm temple. The gargantuan wolf of Garm is a magically created creature manifested especially for the trials and tests of Garm's followers and punishment of those who oppose the order. Although it looks like a traditional wolf in most ways, two distinguishing features separate it from smaller versions of the creature. It is 40ft in length and stands 15ft at the shoulder. Its unblinking eyes glow a cold blue fire, intensifying when in battle.

Most of the time, these creatures reside with their deity at the edge of Niflheim but travel to the Material Plane when summoned to test monks in the Trial of Garm or to slay trespassers or the unfaithful. When they arrive on the Material Plane, they spend one combat round constituting their shadowy form into flesh and blood. If their Material Plane form is slain, they disappear completely, safely returning to Garm at his post at the Hel-Gate. The wolf returns to its plane when it is no longer needed, after eliminating all opposition, or if inactive for more than 30 minutes.

Each monstrous bite has a chance to swallow its prey whole. It is said that the Garm wolf can swallow an entire group of humans in less than a minute. If the wolf's roll is more than 10 points higher than the number needed to hit, the character must make a saving throw or be swallowed. The prey takes 1d10 points of damage per round. If a swallowed creature does 25 points of damage to the wolf's insides, the beast expels the annoying morsel(s) from its belly in a violent cough of vomit and bile.

Once per round, the massive wolf can shift its form to any space capable of holding its massive body.

Gargantuan Wolf of Garm: HD 18; **AC** 5[14]; **Atk** bite (3d8 + swallow); **Move** 18; **Save** 3; **AL** C; **CL/XP** 20/4400;
Special: *dimension door* (1/round, as spell), swallow (if to-hit roll is 10 points higher than needed score, automatic 1d10 damage, save avoids).

Hellbender

Hit Dice: 8
Armor Class: 2[17]
Attacks: 2 fiery claws (1d8 + 1d6 fire)
Saving Throw: 8
Special: fiery pulse, immune to fire, resist acid and poison
Move: 9/9 (burrow)
Alignment: Chaos
Number Encountered: 1, 1d4, 2d6
Challenge Level/XP: 9/1100

An extremely scarce planar creature that looks somewhat like a cross between a salamander and a toad, the hellbender rarely leaves its natural plane willingly. The fiery clawed creature is usually enslaved and transported to a location where their special talent can be exploited: Their massive, intensely hot claws drip fire and are capable of melting rock and stone quickly. They are weak-minded and finish whatever tunneling task they begin without considering other options. Their steely chitin hide protects them from rock slides and tunnel collapses, but when they become trapped within tons of rubble, they use their fiery pulse to burn their way out.

If the malevolent hellbender becomes idle, it looks for something to eat or kill. Hellbenders turn on each other or other nearby creatures if they're not digging or tunneling. Hellbender masters often think twice about enslaving hellbenders once their work is done.

Hellbender: HD 8; **AC** 2[17]; **Atk** 2 fiery claws (1d8 + 1d6 fire); **Move** 9 (burrow 9); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** fiery pulse (3/day, 20ft radius, fiery blast, damage equals half creature's current hit points, save for half), immune to fire, resist acid and poison (50%).

Medooza

Hit Dice: 10
Armor Class: 6[13]
Attacks: pseudopod (2d6)
Saving Throw: 5
Special: corrode stone and steel, devour, gaze turns to stone, resistances (acid, cold, fire)
Move: varies (see text)
Alignment: Neutrality
Number Encountered: 1, 1d2+1
Challenge Level/XP: 13/2300

The medooza is a perverse mixture of a medusa and a grey ooze that appears to be a medusa with serpent hair and colorless skin. Those unlucky enough to get a closer look find that the creature drips and oozes pieces of its form as it moves. Small and large bits of oozing matter fall from the form at random or when it is struck. These fallen pieces seek to rejoin to its form, ever moving in the direction of its main body. Detached pieces do not attack foes but are always moving toward other pieces of itself.

Anyone staring at a medooza must make a saving throw or turn to stone. The medooza immediately sets upon petrified victims to consume them. The medooza releases an acidic spray that softens the hardened victim before it flows around and devours them within 1d6+1 rounds. The corrosive fluid does 1d6 points of damage to any living being, stone, or metal it touches, and can be used to burrow through rock and stone.

A medooza matches the movement of the fastest creature fleeing from it, which might allow it to easily catch slower-moving creatures if they can't match the speed of their comrades.



Medooza: HD 10; **AC** 6[13]; **Atk** pseudopod (2d6); **Move** varies (matches fastest target's speed); **Save** 5; **AL** N; **CL/XP** 13/2300; **Special:** corrode stone and steel (softens objects to devour, 1d6 damage), devour (destroy softened objects in 1d6+1 rounds), gaze turns to stone (save avoids), resistances (acid, cold, fire) (50%).

Sacerdotal Tsathar

Hit Dice: 10
Armor Class: 3[16]
Attacks: weapon (1d8) and bite (1d4) or 2 claws (1d6) and bite (1d4)
Saving Throw: 5
Special: +1 or better magic weapons to hit, amphibious, leap, slimy, spells
Move: 12/12 (swim)
Alignment: Chaos
Number Encountered: 1, 1d4
Challenge Level/XP: 11/1700

Sacerdotal tsathar are imbued with divine abilities far greater than any others of their race. They appear to be oversized tsathar, with most standing between 7ft and 8ft tall. These rare creatures often serve as high priests among the tsathar. They cast spells as a 10th-level cleric. They have the same abilities as a normal tsathar, plus they can be hit only by magic weapons.

Sacerdotal Tsathar: HD 10; **AC** 3[16]; **Atk** weapon (1d8) and bite (1d4) or 2 claws (1d6) and bite (1d4); **Move** 12 (swim 12); **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapons to hit, amphibious, leap (30ft leap), slimy (escape most confinement), spells (3/3/3/3/3).
Spells: 1st—*cause light wounds* (x2), *detect magic*; 2nd—*bless*, *hold person*, *silence 15ft radius*; 3rd—*cause disease*, *prayer*, *speak with dead*; 4th—*cause serious wounds* (x2), *protection from good 10ft radius*; 5th—*create food*, *finger of death*, *insect plague*.



Stone Delver

Hit Dice: 12
Armor Class: 2[17]
Attacks: 2 claws (1d8)
Saving Throw: 3
Special: charge, healing
Move: 12/12 (burrow)
Alignment: Chaos
Number Encountered: 1, 1d6, 3d6
Challenge Level/XP: 12/2000

A grotesque horror that tunnels through the underground with its four powerful arms, the stone delver constantly searches for more prey to feed its insatiable hunger. The creature stands on its short back legs when it tunnels, using its four arms and razor-sharp claws to dig through earth and stone. However, it can travel on all six limbs quickly, often rushing foes in a silent charge that grants it a +1 bonus to attack with its claws. Any creature caught in its path must also make a saving throw or be knocked prone. The stone delver's carapace is as hard as granite, shielding it from rock slides and tunnel collapses.

Although it primarily survives on flesh from plentiful subterranean races, it is always searching for gems to consume. The valuable crystals have a regenerative power, restoring lost hit points or healing damage within a few hours after consumption. The stone delver regains 1d6 hit points per 100gp value of the gems it devours. The stone delver can be distracted by gems if thrown or displayed by characters. Deep within the ground, the stone delver's lair often has a hidden hoard of raw and uncut gems.



Stone Delver: HD 12; **AC** 2[17]; **Atk** 2 claws (1d8); **Move** 12 (burrow 12); **Save** 3; **AL** C; **CL/XP** 12/2000; **Special:** charge (+1 to hit with claws, save or knocked prone), healing (1d6 hit points restored per 100gp value of gems devoured).

Appendix III: Startling Statues

Several statues are already described in this work, but the Referee may desire to replace them with others or imbue yet more with some kind of enchantment. Upon encountering a magical statue, roll 1d4 for the horizontal column and 1d8 for the vertical column and cross-index to determine the type of statue from the four categories (human, animal, monster or grotesque). Once the statue's form is determined, roll 1d12 for the horizontal column and 1d8 for the vertical column and cross-index again for any magical effect. Most statues function only one time. If combat stats are needed, they are treated as an **animated object** but can be adjusted to have more hit points for large statues or whatever else feels appropriate.

Animated Object (Statue): HD 3; **AC** 5[14]; **Atk** strike (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (***Monstrosities*** 13)

Startling Statues

(Roll 1d4 for category and 1d8 for appearance)

1d8	Appearance			
	1. Human	2. Animal	3. Monster	4. Grotesque
1	Knight	Canine	Griffon	Hunchback
2	Priest	Feline	Humanoid	Skeletal
3	Lady	Reptile	Giant class	Zombie
4	Nobleman	Frog type	Draconic	Gargoyle
5	Wizard	Ape	Centaur	Jester
6	Hermit	Ursine	Demon	Defaced
7	Man-at-arms	Rodent	Sphinx	Extra limbs/eyes
8	Nude	Avian	Harpy	Contorted

1d12	
1	Raises[1]
2	Lowers[1]
3	Casts Spell of[4]
4	Gives Scroll of[4]
5	Advises
6	Asks
7	Shape changes to[2]
8	Polymorphs character to[4]
9	Points Towards
10	Gives Map of
11	Part Missing[3]
12	Casts Curse on[5]

[1] Permanent (except roll of 8).
[2] Average creature as per ***Monstrosities*** from **Frog God Games**.
[3] Finding and restoring a missing part of the statue results in the following actions (1d6):

1	Shape changes and serves replacer for 1d20 days.
2	Attacks replacer.
3	Casts spell at replacer (as per column 3.).
4	Gives replacer 1d10 pieces of jewelry, valued at 1d4 x 100 gp apiece.
5	Destroys replacer's most precious carried or worn item (avoid with DC 19 Dexterity saving throw).
6	Grants replacer one *wish*.

[4] As *polymorph other* spell (save avoids).
[5] Nature of curse is left to the Referee (blindness, deafness, 50% chance to miss, etc.)
[6] 25% of sum needed for next level.
[7] Raises +1 to hit; lowers –1 to hit (effect ends after 24 hours).

1d8	Raises/ Lowers	Casts Spell of/ Gives Scroll of	Advises/ Asks	Polymorph character to	Points Towards/ Gives Map of	Part Missing/ Casts Curse on
1	Strength	Sleep	Location	Orc	Treasure	Eye
2	Dexterity	Fear	Name	Troll	Monster	Nose
3	Constitution	Strength	Nearby Threat	Stone Giant	Village	Ear
4	Intelligence	Lightning Bolt	Purpose	Efreeti	Trap	Hand
5	Wisdom	Suggestion	Origin	Giant Frog	Exit	Foot
6	Charisma	Geas	Riddle	Blink Dog	Sea	Arm
7	Experience[6]	Hold Person	Poem	Stone Golem	Passage	Leg
8	To hit[7]	Raise Dead	Directions	Giant Weasel	Random	Finger

Appendix IV: Terrible Traps

Traps may be encountered at several locations as indicated on the Referee's map of the manor. Those found in keyed rooms are usually described. Referees can roll for the rest on the **Terrible Traps** table below or chosen as appropriate.

Terrible Traps

1d20	Trap Type
1	Crossbow trap
2	Fall stone blocks
3	Scything blade
4	Swinging block
5	Moving executioner statue
6	Green slime
7	Brown mold
8	Yellow mold
9	Hypnotic brazier
10	Fire breathing suit of armor
11	Disembodied hands with chilling touch
12	Disembodied hands with vampire's touch
13	*Animate Objects* Trap
14	*Magic mouth*
15	Animated fresco
16	Commanding visage
17	Rot grubs in decaying bodies
18	Room full of diseased corpses
19	Malevolent mirage
20	Rapid rot

Animated Fresco

A horrible fresco animates, causing all who see it to make a saving throw. Those who fail drop whatever they are holding and become frightened for up to one minute. While frightened, a creature must flee from the fresco by the safest available route, unless there is nowhere to move. A creature that ends its turn in a location where it does not have line of sight to the fresco may make another saving throw to end the effect on a success. After animating, the fresco cannot animate again for 24 hours.

Animate Objects Trap

When one or more creatures enter the trapped region, up to 11 daggers or 5 short swords animate and attack. The flying weapons attack as 3HD creatures, and can move up to 30ft in a round. The daggers do 1d4 points of damage with a strike, while the short swords do 1d6 points of damage. Each weapon is AC 7[12] and is destroyed if it takes 18 points of damage. Casting *dispel magic* on a weapon causes it to revert to an inanimate state for one hour.

Commanding Visage

When a creature approaches within 10ft of large stone visage, it commands the creature to drink the vial of poison lying on a pedestal. The target of the command must make a saving throw or attempt to comply. A creature that succeeds on the saving throw is immune from further commands from this face. There is a 50% probability that the stone face has 100gp gems for eyes.

Crossbow Trap

When a creature steps on a pressure plate, or trips another type of proximity trigger, 1d6 crossbows fire at random creatures within a 10ft-by-10ft area around the trigger. The crossbows attack as 4HD creatures. A target takes 1d6+1 points of damage per hit. The crossbows are hidden in the walls and usually concealed by wooden paneling. The trap can be disabled by wedging the pressure plate or blocking the bolt holes.

Disembodied Hands

When a creature enters a room guarded by this trap, a pair of spectral hands appear and target it. Up to six pairs of hands may appear, one per creature in the area. The hands chase their target as long as the target is within the room. The hands are considered 5HD creatures. On a successful hit, the target takes 1d6 points of damage. The hands vanish once they strike a target.

Disembodied Hands with Chilling Touch

When a creature enters a room guarded by this trap, a pair of spectral hands appear and target it. Up to six pairs of hands may appear, one per creature in the area. The hands chase their target as long as the target is within the room. The hands are considered 5HD creatures. On a successful hit, the target takes 2d6 points of cold damage. The hands vanish once they strike a target.

Falling Stone Blocks

When a creature steps on a pressure plate, several stone blocks fall from the ceiling in a 10ft radius around the creature. Each creature within the circle must make a saving throw. Those who fail the saving throw take 4d8 points of bludgeoning damage while those who succeed take half this amount.

Fire Breathing Suit of Armor

When a creature comes within 15ft of the armor, the armor releases a 15ft cone of fire. Each creature within the cone must make a saving throw. Those that fail take 4d6 points of damage while those who succeed take half as much. The trap recharges on a 5 or 6 on 1d6. A variant of this trap is a fireplace breathing sparks instead.

Green Slime

Green slime may hang from the ceiling, fall out of half-eaten furniture, be concealed in large ceramic pots, be in a fountain, or disguised as a potion in a chest, etc.

Green Slime: Any metal or organic substance green slime touches begins to turn to green slime (saving throw avoids). It can be killed with fire or extreme cold, and the transformation process can be arrested with a *cure disease* spell. (***Monstrosities*** 228)

Hypnotic Brazier

This brazier may stand in something resembling an elaborate ritual chamber — with candles, diagrams, tapestries, and idols. Its magical flames create a hypnotic pattern. Any creature that looks upon it must succeed on a saving throw or be hypnotized by the brazier. A hypnotized creature may attempt a new saving throw at the end of each of its turns. Once it succeeds on a saving throw, the creature is immune to the brazier's hypnosis for 24 hours. A hypnotized creature makes every effort to get amid the brazier's flames as quickly as possible. Each round that a creature spends in the fire, it takes 3d6 points of fire damage. *Dispel magic* dampens the hypnotic pattern for 1 round, giving any hypnotized creatures a chance to make another saving throw.

Magic Mouth

When a creature comes within 30ft of the *magic mouth*, it cries loudly for help. Make three random monster checks. The *magic mouth* then becomes inactive for one hour. A variant of this trap also casts *wizard lock* on all exits.

Malevolent Mirage

A wondrous hypnotic illusion appears. Any creature seeing the illusion must make a saving throw or enter the illusion. Within the area covered by the illusion may be spiked pits, fire, or any other form of dangerous area. The illusion can be seen through with a successful saving throw. The mirage could originate from an idol, fresco, statue, gemstone (1d3x100gp), etc.

Mold (Brown or Yellow)

Mold usually hides in decaying garbs, on a decomposing corpse, in a chest, on a tapestry covering a worm-eaten wardrobe, etc.

Brown Mold: HD n/a; **AC** n/a; **Atk** none; **Move** 0 (immobile); **Save** n/a; **AL** N; **CL/XP** 4/120; **Special:** drains heat (2d8 damage per round, no save). (***Monstrosities*** 335)

Yellow Mold: HD n/a; **AC** n/a; **Atk** 1d6 acid damage + spore cloud (50%); **Move** 0 (immobile); **Save** n/a; **AL** N; **CL/XP** 3/60; **Special:** poisonous spore cloud (10ft diameter, save or die), killed by fire. (***Monstrosities*** 336)

Moving Executioner Statue

If a creature comes within 5ft of the statue without depressing the bypass switch to disarm it, the statue makes a melee attack as a 6HD creature. On a hit, the target takes 2d6 points of damage. The statue continues to attack for as long as a target is within range and for as long as the statue is not destroyed or disarmed. A nearby bypass switch causes the statue to stop attacking. The statue is destroyed if it takes 25 points of damage (AC 4[15]). The statue may guard a pedestal with small gemstones of little value, or stand in a room resembling a shrine or temple.

Rapid Rot

A creature who touches the object protected by this trap must make a successful saving throw or it and all objects it is wearing or carrying instantly age 1000 years. For most creatures, this means instant death, leaving only gray, moldy dust. Once the trap is triggered, it cannot do so again for 24 hours.

Note: This trap is always linked to an item of great worth (1d6x500gp) that is usually prominently displayed and surrounded by grim reminders of death and decay. One example would be a solid gold bowl in a room full of graven stone skulls, dust, and moldy cobwebs, held by a statue of death personified.

Room Full of Diseased Corpses

The corpses are all diseased (see **DL4A**). Corpses may be in piles or placed elaborately in wooden thrones, hung on hooks, sitting in plush chairs, or arranged in any other arrangement. They are usually moldy and putrid, but some (25% probability) possess 1d3 pieces of jewelry, value 2d8x10gp. Finding any treasure requires touching the corpses.

Alas, any character touching a corpse must make a saving throw or contract the wasting disease. On a failed save, the character takes 1d6 points of damage every 10 minutes as his internal organs turn to goo.

Rot Grubs in Decaying Bodies

Bodies may be dead adventurers with a few useful items still on their bodies (20% probability), villagers, or just random corpses.

Rot Grub: HD 1hp; **AC** 9[10]; **Atk** burrow; **Move** 1; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** burrows to heart (1d3 turns). (***Monstrosities*** 401)

Scything Blade

Typically released by a trip wire, the scything blade can also be swung by a suit of armor. When the trigger is released, the scythe makes a melee weapon attack against a creature within 5ft as a 5HD creature. On a successful hit, the blade does 1d8 points of slashing damage. The tripwire can be noted with a saving throw, and the trap can be disarmed by carefully cutting the wire.

Swinging Block

If a creature places more than 20 pounds of force on a pressure plate then removes its weight, a large stone block swings across on metal chains. Any creature within 5ft of the trigger must make a saving throw. On a failed saving throw, the creature takes 4d6 points of bludgeoning damage. A creature that is moving normally feels the plate shift and can stop on it without triggering the trap with a saving throw. Disarming the trap once the trigger is detected requires a Delicate Tasks and Traps check with thieves' tools.

Appendix V: Eldritch Experiments

In a well-stocked laboratory, it is only natural that inquisitive characters might try their hands at alchemy, even if they lack the necessary knowledge. Since no fewer than five such places are described in this work (**Areas B16**, **E9**, **L6**, **DL4G**, and **DT-19** in the **Wilderness**), the following guidelines are provided.

Roll on the **Alchemical Substance Characteristics Table** below to determine substance parameters. A magic-user who rolls below his intelligence on 3d6 can identify its general effects. Mixing two or more substances requires a roll on the **Miscibility Table**. Again, a magic-user who rolls below his intelligence on 4d6 before making an attempt gives the character a good idea about the results. Although the mixtures created this way may be potent, 80% of them are also rather unstable and become ineffective in 1d6x10 minutes.

Alchemical Substance Characteristics

1d10	Contained In	State	Color	Activity[1]	Effect
1	vial	liquid	chromatic	inert	harmless
2	tube	powdered	pastel	inert	harmless
3	globe	crystalline	compound	inert	foul taste/smell
4	jar	solid	white	bubbling	irritant
5	bowl	paste	black	fizzy	poison[2]
6	pan	(semi)gaseous	metallic	sparkling	disease
7	alembic	granular	transparent	flowing	pigment[3]
8	box	oily	hazy	churning	corrosive[4]
9	beaker	hardened	radiant	evaporating	beneficial[5]
10	flask	gelatinous	1d3 colors	melting	magical[6]

[1] If appropriate.
[2] Referee to determine application method and effect.
[3] Strong colorative effect on items/members who come in contact with it.
[4] 40% mild acid (1d3 damage), 40% normal acid (1d6 damage), 20% potent acid (3d6 damage), 1d4 doses.
[5] This could be anything, e.g. minor curative effect (1d4 hp), smoke generation when burnt, heightening/extending potions when mixed, neutralizing mild poisons, etc.
[6] Roll on the potion table. Application is typically ingested, inhaled, or topical. Alternatively, the Referee may invent new effects, e.g. growing the character's ears to double size or making a metal item rustproof. Since these aren't genuine magical mixtures, feel free to add a side effect or reduce effectiveness.

Miscibility Table

1d10	Result	Remains Effective	Catastrophe[3]
1	inert mixture	one remains	fire
2	inert mixture	both/all remains	explosion (3d6)
3	inert mixture	new effects (1d3)	explosion (6d6)
4	remains effective	increased duration	poison gas
5	remains effective	increased potency	*sleep gas*[4]
6	ruins equipment	reduced potency	*stinking cloud*
7	ruins materials	side effect	*acid fog*
8	catastrophe	changes state	*cloudkill*
9	magical, unstable[1]	changes color	rust gas[5]
10	magical, stable[2]	changes activity	demon summoned[6]

[1] A poison gas cloud spreads out to fill a 20ft space. Creatures caught in the cloud take 1d4 points of damage per round they remain in the area.
[2] Equivalent to *sleep* spell.
[3] Stinking cloud fills 30ft radius. Creatures caught in cloud attract double normal wandering monster encounters for 1d4+2 hours.
[4] Acidic fog cloud fills a 30ft radius space for 1d6+2 rounds, 1d6 damage per round, save for half damage.
[5] Turns inert in 2d10 minutes unless used.
[6] All iron items in a 20ft area rust to uselessness. Creatures carrying or wearing such items may make a saving throw for their items.
[7] Permanent item. The Referee may make up something entirely new such as a nugget of silvery material that turns a pool of water into glass, a balm that ignites when mixed with blood, dust that causes cold damage, etc.
[8] Guardian daemons are highly recommended.

Guardian Daemon: HD 8; **AC** –1[20]; **Atk** bite (2d6), 2 claws (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapons to hit, breath weapon (3/day, 30ft cone, 5d6 damage, save for half), immune to acid and poison and mind-affecting effects, limited domain (summoned to guard item or area), telepathy (100ft). (***The Tome of Horrors Complete*** 119)

Appendix VI: New Magic Items & Spells

Armor

Robe of the Devoted

The *robe of the devoted* is magically imbued to be as strong as plate mail against weapons. Once per day, the wearer of this magical robe may *commune* with his or her god. Wearers are immune to mind-influencing spells (such as *suggestion* or *charm person*).

Rump armor

This suit of *+1 plate mail armor* bears the name of Ribbonsor Rump the Rider, a famed jousting champion, etched into the insides of the greaves. While you wear this armor, you cannot be unseated from a horse against your will.

Artifacts

Book of Madness

Rivaling the *Book of Dark Vileness* in power and rarity, the *Book of Madness* was lost for centuries due to epic struggles between powerful wizards and priests. The artifact's power is as legendary as its maddening corruption of the minds of the weak. All but the greatest of intellects and the strongest of wills fail to resist its eventual destruction of sanity, succumbing to permanent mental collapse. Unfortunately, the maddened possessor continues to use the powers of the *Book of Madness* to wreak havoc on their enemies and any who seek to tear the artifact from their grasp.

Just gazing at the closed *Book of Madness* requires a saving throw. Those who fail recoil from the evil tome, refusing to go any closer than 10ft from it and never again wishing to glimpse its vile exterior. A character handling the tome for the first time has a 50% chance of going insane. The character who succumbs to insanity must make a saving throw. A success means the characters is insane for 1d10 minutes; failure means 1d10 hours. During this time, the insane character may not cast spells, use abilities, fight, or make saving throws. Additionally, the affected character suffers from one of the conditions on the **Conditions Table** below.

Conditions

1d20	Condition	Effect
1–2	Blinded	Unable to see until cured
3–14	Frightened	Save or flee any tense situation or melee; –2 to hit and saves with success
15–16	Incapacitated	Drop anything held in hands during melee
17–18	Paralyzed	Frozen in place during melee or stressful situations
19–20	Stunned	Frozen in place for 1d6+2 rounds during melee or stressful sitations

For those foolish enough to open the cover and peer into the book's contents, another save is required to prevent the worst effects of the evil tome. Those who fail the last check permanently lose 1d4 points of Wisdom and are struck with long-term insanity (as listed above, no save).

Any character who passes all three saves is now able to use the *Book of Madness* for his or her own purposes. However, the three saves must be made each month it is possessed. The book has several powerful abilities that are fully known the first time all three saves are passed:

Boons

Every magic-user and cleric spell (as determined by the Referee) can be found within the shifting pages of the *Book of Madness*. The possessor of the book can think of a known spell and turn to any page to find it. The spell appears on the selected page.

Spells cast directly from the book disappear for one month or until the next set of savings throws are made. After the possessor makes his saves, all "missing" spells reappear. Any spells cast from the book are not counted toward the number of daily spells allowed by the caster. Spells may be transcribed from the tome as a normal spellbook.

Those who successfully maintain possession of the book are granted a temporary 1d4 points to intelligence and wisdom (maximum 18) when the book is within their sight. The number of bonus intelligence and wisdom points are determined once after the three saves are passed and are rerolled after each subsequent set of successful saving throws. The player may choose to roll once for both abilities (taking the same bonus value for both) or roll separately for each ability. If they lose sight of the *Book of Madness*, the temporary points are lost until they see the tome again.

The last two pages of the *Book of Madness* are its most powerful feature. When a magic-using character (cleric or magic-user) opens to the book's last pages and describes a new spell or magical need that resembles a spell, the book transcribes an incantation that resembles the possessor's needs instantly onto the blank pages. If what is described is already a known spell, the book turns to a different page where the spell is shown. This ability can be used once per week.

Penalties

For each month the *Book of Madness* is possessed, its owner automatically ages one full year. Aging does not happen all at once, but evenly throughout the month. After several months of ownership, the possessor of the book has aged noticeably. Aging is not reversed after the caster loses or parts with the book; aging is permanent.

The possessor of the book also begins to have an unnatural dependence on the book, rarely letting it leave his sight or using it for the simplest of tasks. Any other being that looks at the book or wishes to touch it is considered a threat to be destroyed. Eventually, the possessor becomes a recluse, hiding with the book away from the prying eyes of others.

There is a 1% chance that whenever the *Book of Madness* is used to create a spell (see the **Boon** section), a deity or demon appears before the caster. Their reaction to being pulled away from their plane depends on many factors. Many a caster has been slain or enslaved by angering a deity while attempting to use the book. The book always remains where it was last used if the deity leaves with the caster.

The *Book of Madness* is more powerful than any one spell. For example, using a *locate object* or *wish* spell to find the book fails to work. The magical tome cannot be destroyed with any known damage type. Moving the book to a desolate plane of existence where it cannot be found is the best option to removing it from Sarthoggus' grasp.

Cauldron of Keridwen

This artifact is sacred to druidical orders, who stop at nothing to get it. Once per week, pure spring water poured inside the cauldron turns into an enchanted potion that allows an imbiber to regenerate 3 hit points per round for 12 hours.

Golden Plate Mail of Thor

Worn by a chosen paladin of the order of Thor during the destruction of the frog-god's original temple in the area, this gilded suit of plate mail was stored in a secret vault after the warrior's death. It is to be used again if needed to fight the return of the frog-god, worn by another chosen by Thor or one of his trusted priests.

Made of steel but covered in a magically gilded layer, this plate mail acts as *+2 plate mail*. It weighs only 30 pounds.

Boons

Blessed by Odin's son, the *golden plate mail of Thor* grants a temporary invulnerability to lightning attacks. Once per day, the armor makes the wearer immune to lightning damage (natural or magical) for 10 minutes. The wearer of the armor chooses when the invulnerability to lightning begins.

Once per day, the magical armor also bestows a temporary strength increase to the wearer for 10 minutes. When the wearer activates the ability, he or she gains 1d4+3 points in strength (maximum 18) for the allotted time. This ability cannot be used at the same time as the lightning invulnerability ability.

At all times, the wearer of the *golden plate mail of Thor* gains a +1 bonus to all saving throws.

Cursed Items

Globe of Devious Entrapment

A *glove of devious entrapment* looks like a 1ft-diameter glass orb filled with water. Its surface is cool to the touch. If you maintain contact for more than a round you must make a saving throw. If you fail, you shrink and are drawn into the orb. The water inside the orb is a gate to the Plane of Water, where you are sent.

The globe is AC 0[19] and takes 30 points of damage to crack. It is immune to acid, but takes double damage from blunt weapons. If it is cracked within 3 rounds of trapping a character, the character within reappears in the nearest unoccupied square.

Moonwort Scrowle

This cursed magic item is a venerable and mostly useless relic left behind by an insane wizard. It constantly reads itself and conjures hostile homunculi out of thin air. Up to three minor monstrosities may be in existence at one time. The homunculi are armed with poison-tipped spears and don't use their bites.

Homunculi (3): HD 2; **HP** 14, 12, 7; **AC** 6[13]; **Atk** spear (1d4 + poison); **Move** 6 (fly 20); **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** poison (1d6 damage, save avoids). (***Monstrosities*** 251)

Necklace of Strangulation

This cursed necklace appears to be expensive magical jewelry, but immediately tightens when placed on a character's neck. The necklace does 1d6 points of damage per round, and can be removed only with a *limited wish* or *wish*. The necklace remains around the victim's neck for about a month until the corpse decays enough for it to slide off.

Greater Miscellaneous Magical Item

Bracers of the Master Pugilist

These simple cloth hand and wrist wrappings are light brown in color and mottled with red specks. When first grasped, the cloth immediately attempts to wrap itself around the wrists and hands, until both are tied tightly to the wearer. The wearer immediately feels the sense of strength and power from the bracers and feels no need to use a weapon of any kind.

In combat, the wearer cannot use a weapon to attack. Instead, he strikes with his fists, dealing 2d4 points of damage plus any strength bonuses. If the wearer successfully strikes his foe, he may attack again in the round at a –3 penalty. The extra attacks continue until the wearer misses.

The bracers may not be used with other hand and forearm armors such as gauntlets or gloves.

The Demon's Dark Lullaby

Rumored to be constructed from the tears of demons and the skin of damned children, *The Demon's Dark Lullaby* at first appears to be a simple children's poetry book. However, each page of poetry has a different result when fully read aloud. Each of the 10 poems has a devastating effect, often leading to the demise of the reader, his or her friends, and sometimes absolute strangers. The pages are made with thick, unrefined vellum, and inked with a flowing, yet chaotic hand.

Poems

Page	Poem's Name	Effect
1	*This Little Doggy*	Summons a **hell hound** to arrive within 100ft of the reader, 50% chance searching for the reader.
2	*Monkey See, Monkey Do*	Summons a **carnivorous gorilla** to the reader's family home or the reader's current residence.
3	*What's in the Dark?*	A random person within 20ft of the reader switches places with a **shadow demon**. Killing the demon banishes the switched person to the Abyss forever.
4	*Ten Little Stitches*	A **flesh golem** appears directly behind the reader, looking to replace a missing limb with one of the reader's limbs.
5	*Here Kitty, Kitty*	The next time the reader is outdoors, a **manticore** appears to attack the reader and any of his or her companions.
6	*Short Tail, Long Tail*	The reader (50% chance) grows a short tail or a random person within 20ft grows a long, lion-like tail.
7	*Silly, Sticky, Slimy*	Summons a **gelatinous cube** or a **black pudding** to appear within 20ft of the reader.

Page	Poem's Name	Effect
8	*Washy Your Face and Hands*	The reader and any within 10ft are transported to a locale inhabited by an **otyugh**.
9	*Tiny Hands*	A random target within 20ft of the reader (including the reader) is cursed with tiny hands; their hands reduce to one-tenth their normal size.
10	*Far Away Places*	The reader and 1d4 random targets within 20ft are transported to the Abyss.

Although most of the effects of the poems appear to negatively impact the reader, any time a full poem is read, the reader is granted a +3 bonus to saving throws for 12 hours. Additionally, the poems have a 10% chance to deposit a powerful magical item within 20ft of the reader.

After each poem is read, its effects are erased (no repeating) until all 10 poems are activated. The book restores all the poems after the last one is read. The effects do not manifest unless the entire poem is read aloud.

Glove of Exsanguination

This glove is made of black leather cut from the back of a demon. It fits any hand, shrinking or growing as necessary. When the wearer makes a successful melee attack against a foe using the glove, the target takes 2d6 points of damage. The wearer may then pull his or her hand from the glove, leaving it in place on the victim. Each turn thereafter, the glove makes another attack on its own using the wearer's HD and deals the same damage if the attack is successful. All damage taken by the victim heals the glove's owner for the same amount. However, the attacker can never have more hit points than he originally started with. Additionally, the enemy stands rooted to the spot, unable to move or attack until he makes a successful Open Doors check to escape the glove. Only Chaotic creatures can wear the glove; all others take 1d6 points of damage (no save) per round they have it on.

Hat of Disguise

This magical hat allows the wearer to cast *polymorph self* at three times per day. The wearer can only assume humanoid forms and can be a foot shorter or taller, or fatter or thinner. The effect ends if the hat is removed.

Ordinal of Alchemy

This tome of knowledge grants magic-users who peruse the tome a permanent +1 intelligence bonus. In addition, an interested character may learn how to make the following concoctions:

Necrotic Dust: Requires incense worth 50gp per dose mixed with mummy dust. Once sprinkled on corpses, it animates them as zombies per *animate dead*. Each dose is good for raising one zombie.

Blade Venom: If injected into a creature, the target must make a saving throw or take 2d6 points of damage and be poisoned for one round. The components for each dose cost 200gp.

The Great Transformation: Using this formula, an alchemist can convert up to 1000cp to 1000gp with a dose of basilisk powder. Note that the extraction of the powder itself requires a reasonably intact basilisk. A single specimen yields 1d6 doses. Converting copper this way requires the character to roll below his intelligence on 4d6. Cockatrice may be substituted but 1d100% of the coins are defective.

Prism of Separation

This glass object separates light like any other prism, but may also be used to reduce the effectiveness of spells if worn openly. If you are targeted by a spell such as *lightning bolt* or *magic missile*, there is a 50% chance that it does not affect you. In addition, there is a 10% chance that the spell is reflected back at its source. If the source was a creature that can see, it must succeed on a saving throw or be blinded for 1d4 rounds. If you hurl the *prism* at a *prismatic sphere*, it destroys it, but then loses its powers permanently, turning into a 3000gp gem.

Rock Gem

This rough multi-faceted gemstone is worth 5000gp. It resists all attempts to break, chip, or cut its surface. A character grasping the stone must roll a saving throw or be permanently *polymorphed* into a stone giant (the stone crumbles to dust as soon as the transformation takes place). If the save is successful, the gem remains. It may be used 10 times to give the character (and only that character!) giant strength (+8 damage, not cumulative with any existing strength bonuses) for an hour at a time. When all charges are exhausted, the gem crumbles as above.

Scepter of Agonizing Torment

This magical scepter is a 2ft-long rod made of a steel infused with chunks of meteorite. It is usable only by Chaotic clerics and can be used to strike opponents for 2d4 points of damage. Lawful or Neutral creatures who try to wield the scepter take 1d6 points of electrical damage (no save). The scepter uses charges like a staff (most carry 200 charges) and has the following abilities:

It may be directed at a foe, unleashing an ebony ray of destructive energy that deals 2d12 points of damage. The target must make a saving throw or be unable to attack for 1 round due to the tortuous agony of the attack. This uses 1 charge.

It can be directed at 2 undead creatures within 30ft, instantly transforming them into a different undead creature with new abilities. The progression is skeleton to wight to wraith to mummy. So, 2 skeletons can be turned into a wight, or 2 wraiths could be turned into a mummy. It cannot transform more than 2 creatures at a time. It takes 1 charge to turn 2 skeletons into a wight; 2 charges to transform 2 wights into a wraith; and 3 charges to turn 2 wraiths into a mummy.

The scepter magically can be sent to a safe location within 100 miles, as determined by the wielder in advance.

Tabula Smaragdiana

This small folio is a potent tool in dealing with "enchanted" monsters, including most constructs, outsiders, and monsters summoned by spells or magic items. A character may recite from its passages aloud, forcing said monsters to succeed on a saving throw or flee from the character's sight. The effects are generally identical to turning undead, but last as long as the character is reciting. If the monster succeeds at the save, it is immune to the book's effects for a day.

Lesser Miscellaneous Magical Items

Artemesia Amulet

This amulet is a simple flower-shaped lucky charm made of brass that grants the wearer a +1 bonus to a saving throw three times per day (chosen before the dice are rolled).

Harmonious Jars

These mystical items operate on the principle of sympathy. If one of them is filled with plain water, the other fills with oil. The purity of oil depends on the type of water. Foul or stale water results in a thick, oily sludge; plain water in lamp oil; pure water in naphtha (petroleum); sea water in mineral oil; and mineral water (or distilled spring water) in the purest sacrificial oil suitable for temple use and anointing. The jars function once per week.

Rhododendron Amulet

This pink soapstone amulet depicts a small dog. It can control 4d6 normal dogs as a *charm monster* spell or drive away a single larger canine once per day (as *fear*).

Stone of Alarm

A *stone of alarm* begins sounding a loud gonging noise for 10 minutes when approached within 10ft. A command word is required to cease the gonging.

Medium Miscellaneous Magical Item

Golden Whistle

A *golden whistle* allows the bearer to blow a note to cause statues of dogs to animate and defend the whistle's owner (as a *figurine of the onyx dog*). If used around living dogs, the shrill note causes them intense pain. If they fail a saving throw, they flee the whistle's owner.

Ophite Amulet

An *ophite amulet* is a tiny greenish stone amulet depicting two serpents coiled around each other. The amulet grants its wearer a +4 bonus to saving throws against snake venom.

Ring

Ring of Teleportation

This silver and gold band allows the wearer to *teleport* as the spell up to three times per day.

Rods, Wands, Staffs, and Scepters

Rod of the Protector

This 3ft-long silver rod allows the wielder to cast any of the following spells once per day: *bless*, *create food*, *create water*, *find traps*, *protection from good (or evil)*, and *purify food and drink*. Once per week, the wand can cast *anti-magic shell*. Only clerics can use the rod.

Wand of Fire

Similar to a *wand of cold*, this wand casts a stream of fire up to 60ft. Creatures caught in the blast of fire take 6d6 points of damage (unless they make a saving throw for half damage). The wand holds 25 charges and cannot be recharged.

Wand of Painful Anguish

This black wand maximizes the torment of targets it injures. The wielder can use one of the wand's charges to target a creature for an automatic 1d6 points of damage, or the wielder can instead strike a foe (no charge) for 2d6 points of damage. The target of either attack can make a saving throw for half damage from the initial attack. As long as the wielder maintains hold of the wand during the encounter, any creature who has taken damage from the wand must make a saving throw each round or take an additional 1d6 points of damage. Multiple targets may take damage in the same round. Those who fail their saving throw are tormented by mental anguish and physical pain; they suffer a –1 penalty to hit and damage. *Wands of painful anguish* typically have 10 charges.

Staff of the Frog

The likeness of the frog-god Tsathoggus is carved into the head of this green staff. The wielder may use the staff as a melee weapon with a +2 bonus to hit to deliver a strike that does 2d6 points of damage. For one charge, the staff may be used to cast *insect plague*, *conjuration of animals* (typically some sort of amphibian), or *commune*. For two charges, a *restoration* spell may be cast. Additionally, any who hold the staff are given the ability to leap up to 30ft at will and have a +3 bonus to saves to resist poison.

Weapons

Arrows of Lightning

These supercharged missiles strike like a lightning bolt from a 4th-level caster, dealing 4d6 points of damage to a target (who can make a saving throw for half damage). However, if the arrow misses, it is consumed.

Choaxtl's Sword

Choaxtl's weapon is a +3 intelligent longsword that allows its bearer to cast hold person, detect invisibility, and levitate three times per day. The sword is extremely vain and vindictive, stopping at nothing to mercilessly destroy the "thief" who took it from its rightful owner. To cast a spell with the sword, the bearer must make a saving throw to avoid going berserk and mindlessly

attacking the nearest creature. The rage lasts until the bearer is knocked unconscious or until 10 minutes pass.

If a character succeeds on five consecutive saving throws, Choaxtl's sword allows the bearer to use its powers without having to make saving throws. Choaxtl's sword speaks Ancient Orichalan and nothing else.

Darkslayer

Black as obsidian, this magical *+2 bastard sword* emanates evil. It calls out to those it deems worthy of holding it, generally picking a weak-willed, Chaotic character from the group. It is highly intelligent and sentient, capable of manipulating its wielder's emotions to do its bidding. Darkslayer can hear and see invisible creatures up to 50ft and often incites its wielder to attack them, even when the target is unseen. Each natural "1" rolled to attack using Darkslayer ages the character 1d4 years. If a character dies from old age while holding Darkslayer, he or she returns as an undead being of appropriate level and power.

Dancing Longbow

A *dancing longbow* animates when touched, jumping into the air and flying about as it begins firing arrows at any targets within 20ft. In the first round, it is a +1 weapon, in the second round it is a +2 weapon, and in the third round it is a +3 weapon. After 3 rounds, the weapon continues attacking as a +1 weapon. A character can grab the longbow out of the air by making a to-hit roll against AC –2[21], after which the bow ceases to attack and can be used by the character. It levitates beside its new owner, attacking enemies as previously described.

Golden Mace (Frigga's Influence)

This +1 golden mace is +2 vs. undead and demons that has a 50% chance to destroy undead (save avoids) with a successful melee attack. If the wielder of the mace is a disciple of Frigga, it provides one *restoration* spell per week. The *restoration* spell may be cast by any who wield the mace regardless of their class or level.

Javelin of Lightning

This javelin transforms into a lightning bolt when thrown and a command word is spoken. It can travel up to 120ft, striking any creature in the path to its target for 4d6 points of damage (save for half). If the javelin successful strikes its chosen target, the target takes 1d6 points of damage plus 4d6 electrical damage from the lightning bolt. The javelin can be used in this way once per day.

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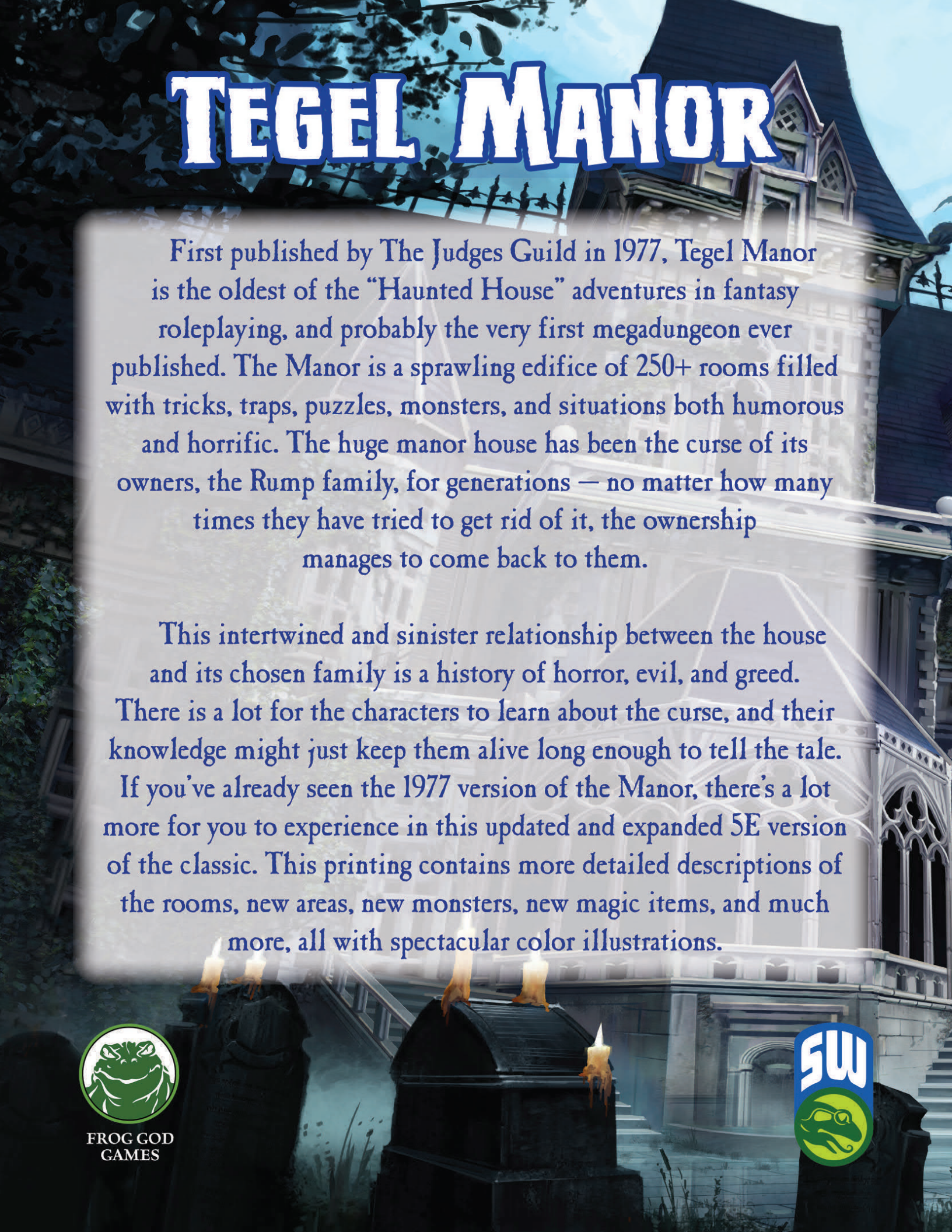
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Tegel Manor

First published by The Judges Guild in 1977, Tegel Manor is the oldest of the "Haunted House" adventures in fantasy roleplaying, and probably the very first megadungeon ever published. The Manor is a sprawling edifice of 250+ rooms filled with tricks, traps, puzzles, monsters, and situations both humorous and horrific. The huge manor house has been the curse of its owners, the Rump family, for generations — no matter how many times they have tried to get rid of it, the ownership manages to come back to them.

This intertwined and sinister relationship between the house and its chosen family is a history of horror, evil, and greed. There is a lot for the characters to learn about the curse, and their knowledge might just keep them alive long enough to tell the tale. If you've already seen the 1977 version of the Manor, there's a lot more for you to experience in this updated and expanded 5E version of the classic. This printing contains more detailed descriptions of the rooms, new areas, new monsters, new magic items, and much more, all with spectacular color illustrations.

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