# Document Revision
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**Revision**

The document "The Bane of Eoric" has been revised to bring it within the Open Game Licence version 1.0a. The Bane of Eoric contains open game content; refer to the Open Game License for full details of the license.

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# The Bane of Eoric

**A Game Adventure**

*by* **The Members of the *OD&D Guild Yahoo Group***
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*Document Version 3*

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# Introduction

The adventure that follows was started at the OD&D Guild by members of that group, classicdnd, and heldanner. The intention was to write an adventure collectively. The first two offerings are no longer available. The initial offerings have been heavily edited and added to by Gregory B. MacKenzie, its third contributor but there is still room for development.

The Bane of Eoric is a short game adventure designed for a small or relatively low level band of adventurers of about 3-6 characters of 1st to 3rd level (about 6 total levels). The numbers and strength of the NPCs and creatures can of course be adjusted to accommodate stronger or weaker parties.

The adventure takes place in the wilderness, a the remote forested region beneath cold mountains. Tied to no particular campaign world, the scenario could easily be adapted for use in any campaign with only a few minor alterations.

# The Saga of Eoric's Bane - GM info

In the wilderlands, where the old traditions of a now-forgotten people are still maintained, a popular tale is told at the fireside of the Warrior Prince Theobald, son of Eoric the Old. Theobald is said to have been a mighty warrior of great strength and bestowed with a wisdom, beyond his years.

In the service of his father young Theobald wandered the lands of his people. All might have been well for the son of Eoric had not the father brought the bane of his house upon the young shoulders of Theobald. That bane was a curse spawned by the stain of a dragon's blood.

Eoric, in his youth, had been the last and most ill favoured son of a lesser noble house. Each son in turn had been given such gifts as would make his fortune but when the time came for Eoric to go forth there was nothing left to be had but good advice. ”Go forth into the wilderness and seek the Cave of the Dragon,” said his father. ”There lies your fortune for good or ill.”

Duly the surly son went into the wilderness and crept into the Cave of the Dragon. There sleeping upon a hoard of treasure, such pearls and gold as you have never seen, lay the Dragon his father had spoken of. The dragon appeared to be in a deep slumber so Eoric crept close until his hand lay upon the hilt of a shining sword. ”Take such as you can carry in two hands,” rumbled the Dragon, half peering out under its heavy lid, ”and depart with my blessing.” Greed and lust filled the heart of Eoric with the sight of all the hoard. With a mighty stroke he drove the sword into the heart of the monster. The dragon bellowed with pain, black blood poured forth staining the blade and burning the prince's hand. ”Oh, you have been the death of me and I shall not forget it,” cried the Dragon. ”For a time you shall hold sway but all shall come to ruin in the end.”

Eoric's ill gotten riches made him the envy of his peers and brought him into the house of a neighbouring lord. Eoric's marriage purchased him a throne which he did not deserve.

He preserved the secret of his wealth and began a dynasty which ambition led him to arrogantly believe was his birthright.

As was the custom at the birth of a prince, a wise women was called to throw augury bones.

“The black sword speaks for one who is silent, no heir of the king shall live to sit upon the gilded throne, and all shall end in madness.” I'll tidings of this sort were an unpleasant reminder of the fate that awaited Eoric and for this the tongue of the wise woman was cut out.

As foretold by the Dragon for a time Eoric defeated the many perils that beset his realm, and so there was prosperity. It looked as though Eoric might cheat the Dragon's curse. It was in these years that Prince Theobald grew to manhood and indeed the youth was fair to look upon. He was also kind and wise beyond his years and much loved by his people.

However, under the weight of foretold fate King Eoric grew weak, his legs bent and his shoulders stooped. Ever close he kept the black sword, never drawing it, and always fearful that the secret of the stain upon it would bring down the doom that hung over his house. Mumbling and toothless he sat uneasily upon his throne, distrustful of those about him, and increasingly jealous of the wisdom and strength of his only son and heir.

Battle crows gathered over the land as a new threat arose from beyond the Mountains. A horde of barbarians, the Khragar, under the rule of chieftain named Gardak, threatened to destroy the kingdom. Eoric, by now aged and weak beyond measure, could no longer go into battle. Theobald was called forth to lead the warriors against the Khragar. Everyone fully expected that there would be a victory, and that the enemy would perish but in his dark dreams Eoric knew that the time of his house was drawing to a close.

On the eve of the great battle, in the tents of the army, a shaman performed an augury to determine whether Theobald’s army would win the day. “I see the enemy defeated, and the banner of the prince flies in the wind. There is no cry of joy, for the victors bear a heavy bier. Upon a black sword there is a stain of murder and this is the end for which that pain is paid.”

The shaman interpreted the augury as meaning, should young Theobald go into battle, he would surely destroy the Khragar horde, but would be mortally wounded in the battle, and that his father's realm would perish with him. If he should avenge the injustice of the black sword within a fortnight the doom could be avoided. However, if he chose not to fight, the Khragar would surely win, and the land pillaged and sacked, his people murdered, and the throne lost.

Theobald's mind was burdened by this sudden dark twist of prophecy. “Father,” he begged Eoric, “What is the secret of the black sword at your waist?” Eoric grew pale and clutched the hilt of the stained sword in his lame hand. He refused to answer so convinced was he of the end that awaited him he had no hope for any of his household, saying, “It is only mine to know and does not concern thee. Get thee to the head of the army where thou doest belong for ruin is upon us and there shall be no tomorrow.” If Eoric could not save himself he would save no one, seeing no escape from the dragon's doom.

Despite the ill favoured augury and his father's dark words Theobald's confidence in his own strength, were enough to carry him into battle. Indeed, Theobald had much to lose if he did not fight. So it was that Theobald led the host of his people, over 1000 men, to do battle with the Khragar horde.

Although strongly drawn up on a hilltop, Theobald's army was badly outnumbered. The battle was exceedingly bloody, so the saga says, and, Theobald was indeed mortally wounded in the battle, but not before he had slain Gardak himself in personal combat.

As the shaman had predicted, Theobald and his men won the day, but the prince lay mortally wounded. No healing hand would ever close the wound. Overwrought with grief Eoric saw that the Dragon's curse was being fulfilled. For a fortnight he sat by the prince's side while the fevered prince drew ever closer to death. From the loss of his only son Eoric would never recover. He descended into madness and had to be locked in a tower, there to scream and wail in misery until the day he died of a fit.

Only Filia, Eoric's Queen was left to rule the troubled land. In the mad king's treasure room she discovered the secret of the black sword, the remains of the Dragon, and realized at once the origin of Eoric's wealth., Indeed the castle had been built upon the Dragon's grave. Her final deed, as the saga tells it, was to carve a great tomb for Theobald in the Swordmount, the tallest of the Mountains. It is said that Theobald's most treasured possessions, much that remained of the Dragon's hoard, the bones of the dragon, and the black sword (which had been named Eoric's Bane), were buried with him.

In the years that followed, the power of the kingdom waned and word of this reached the ears of bandits and the Khragar barbarians, and soon outlying farms and villages were raided periodically since they could not be defended. Before long, the land had fallen into anarchy, and people began to flee for safer lands.

Neighbouring Princes, fearing that the instability might spread to their own lands, invaded in order to pacify the region and control strategic pass in the Mountains.

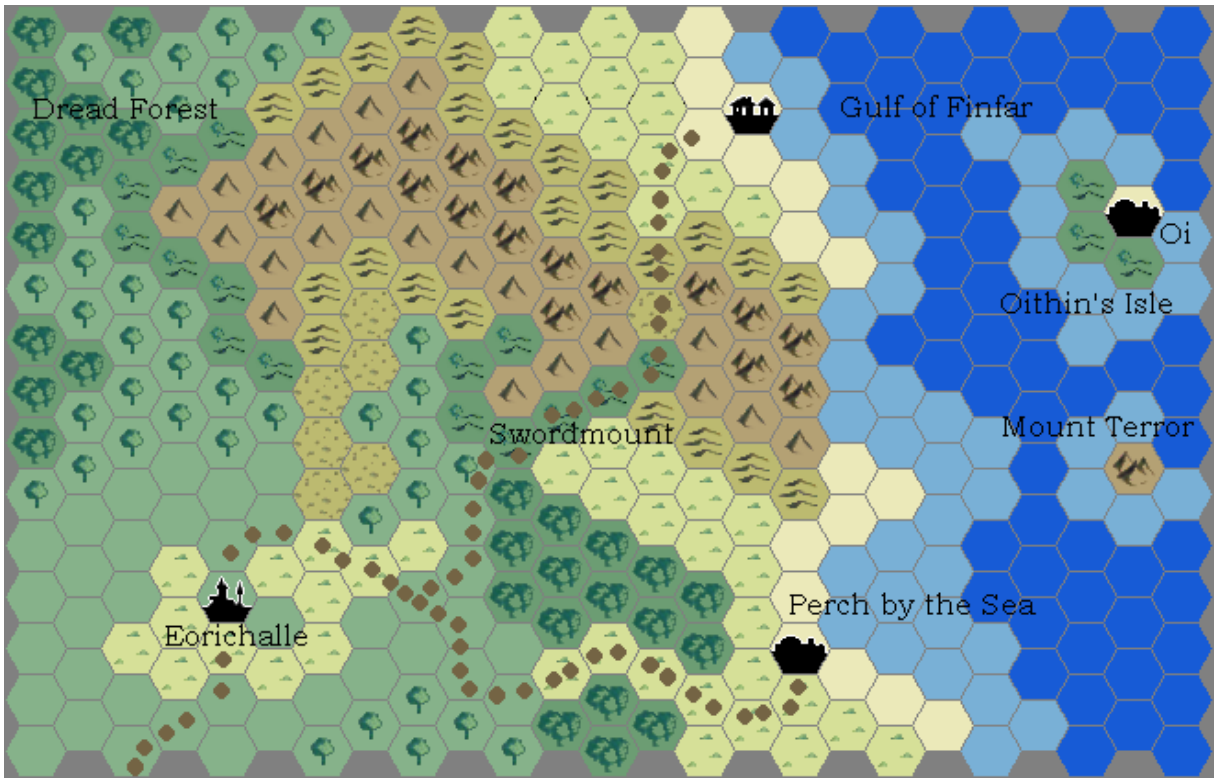
In the ages since that time, the people of Eoric's Kingdom have gradually been assimilated into the greater population of their neighbors. Now, many of them have forgotten their history, language, and culture. The people living in the wilderlands near the Mountains are more aware of their roots, and think very little of their distant cousins who have adopted "foreign ways".

Theobald's saga has long been derided by city folk as the product of uncultured, rural fantasy with no basis in fact. Despite this the story continues to captivate the imaginations of many a child. In fact, there are many folk in the borderlands who feel that, not only did Theobald really exist but that his great tomb and its fabulous treasure are real, as well.

Over the years, many adventurer's have ventured into the wilderness in order to find the Dragon's hoard, but none have yet succeeded. The Party will receive a piece of information that may lead them to the tomb – will they be able to succeed where others have failed, and recover the remainder of the Dragon's Hoard?

## Adventure Background for the Players (to be read aloud)

**GM NOTE:** You may wish to modify the following text, in accordance with recent events in your own campaign. What follows is sufficiently vague in nature that it should not be too difficult a task.




The Wilderlands, Eorichalle, once the proud seat of a king is now just a town on the caravan routes to the sea. Periodically the Warden of the North accompanied by 500 soldiers marches along the roads to patrol the area. They are always proceeded by a small company of 20 Rangers who scout the road to Swordmount Pass and the lands south of the mountains and the forest. For the men of the army Eorichalle is a popular watering hole. To the North is the Swordmount which refers to this range of mountains. East lies Perch by the sea, a fishing village where the characters may take passage on a trading ship to Oithin's Isle if they wish. Oi is a merchant town which lives by it trade to the East, providing goods that are shipped to Perch by the Sea, and then shipped by merchant caravan elsewhere. The road northward is called the legionary road, though non know now who built it. It is used by the army to defend the Swordmount Pass. To the north, past the Swordmount lie the Khragar lands where the fierce barbarians live. The Khragar continually threaten the southern lands, raiding and sacking farms. They would sack and burn Eorichalle and Perch by the Sea  if it were not for the presence of the army. Of the Dread Forest none return to tell what lies there. Many ships have wrecked upon the inhospitable shores of Mount Terror. Even in fair weather ships seem lured there to wreck upon the island. Perch by the Sea often benefits from the goods of merchant ships which wash up upon the shore.

Scale, One hex equals three miles (a league). Walk three hexes per day, or ride by horse five hexes. The journey to Swordmount is 11 hexes, four days by foot, three by horse.

# Secret Dungeon Master Information

### The Wilderlands – The North March of the Southern Peoples

**The Khragar**

The Khragar lived in the lands beyond the mountains and often hunted widely to the west, and south of the Swordmount. Here they came into contact with the southern peoples and often traded with them. Good seasons resulted in a population boom on both sides of the Swordmount. Misunderstandings occurred as competition for land use, the southerner's being farmers rather than hunters, put pressure on the available resources. By the time of Eoric's Kingship disagreements had broken into open conflict and war. Bad harvests, war, disease, and pestilence have since reduced the populations in the years but not the ill feeling and conflict. Many homesteads near the mountains lie abandoned and dark things have crept into the western mountains since the Khragar no longer hunt there in great numbers.

Rulers in the lands to the south realized that continual instability was not of benefit to anyone. Therefore the Rangers were originally dispatched to make contact with the Khragar, and offer the hand of peace.

[Unknown to the southerners the old Khragar Chieftain Fitnik has died and been succeeded by a young, agressive and inexperienced leader named Loduk. The Khragar Shaman Daknak has been "demoted" and a Necrati Warrior Priest appointed in his place as advisor. Though not originally an evil people many of the Khragar have come under the influence of the Dark Cult of the Necrati. This has caused an alignment shift to Evil. Consumately manipulated by the Necrati, Loduk and the Khragar warriors have refused contact with the Rangers, plundering instead whenever they can. Fell creatures now swell the ranks of evil and wander the mountains in war bands.]

For their part the Ranger's have not entirely given up their peace mission although their role is now largely one of scouting for the army. The Rangers suspect that some greater evil is directing the Khragar and so they now seek to find the centre of this evil influence in the belief that were it expunged a peace with the Khragar might be possible.

**The Necrati**

Unknown to anyone, save the Khragar Warriors, Necrati Cultists have made a secret fortress (and temple) out of the very tomb the character party are looking to loot. From this secret lair they plot the downfall of the lands to the south.

The origin of the Necrati is unknown outside the cult, and is a closely guarded secret. The Khragar whisper among themselves of a ship that arrived from across the sea but no more can be learned for indeed the Khragar themselves know little. When the Necratic arrived they quickly made an alliance with the Khragar, dismantled their ship into carts, and carried the contents of the ship into the Swordmount.

While the Khragar are essentially "Cavemen" the Necrati are in resemblance human but have "coarse" texture and features, as if they were imitations of humans. There do not appear to be Necrati women. The Necrati are organized into a rigid castes of priest

warriors (Lawful Evil) and speak a secret language which they use only to converse between themselves. They speak common to beings "lesser" than themselves when conversation is deemed necessary. Their ultimate goals are not clear to anyone apart from the obvious working up of the Khragar to attack Eorichalle, and Perch-by-the-Sea.

[Their real intention is to soften up the area in preparation for an invasion from over the sea. As such, they do not really care whether or not the Khragar live or die so long as their goal is achieved. To this end they will treat the Khragar as well as is required to further their purposes.]

When encountered, the Necrati (1-2) are typically 2-3 hit die and accompanied by 1d8 Khragar. The Necrati stand apart in their dull yellow robes and bald heads. Under their robes the Necrati wear a tough leather armor, and favour poisoned daggers or swords as weapons. The Necrati are "clerics" with the exception that they use sharp weapons and only wear leather armor. The poison causes 1d8 damage, and reduces natural healing (and healing spells) to 1/2 their normal benefit. The poison is an all or nothing affair so a successful saving throw negates it entirely. Necrati carry a harsh potion with them that heals at twice the usual potency. Good aligned characters should not consume this potion as it is evil, possibly causing a shift in alignment (st vs magic to resist an alignment shift). Give good aligned characters a bonus for refusing it, 200 xp.

Weapons only cause half damage to the Necrati unles they are of the magical sort. When a Necrati is killed the priests quicken another in a magical vat that they use, adding the bodies of corpses, until after an appropriate length time a fully formed Necrati steps forth to take the status of the lowest caste in the cult, which is a punishment for dying. This quickening process takes 3d6 months. One of the Cult secrets is that there are in fact a fixed number of Necrati "consciousness's" to take the bodies, which is fortunate otherwise their numbers would grow beyond all proportion. Thus the Necrati must seek to safely manipulate events from behind the scenes whenever possible. The only thing the Necrati fear is losing their positon in the caste hierarchy, since they do not fear death itself.

It is entirely possible that the character party may defeat a particular Necrati only to have the warrior priest return to seek vengence. The Necrati never forget a wrong (in their eyes) done to them and savour revenge.

The Necrati assure their non-necrati followers that reincarnation awaits them. It is a powerful and persuasive tool that they use to advantage by publicly demonstrating it. In reality the Necrati can only resurrect other beings in the usual manner (following the resurrection rules +10%) but this always results in the character suffering an alignment shift to Evil and does not extend the number of resurrections beyond the norm.

**Necrati Assessment of the Character Party Threat and Response**

The Necrati will soon regard the character party as a major threat to their plans after they visit the Hermit. Once the party actually penetrates Theobald's Tomb this will be confirmed.

The Necrati are not complete "masters" of the tomb. There is much in the darkness that is unexplored by the Necrati. As such they will send out small search parties to force the

character party out of the dungeon (or cut escape off) but it is entirely possible the characters will evade them.

This adventure is open ended. Conceivably, there could be multiple dungeon sessions, raids on caravans, and so on. If the character's are forced to return to Eorichalle or Perch-by-the-Sea, that may be the moment to implement the Necrati led attack on the Towns by the Khragar.

**Character Party Goals**

The GM should be careful that the "campaign" aspect doesn't split the party. Sometimes Good and Evil aligned characters don't want to pursue the same goals. An ideal solution would be for the characters to try to help Eorichalle by investigating the Khragar mystery and pursuing the dungeon as a means to furthering character experience levels. Neutral or Evil aligned characters may simply decide to pursue their own goal of glory and dungeon looting. To them helping Eorichalle may simply be a matter of convenience as a spin off of their pursuit of gold.

What can happen is entirely up to the players. The Wilderland events can simply serve as a background for the dungeon adventure in a land where dangerous things can and do happen. The character party can choose whether or not to become directly involved. In the dungeon the character party treasure seeking will result in their confronting the Necrati along with the usual monsters.

**Bonus Experience Points**

Good aligned characters should make it a goal to help destroy the Necrati and achieve a peace with the Khragar. If they do this the GM should award the party 3000 bonus experience points. Conversly, an Evil party may wish to help the Khragar and their Necrati mentors, the same experience points could be awarded.

**Encounter with the Khragar Chieftain Loduk**

It is unlikely that the character party will be able to make contact with the Khragar Chieftain Loduk and persuade him that the southerners seriously want peace. He, and his Necrati advisor, will take this as a sign of weakness and double their efforts to sack Eorichalle. The attack on Eorichalle cannot be put off short of taking them both prisoner, defeating them in battle, or killing them. Loduk will turn over any "ambassadors" to the Necrati, who will have them escorted to the dungeon and imprisoned. (The characters should be able to contrive an escape.)

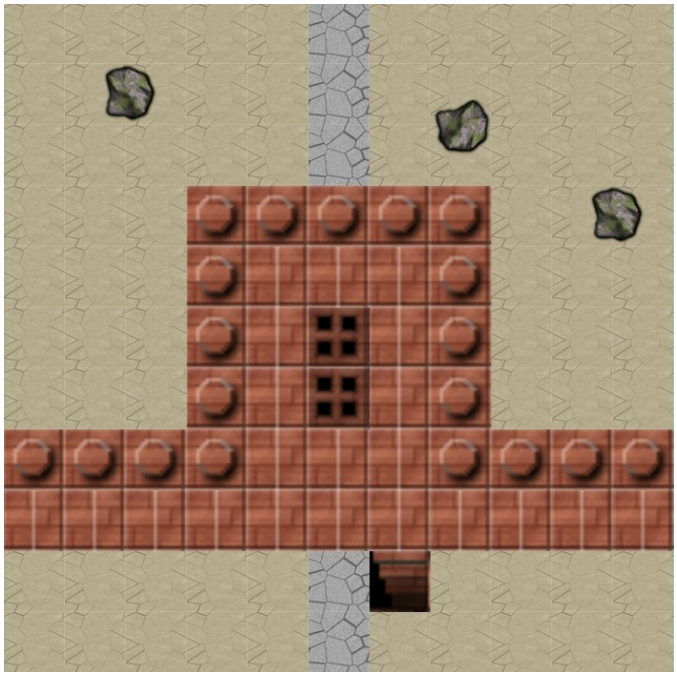
**The End of the Adventure**

Like any good serial this adventure will likely end with a bang, namely the Necrati led Khragar attack on Eorichalle. The GM should delay and play this anticipated event for all its worth, dragging out the coming attack as a continuing threat until it can no longer be delayed. What part the character party plays in this event is entirely up to them.

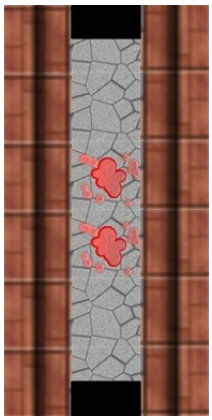
**If the character party decide to fight at Eorichalle**

Reinforcements are not coming. If the players decide to defend Eorichalle, they can accompany Aethel to protect the gate along six NPC soldiers, sword and spear, 1 hd each, AC 5. If the gate falls, the town falls. The first day the characters should be outnumbered 3-1 and attacked twice by waves of Khragar. The Khragar are "Cavemen." The Khragar will bring a ram to batter the gates down on the second attack, roll 1-3 d12 succeeds in opening the gate. At night three trolls come to attack the gates and break them down. On the second and third days the character party survivors should be attacked in Khragar two waves each day over a period of three days with ladders. Each wave should consist of at least 1 and 1/2 to 2 times the number of party members. On the third day the Khragar quit and return to the mountains if Eorichalle has not fallen.

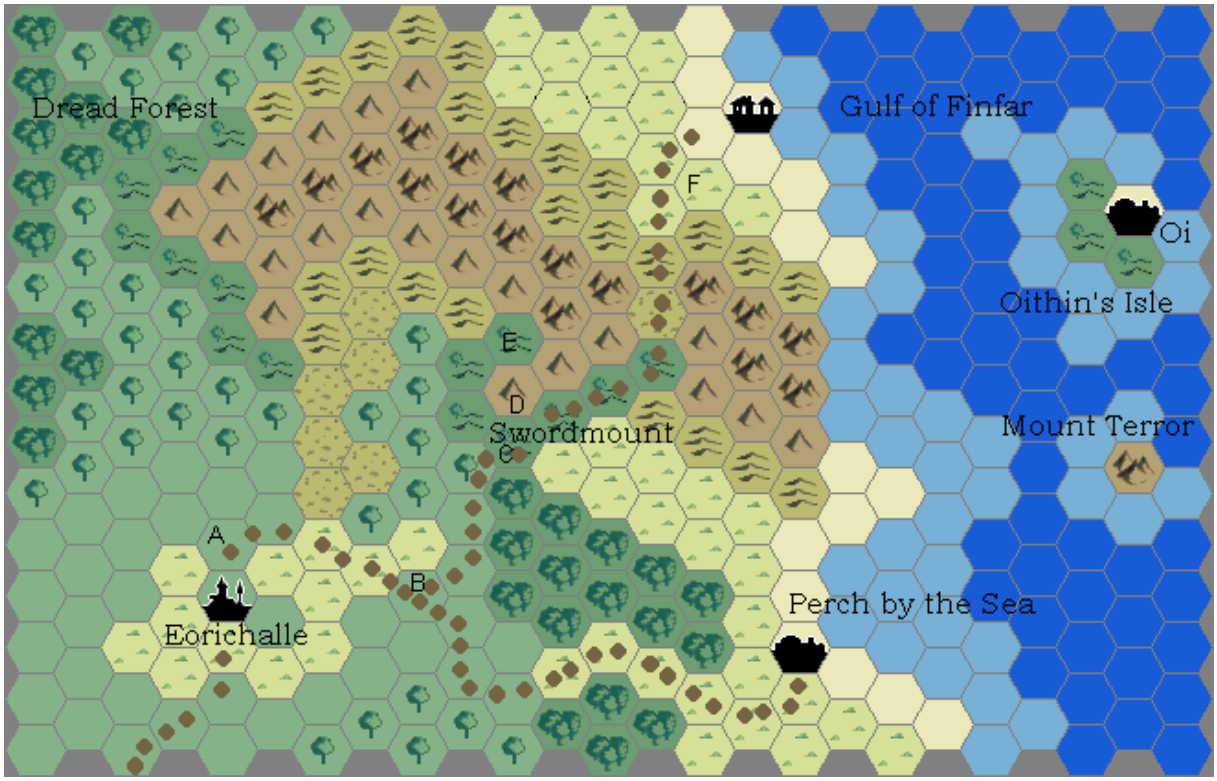
View the character party battle as a microcosm of the greater battle at the surrounded town. The Khragar win if the character party defending the gate fall in battle. The scale of the map is 10' per square. The walls and gate are wooden. The walls are 14 feet high, which gives the defenders the advantage of height. The Khragar will run at the wall and on the following melee round raise ladders. The ladder cannot be climbed until the following melee round. Ladders can be pushed away from the walls on a roll of 1-2 d6. The walls will not burn easily. Characters are protected by the arrow slits which give a +3 bonus to armor class vs. missiles.



The passage under the gate leads into the town and is protected by stout iron reinforced doors at each end and murder holes from above. The doors (represented by black rectangles) are very strong and difficult to open, at least three Khragar (or one troll) must combine on a door to force it open, two successive 1's on d6 rolls must be made to force each door. Characters may brace the door from behind to prevent it's opening forcing the attackers to roll 1 on a third die. The red spots in the tunnel in the following figure show the positions of the murder holes.



# Beginning the Adventure




The GM's map showing the encounter locations as letters on the map:

A – the road outside Eorichalle,
B – the Crossroad,
C – on the legionary road,
D – Swordmount,
E – the hermit's hut,
F – Destination of the Necrati teleportal.

**Encounter 0**

You have been on the road for many days now, looking for adventure, and trudging through the Wilderlands. The people here are like so many others that you have encountered on your travels, some are willing to help you out of the kindness of their hearts or out of curiosity; others will do so only for the coins in your purses. Unfortunately, you met too many of the latter sort in the last town.

Cold, and slightly hungry, you trudge along the trail, as it slowly winds its way towards the Mountains, which you must pass on your way to a new adventure. As night falls, and a storm begins to brew, it becomes apparent that you must find shelter, and soon! Fortunately, you detect the telltale signs of habitation, not a mile or so further up the track. Losing no time, you make it to a tiny cluster of huts near the town of Eorichalle just as the storm strikes, and, after your entreaties to be let in, one of the locals, an older man and his two sons, let you stay with them for the night, in exchange for a few copper coins and news of the surrounding lands.

After you share your news over a modest, if hot, dinner, the man, whose name is Leowine, regales you with tales of this land – but one story in particular catches your attention, that of the lost tomb of Theobald the Mighty. Said to be a warrior of great renown in years past. It is said that many treasures of Theobald's lost realm are hidden there, but that they are guarded by vengeful spirits. Many have sought this tomb over the years, but none have succeeded and lived to tell the tale. All that is known about the tomb's location is contained in a fragment of verse that Leowine recites to you:

*At Sun's birth from His fiery Bed,*
*Gaze upon Swordmount's icy Head.*
*There shalt thou see Filia's Mark.*
*Then 'pon the coming of the Dark,*
*The Path to Theobald's rest shall be read.*

Swordmount, you know, is the first and highest peak of the Mountains, which lies on the way legionary road to Swordmount Pass. With that, Leowine and his sons bid you good night, and the next morning you head out, armed with this scrap of information. Theobald's tomb awaits...

The party must use the sun and Swordmount as their guide to find Filia's mark. Perhaps for a few coppers they can hire a guide to take them to Swordmount, Bulwit; Leowine's tinker cousin can take the party to Filia's Mark.. Alone, unless they observe the sun and the mountains they will not find what they are looking for.

When Bulwit takes on the job of guide he prepares for the journey by taking an old short sword out of a chest, the sword is wrapped in an old brown weatherworn cloak. He will also wear leather armor under the cloak, and has a dagger at his side. In a back pack he will put some hard rations, a lantern, flint and tinder. He also packs a few tinker items to sell in Eorichalle. Bulwit will do no fighting if he can possibly avoid it. The weapons are purely for defense.

Bulwit agrees to take the party to Filia's mark on the Swordmount. This is the bargain he makes for 10-30 silver pieces, or an equivalent amount in gold. He will scrupulously keep to the bargain but depart soon after the party arrives at the Filia's mark.

When the sun first rises it lights upon a single peak, the Swordmount. Which is the first mountain peak along the road to the Swordmount pass.

It is early winter and the Party has been traveling for several days through the remote barbarian region, as they head for Swordmount they must first cross the snow covered plains along the road. As you near the gates of Eorichalle you notice that several guards there at the gate bristle as you approach. Some of them look scared, but their leader sounds tough, "Who goes there and what is your business here?"

As the character's near the gates of Eorichalle they will be stopped and asked what their business is in the territory. If they give any answer that is not satisfactory to the guards (if they look like trouble) they will not be admitted. A chance to buy provisions and supplies will have been lost. The Gate Ward is Finwar, ac 2, hp 8, and his five soldiers ac 4, 7 hp. The soldiers are all armed with swords, shields, and spears. The party can buy their

way into the town with gold, if Finwar is not looking by bribing one of the soldiers. While in the town the legends and rumors about a lost tomb can be confirmed. In addition the party may pick up the news that the Rangers have reported that raiding party's of Khragar are attacking travelers and pillaging caravans along the roads.

**Encounters On the Road to Swordmount**

The encounters are run in sequence.

**Encounter 1, Location A**

The weather is cold and clear. The road is packed hard with snow. About mid day a riderless horse is seen running along the road toward Eorichalle. The horse is quite upset and difficult to control at first, pulling the reins. If talked to quietly it will quiet down, otherwise if pursued it runs off toward Eorichalle. If the horse is caught it is seen to be branded with two linked circles. The horse has full tack, including a blanket roll and saddle, One stirrup is broken. In the saddle bags are oats and beef jerky, flint and stone, tobacco and a pipe, a tin bowl, a tin cup, some tinder, a spoon, and woolen socks.

The trail the horse left is visible in the hard packed snow of the road. In addition a sleigh track is pressed into the snow along with a horse track between them.

**Encounter 2, Location B**

The morning dawns very cold and windy. Snow blows over the tracks making them harder to follow, 1-2 d8. As the character party follows the road to Swordmount they come to a fork in the road. Here lies an overturned sleigh, its contents spilled out in the snow. Several small white foxes tear at the stiff flesh of a dead horse. They run off as the party approaches. There are no other footprints or tracks here than those of the white foxes due to the blowing wind. It is obvious to anyone that the contents of the sleigh have been pillaged. If anyone searches this area they find that there are ample provisions for three weeks. The boxes and sled are marked with two interlocked circles. The horse that pulled the sleigh lies stiffly, its teeth pulled back in some terrible last agony.

If anyone is thoughtful enough to overturn the sleigh they will find the corpse of a soldier in chain mail lying frozen and broken underneath. The apparent cause of death is the remains of a broken spear that pierces the body. [It is a Khragar spear says Bulwit nervously if he is present.]

Nearby they soon come across the remains of a campfire. A single suspicious mound lies nearby in the snow. If investigated the party will find the headless body of a ranger, horror! It is now obvious that the Khragar are brutal headhunters. This body must be sanctified and buried lest it turn into some undead thing.

If members of the party are of Good alignment they should insist on return to Eorichalle and a proper burial. The bodies cannot be buried here due to winter having frozen the ground. If the party chooses to return to Eorichalle with the body give them each 500 experience points. It will take two days to return to Eorichalle.

**Encounter 3, Location Eorichalle**

If the Character Party Return to Eorichalle otherwise jump to Encounter 5

The wind blows hard today and it is cloudy, a storm is coming, a Nor'Easter blowing in from the sea, it will snow hard and make travel difficult.

Despite any attempt at secrecy rumour will begin to spread at Eorichalle when the character party arrives with the bodies, news of the horror at the crossroads will quickly spread panic among the populace, morale will be very low. Some will pack and leave for safety in the south.

**At the Gates of Eorichalle**

At the gate the character party will be met by the guards who will question them and then escort them to Aethel, the guard captain, in charge of the post.

Aethel will ask an explanation of how they came by the horse and for an explanation of where they found the dead soldiers. Aethel will then swear the party to secrecy. The party will learn that the sleigh was escorted by one rider, and carried supplies for the rangers out in the Swordmount Pass. The two interlocked circles are the symbol of their brotherhood. from Aethel the party will learn that things are not as quiet next to the mountains as one would wish. In fact the soldiers are preparing quietly for a Khragar attack on Eorichalle itself. The really devastating news is that the army has quietly been withdrawn for service elsewhere and will not return for three months at the earliest. This leaves Eorichalle wide open for attack.

Aethel will ask the party their business, and then (explaining that he is short handed) request of them that they seek out the rangers, gather what news they can of the Khragar, and return posthaste to Eorichalle. Aethel needs this information to prepare a defense and to plead for reinforcements. He will send a rider south with the news.

A light snow falls, filling in any tracks, later it blows until midnight, when the weather clears and the stars can be seen in the sky, it gets very cold. There is panic in the town, people hurriedly prepare to leave with a merchant caravan for the south.

**Encounter 4 The Crossroad, Location B**

A caravan of six covered merchant sleighs come down the road. They are driven by two men to each wagon, led by a merchant (Fat Finn) protected by ten guards. Although wary of the character party at first, if unprovoked they soon ask for news and tell of meeting no one on the road from Perch-by-the-sea. Finn may try to sell the character party something, lanterns, and tinder boxes.

**Encounter 5, Location C**

In the morning the sun rises over the distant Swordmount and then the weather clouds over, the party can either turn back to Eorichalle or move forward.

If the party continues on the morning of the second day they reach the foot of Swordmount, and the entrance to the pass. If they light a campfire they will encounter a

Ranger who will quickly stride into camp out of the blowing snow and douse the flames. The Ranger is Aelfhelm, and he scolds the party for fools. He will insist that everyone prepare to leave camp immediately, and guides the party to a hidden copse of dense trees. He masks their tracks with a green bough. There in the shrouded trees he makes a fire in a covered pit for the party to warm their suppers.

Aelfhelm asks the party their business in the pass, inquires whether or not they have seen the supply sleigh, and tells the character party that raiding Khragar are about. He also informs the party that he has seen Stone Trolls during twilight in the mountains.

Aelfhelm reveals that the Khragar are gathering but are not yet in sufficient strength to attack Eorichalle, perhaps an attack will come in a months time, no less. Their encampments are throughout the hills. The Rangers have been unsuccessful in extending the Khragar an olive branch as they have been attacked at every turn. He speculates that perhaps there is an evil wizard in the north, or a new and aggressive Khragar chieftain. He insists that there must be something behind the attacks as the Khragar are taking a great risk attacking the southern peoples and face certain retribution when the army returns. Aelfhelm informs the character party that he plans to return to Eorichalle immediately, his supplies are not coming, and warning Eorichalle of the danger cannot wait.

If the party tell him their plans he cautions the character party to be on their guard on the way to Filia's Mark. Should they find anything of importance they should leave a message at the Crossroad, or bring the message in person to Eorichalle.

If the party freely share their rations with Aelfhelm award them 200 experience points.

In the night Khragar war bands can be heard calling to one another in the darkness, Oohla!

**Encounter 6, Location D - Swordmount**

As the Party sets out for another morning, read or paraphrase the following to the players:

Aelfhelm departs bidding you find good fortune and a last warning about the Khragar. Drawing your cloaks closer against the cold, you trudge onwards through the snow, which is gently drifting amidst the enormous fir trees. As morning draws ever onward toward mid day, there is a small break in the weather and you can now see for the first time in five days the snow capped Mountains looming above the tree-line.

Read the following only if they are using the sun and Swordmount to guide them to Filia's Mark.

As the Party continues on, they come to a large gray standing stone (a Menuhin) at the top of a ridge, standing in the midst of what was once a sizable clearing. It measures roughly ten feet in height, and is about four feet wide at its base. If the Party opts to look around, they will notice (with a successful Intelligence check) that 30 smaller stones were once arranged around the larger one, at a distance of twenty feet from the larger stone, but many of these have been moved, or they have been knocked over by wind and

weather, and are now buried under the snow. Those that remain are roughly one foot in height, and are carved in the likenesses of fighting men with rough carved faces

If the Party tries to read the inscription on the standing stone, they will notice that it is inscribed with runes as follows:

(GMs should photocopy the script below to show to the players as a prop):

ᚼᚱ ᛏᚺᛁ ᛚᛁᚾᛁ, ᛁᛁ ᛏᚺᛁ ᛦᚺᛁᚱ ᛏᚺᛁᚱᛏᛦᛒ ᚹᚾᚢᚱ ᚾᚹᛁᚱ ᛏᚺᛁ ᚹᚾᚢᛁᛁᚾᚹ, ᛏᛁᛁ ᛏᚺᚺᛒᚾᛁᛁ ᛏᚺᛁ ᛉᛁᚹᚾᛏᛦ ᛚᛁᚺᛁ ᚾᚹᚺᛁᛁ ᛏᚺᛁ ᚼᚺᚱᛏ ᚾᚹ ᚢᛁᚹᚱ, ᚺᚾᛁ ᚢᛁ ᚢᚺᛁ ᚢᚺ. ᛉᚦᛦ ᛏᚺᛁ ᚢᚺᚱᛉᚺᛁᛁᚺᛁ ᚢᚾᛁᛁᚾ ᚾᚺᚱ ᚼᛁᛉ ᛁᛁ ᚼᛁ ᛁᛁᚱᚺᚾᛁᛁ ᚱᚾᛁ ᚢᛁᛁᚱ ᛏᚺᛁ ᛏᚺᚺᚱᛏᛦᚺᛁᛁ.

ᛏᚼᛁ ᚢᛁ ᚢᚱᛁᛁᚾᚼ ᚦᛦ ᚼᚱᚾᚼᚹᚱᛦᛉ ᛦᚺᚢᚱᚾ ᛏᚺ ᛏᚼᚺᚦᛈᛁ ᚼᚾᛁ ᚹᚾᚼᚱᚴ ᚾᚹ ᚢᚾᚹᚱᚴ ᚹ ᚦᚼᚺ

[Unless one or more members of the Party can read this old runic language (which has not been in use for over 200 years they will not be able to translate it without magical aid (such as from a *read languages* spell), or help from a local. If the latter option is chosen, the GM is encouraged to have the players roleplay a situation where they try to find a local who can translate the script for them. Bulwit, the guide, knows of a hermit, Rudigard, who can read the runes and knows of ancient Sagas. The players should be guided to the hermit after an inconvenient side trip, see encounters 7 and 8.]

**Encounter 7, Location D – Filia's Mark**

At Filia's mark Bulwit will tell the party of a nearby hermit who lives in the mountains and can translate the runes on the standing stone. He will guide the character party to the hut of the hermit, and make an introduction.

The old hermit is a half Khragar and lives alone due to the prejudices born of the conflict between the southern peoples and Khragar. These prejudices his parents did not share and the hermit is the child of great love. The hermit is considered a wise and patient man by many and knows the lore and history of the area. He does not need to visit Filia's mark as he knows exactly what is written there and can tell the party what the runes mean.

Filia's mark was once a Khragar Shrine to their sky god. From the point of view of the Khragar, it has been desecrated by the southerner's placing runes upon it. The Khragar no longer worship there due to the magic placed upon the stones. The runes are a hated reminder of defeat. Much blame has fallen on the Khragar Shamans, whom have been discredited by the defilement of the Sky Temple and the defeats in war. GM Note - To the Khragar the Necrati bring a new powerful god to worship, if a false one.]

What would impress the Khragar and aid the cause of peace? The Hermit will inform the party that actions speak louder than words. An ancient wrong must be righted and that the defiled Sky Temple must be restored. Casting dispel magic at the standing stones and chiseling off the runes would partially restore the Sky Temple. If this is done word will spread among the Khragar and Loduk will be compelled to talk with the Rangers or other representatives from the south. Any peace talks would also frustrate the goals of the

Necrati. Keep in mind that the Hermit knows nothing of the Necrati, although he has seen some tracks near the Sky Temple that are not Khragar.

Many of the Khragar do respect the hermit and will not attack the character party while they lodge with him. Once beyond sight of the hut (at least a mile distant), the party will be fiercely assaulted by 2d6 Khragar (cavemen) and one Necrati Warrior Priest.

**Encounter 8, Location E**

The Hermit's hut is the one place where the Khragar will talk to the Rangers or the character party. When the party is there they will be approached by 2-3 Khragar Warriors. The Hermit will warn the characters to refrain from any hostile act informing the party that the Khragar will not attack here.

Unfortunately, any conversation is likely to be very hostile. The Khragar will not entertain any peace talks and refuse to take anyone to Loduk simply saying; "You defile our sacred ground and the Sky temple. The Cauldron People [the Necrati] say that you are liars and cannot be trusted. We do not believe your words. You must leave this place at once and not return. Tell the people of the south that we are coming. What was once ours shall be ours again."

The character's and any Ranger's will be told to get off the mountain. If they agree, they will be given a day's grace to leave. This is a ruse to get the party away from the hermit and the party will be attacked by 2d6 Khragar (cavemen) and one Necrati Warrior Priest.

[The Necrati have secretly moved into Prince Theobald's tomb and use it as their temple/fortress. Thus, it is entirely possible that the character party may well meet Necrati here in the Swordmount. The Necrati regard the hermit as something of a problem and have singled him out for an unpleasant death sometime in the future. However, they know that this must be arranged in such a way that the Necrati not be blamed or the Khragar will be incensed and turn on the Necrati. For the time being they are content to wait for the right moment. The Necrati observe, but stay away from the hermit's hut.]

The Hermit translates the inscription, which reads:

On this site, did Theobald the Mighty stand against the horde of Khragar, and in slaying Gardak the Chieftain of the Khragar, was himself mortally wounded. Thus was fulfilled the bane of Eoric. May the winds watch over our prince in his eternal rest under Swordmount.

This stone was placed here by order of Queen Filia, mother of Theobald and wife to Eoric.

Rudigard, the hermit,can not only can read the runes on the Menuhin, he also recites the saga *The Bane of Eoric*, to the party if they ply him with a little courtesy.

**Encounter 9 – Location D - when the party return to Filia's mark.**

Should the party dig in the snow they will find bits of broken and rusted armor, fragments of bone, mere remnants of a long forgotten battle. In so digging, the party will

find also find a recently made campfire, one that is still warm, and an incomplete arrowhead (of Khragar manufacture) revealing the recent presence of the barbarians. Bulwit (the guide) will not stay another minute with the party once he sees this arrowhead and fire, citing “My bargain to guide you here is fulfilled. It is better to run and live another day than die in the cold.”

At sunset the sun will fall into the west and draw a long shadow. When the shadow touches where one of the smaller standing should be, nothing happens. The party will have to dig for and replace the missing stone. It is buried under the snow and is face down. On the top of the stone man are engraved two cup holes where small rocks might be placed, an interesting detail. The stone man will require the efforts of three party members to push it back into its proper place. Unfortunately in the elapsed time the sun descends and stars come out. The party will have to make camp.

**The following is secret GM information**

On the following morning at dawn Khragar barbarians attack. They will outnumber the party by two to one. They will attack the camp or ambush the party if they are traveling. The Khragar are stealthy, dressed in white furs and wear snow goggles. They are extremely difficult to see unless they are close. Nevertheless an observant and watchful guard will spot them in time to raise the alarm. The Khragar can be treated as ”Cavemen” in the Monsters and Treasure rulebook, 2 HD, ac 9, morale -1, they are armed with spears. TheKhragar are fierce in battle but will flee after they suffer 1/3 casualties. Should they defeat the party, the captives will be thrown, apparently to their deaths, off of a cliff into a crevasse. The characters will fall a considerable distance before landing unharmed in deep snow. They will be able to see a light twinkling in the distance, Rudigard's cottage. The old man will help the party. Wounded or unconscious characters still at Filia's Mark will be left for dead. If they are not found and moved to Rudigard's cottage they will die of exposure if they do not have the strength to light a fire.

At the beginning of the encounter recite the following:

At dawn you become uneasy, something whistles in the wind you don't like. Peering into the dark and blowing snow you see several hunched forms running towards the camp, spearmen!  With a shout of alarm you raise the party from slumber in time to face the barbarians. You pull your weapon from its sheath as they come towards you. They are dressed in white and have bands of wood over their eyes but you watch the spear points. Suddenly they stop and launch the spears against you. Then they rush with drawn stone daggers to cut into the tents and stab at anyone left inside. These are the Khragar!

If defeated read the following:

The Khragar paw through the tents and packs of the party as you lie bleeding to death. Their voices are guttural and harsh, completely incomprehensible. Taking whatever they can find they leave the wounded to the snow. Captives are bound and led away... Oh the horror, they mean to throw us over a cliff, what a cruel fate. With a rough shove you plunge into the depths only to fall into deep snow. Still alive! What luck! In the darkness a light twinkles.

If the party defeats the Khragar read the following:

One more of Khragar falls in battle. The remaining two thirds of the Khragar warriors shout Oohla! and turn and run. You consider yourselves lucky to have defeated them.

On the next convenient sunset, which may be several days or weeks later depending on what happened during the Khragar attack, the party will return to Filia's Mark.

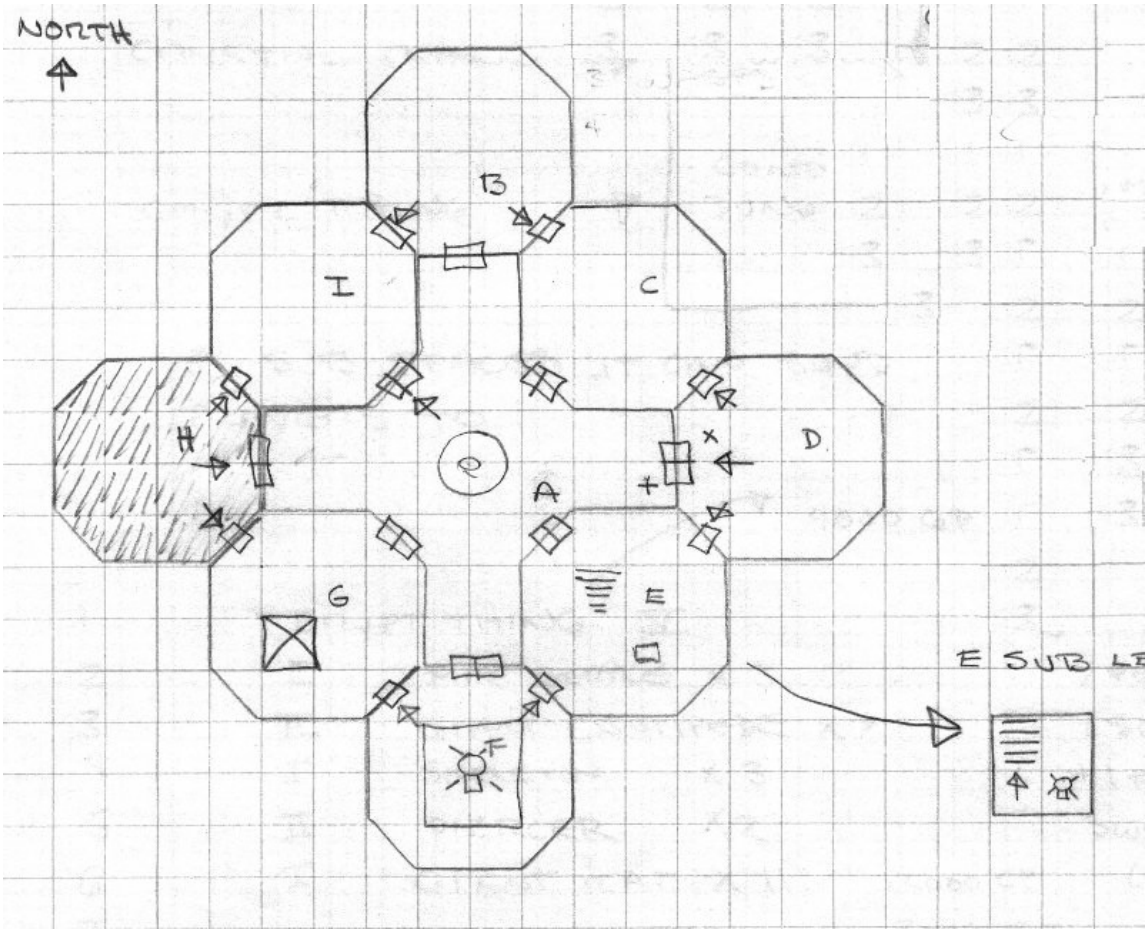
At sunset you stand ready for another Khragar attack. The sun falls in the west red, foretelling of good weather tomorrow. The Menuhin casts a long shadow over the restored standing stone. Then the stone turns in place and faces North East.

If stones are placed in the cup holes on the head of the figure they line up with the top of a distant ridge but a half day's march hence, North North East of the stone man. If the party does not use the small stones, they will not find the proper place to look. The GM can send the party to look in some NE crevasse which the party will soon realize cannot be the right place. However if they get it right read the following:

At the summit of the distant ridge lie weather worn stones which once were the monumental entrance to Theobald's tomb. Now they lie fallen aside. A dark hole leads into the rock. Nearby, a slab lies broken, the seal of the tomb. Harsh wind blows here and snow collects only at the base of the rocks.

Were the slab to be turned over it would read in the archaic runes ”Theobald the Mighty”. The entrance to the tomb leads into the rock some 50 feet at the end of which is a vertical shaft that plummets into darkness.

**On to the Dungeon!**




**Dungeon General Description**

Rough hewn walls and high roofs (40 feet) which are covered in Stalactites. All the doors have iron padlocks on them, some of which are unfortunately very rusty. The doors themselves are of oak. The air inside this level is quite frosty. Frost covers the walls in patches. Patches of ice cover the floors making them extremely slippery. Characters moving more than three squares and ending their move in a square marked as ice chance slipping 20%; this causes the character to fall prone. Should there be a pit or trap adjacent to the ice square any character slipping in the ice square automatically falls into the pit or trap.

Encounters are usually of the undead sort.

**Wandering Monsters – roll d20**

1-3 2d6 Frost Flies ac 6, 1/2 hp move 12 inches, bite 1 point of damage, these annoyances nip like frostbite when they bite causing anyone bitten to move and fight at 1/2 normal ability. Thus a first level character bitten would attack only once every second melee round.

4-7 1d6 Frozen Corpsicle ac 2, 2 hd, move 6 inches, damage 1 hd, these are essentially zombie like undead which are frozen stiff; they shuffle noiselessly along through the dungeon. They will not cross a fire barrier.

8-10 1d4 Giant Snow Bats, ac8, 1 hd, bite 1/2 hp. The bite of the Giant Snow Bat causes blindness 1d4 mr after the initial bite for a period of 2d6 mr.

11-15 1d6 Skeletons and 1d6 Zombies. These materialize out of thin air within 30 feet of the party.

16-18 2d6 Monkey Hands, ac 8 ½ hd, move 12 inches, these corpse like hands crawl on the floor and try to swarm a single victim, a successful hit indicates that the character is immobilized. The Monkey Hands will then try to carry off the character a distance of up to 180 feet to a pit, where the character is then thrown in, taking damage appropriate to the distance of the fall.

19-20 Gust of Bitter Cold, Lantern's and torches go out and cannot be re-lighted for 1d6 mr. Water freezes, bare skin sticks to metal.

**The Dungeon Level 1**

A. The entrance shaft descends into room A and comes out above where the "A" is located on the map. Its a 40 foot drop to the floor. In the center of the room is a dais with a chair upon it. This faces south. Sitting in the chair is a corpse. In the back of the chair is a clock, which is ticking, it has eight numbers instead of the usual twelve. If the corpse is removed under the chair is found a locked chest.

[The chest contains 4000 gold pieces but it is protected by a poisoned lock which is an all or nothing poison.

No living character who sits in the enchanted chair cannot get up from it again, they will eventually die due the effect of the clock. Nor can the chair be moved or destroyed. The clock will strike every so often, but as far as the player party is concerned it appears to follow no set rule. Whenever the Dungeon Master rolls for an encounter, once per turn, if there is no encounter the clock chimes. When this happens the Dungeon Master will roll an 8 sided die, the players (all but the one sitting in the chair), wherever they may be in the first level of the Dungeon lose one hit point and are transported to the following room as shown on the die:

Roll d8:
1 room B
2 room C
3 room D
4 room E
5 room F
6 room G
7 room H
8 room I

The players may attempt to smash or pry at the clock in some way to destroy it but this will only result in their being transported again with the consequent loss of hit points. The clock cannot be destroyed by brute force or magical attack.]

B. This room is waist deep in rubbish. Three Render Beetles (red and shiny silver stripes on their shell) have collected scraps. These beetles are attracted to armored characters, of whose shining armor and weapons they mistake for rival beetles. Thus they completely ignore characters not dressed in armor or brandishing weapons. With their strong mandibles they can tear open armor like a can opener,. ac 2, 2 hd, damage 2d6, move 6 inches. Render Beetles can crawl on ceilings and walls.

C. A sudden draft puts out any light when the door is opened. On a pedestal in the center of the room is a glass globe filled with sleeping gas, any character exposed to the gas falls to sleep for 1d6 turns. The globe will roll off of the pedestal with little effort so the party will have to be careful. Inside the globe is a key to the padlocks.

D. Stalactites fall from above if this room is entered causing 1d6 damage.

E. There is a set of stairs descending to the sub-level below. In this room is an old chest. It is filled with furs, they offer protection from the cold.

The chest has a false bottom and contains a potion of healing.

The sub level, if a character steps onto the square with the skull and crossbones an iron grate closes off the stairs and the room fills with water in 6 rounds drowning the character.

F. The center square of this room is a trap pit, 20 feet deep, with spikes at the bottom.

G. This room has a trap door which is padlocked.

[Under the trapdoor lurk seven Blank Centipedes, ac 8, 1 hd, move 12 inches. These creatures are translucent and nearly invisible. Fortunately their poison is weak, causing only paralyzation and the side effect of rendering their victim invisible for 1d6 mr.]

[Also under the trap door is a shaft which descends into darkness. The shaft descends 60 feet. Rusty iron ladder rungs are set into the north face of the shaft. They look sturdy enough to hold the weight of a fully encumbered character. The rungs go all the way to the floor of room 40b. Level 2. ]

H. This entire room is a rough hewn pit 30 feet deep with 11 hungry Giant Rats at the bottom ac 7 1+1 hd. At the bottom of the pit are the gnawed skeletons of previous victims.

The rats are fully capable of scaling the pit and forcing the doors.

I. An iron cage with three skeletons hangs near the ceiling. In its bony grasp one skeleton holds a small padlocked chest.

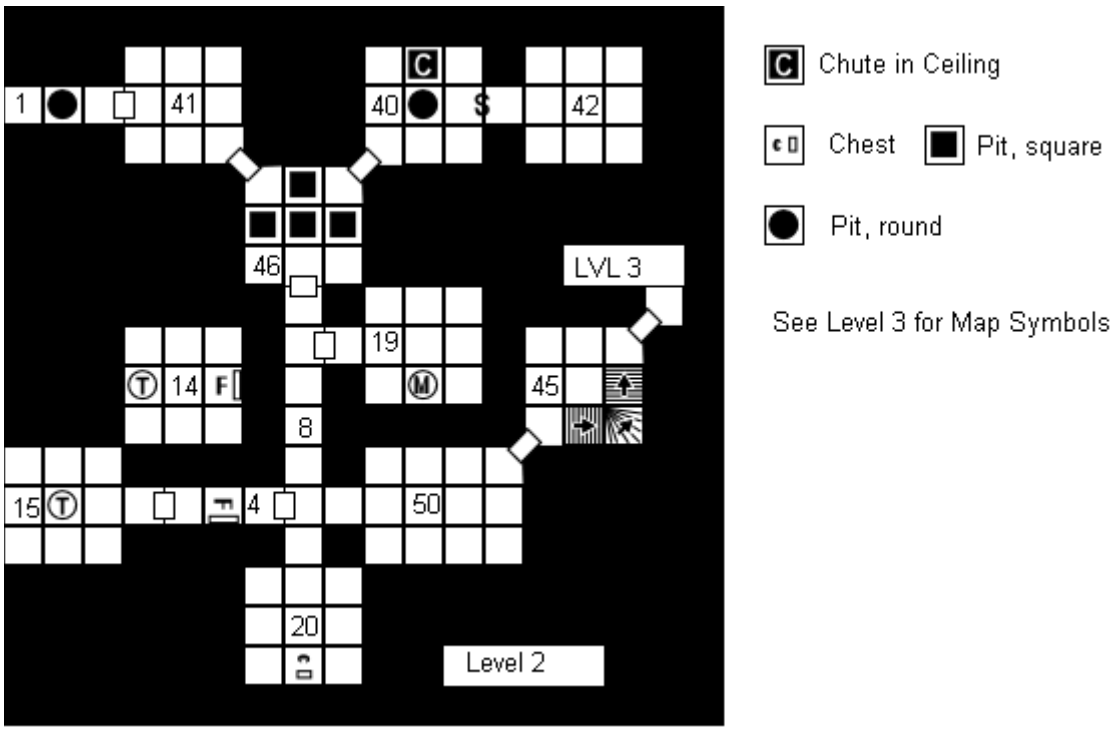
The skeletons do not animate unless the cage is disturbed. ac 7, 1/2 hd, move 6". Inside the chest is a key to the padlocks.

**Level 2**

**General Description**

This level uses a different numbering system than the first level. Long ago I had a tile set with colour illustrations of the rooms on them that matched the numbers.

The walls of this level more finished. The effects of the clock in the chair (level 1) are not felt here. The key from level one fits all the padlocks. Unlike the first level these locks are in working condition unless otherwise indicated.




1. This tunnel ends abruptly. There is a 90 foot pit here and the floor is covered in ice.

4. This door is not padlocked. When the door is opened 2d6 Giant Snow Bats fly out, ac8, 1 hd, bite 1/2 hp. The bite of the Giant Snow Bat causes blindness 1d4 mr after the initial bite for a period of 2d6 mr. This tunnel has a squeaky wood floor. The southern door is padlocked. The West door has a window, it is also padlocked. The ceiling above the door is covered in black soot.

[Underneath is a 30 foot pit with spikes. If the false door in the south wall is opened the floor collapses.]

8. The floor of this hall is covered in wood.

14. This room has a false door on the eastern wall.

[The only way out is through the bricked up telelportal in the west wall. This glows faintly through the cracks in the mortar. The teleportal goes to either room 15 or room 41 (at floor level - note that the floor of room 41 may collapse from too much weight.]

15. In this room a crow's cage hangs from the ceiling. It is padlocked. In the cage is a frozen corpse which has been long left to hang. The walls and ceiling are covered in black soot. The inside of the wooden door is covered in iron.

[The crow's cage is an illusion, it is really a teleportal roll 1d6 to room 14 (on a die roll of 1-5) or (on a roll of 6) Filia's Mount (the Menuhin). Within 3 mr of entering the room the floor will begin to lower, when it gets to 30 feet (5 mr later) flaming oil will pour into the pit which causes 1d6 damage per mr the character remains in the burning oil.]

19. In this room is a cold stone table. It appears to have some blood on it, and there are frozen and bloody rags on the floor underneath it. A magic mouth appears saying "Beyond the brick wall lies the cage of steel".

[This is a backhand reference to the teleportals that join rooms 14 and 15.]

20. The floor of this room sounds quite hollow. Against the south wall of the room is a chest.

[Underneath the floor is room 16 of level 3. If the chest is moved away from the wall, it pulls a chain on its back which releases a stone block in the ceiling crushing anyone underneath the chest for 2d6 damage and smashing a hole through the wood floor to the level below. The chest contains a ruby 1000 gp, 1 diamond 500 gp, a potion and a scroll concealed in a false compartment in the lid.]

40b. Iron rungs on the north wall ascend into a dark shaft. They look sturdy enough to hold the weight of a fully encumbered character. Five feet down the shaft a frozen tongue is stuck to one rung, ick! Cold fresh air is coming down the shaft. In the center of the floor is a well, it is 30 feet deep and the water at the bottom has frozen. This corners of this room are filled with a jumble of dragon bones. The iron ladder ascends 60 feet to level 1 room g. There is a wooden padlocked door to the SW. It has a barred window.

[Among the bones are the ivory teeth of the dragon which are worth 3000 gp. Although rusty the ladder rungs are secure. The secret door in the east can be opened by pushing on a stone in the wall next to it. The water in the well, if melted and consumed will raise one of the characters attributes by 2 points, roll 1d6 randomly to see which one, str 1, int 2, wis, 3, dex 4, con 5, char 6. This only works once. Any further consumption of the water reduces the character's hit points by -3, st vs poison!]

41. The floor of this room is cracked. It can only support the weight of 2 characters. Too much weight will cause the floor to collapse into a pit 30 feet deep.

42. Secret Room, the door doesn't push open easily, there is ice all over the walls of this room and floor. Within are chunks of ice all over the floor and a very large ice cube which appears to have something frozen inside of it.

[In this room is an Ice Cube, which is related to the Gelatinous Cube but made of some sort of anti-freeze and ice. It is impervious to cold or any fire but a magical one; which causes only normal damage. When it attacks it envelopes and digests its prey within its icy body. Within the monster is the usual sort of treasure one finds in a Gelatinous Cube. The only likely solution to fighting the creature is to hack it to bits.]

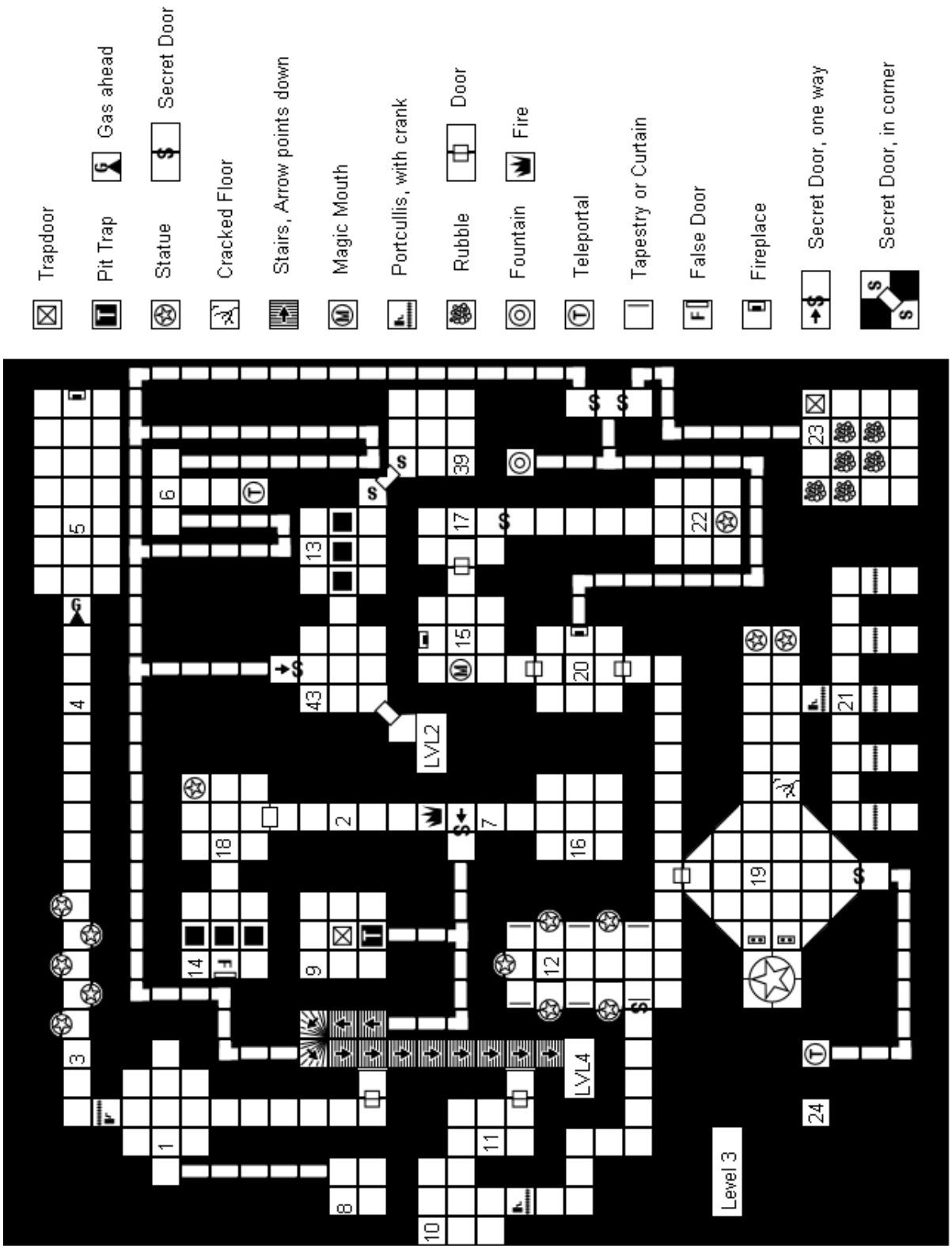
45. The stair descends sharply 40 feet to level three. The NE door opens to room 43 of level 3. When the party comes down the stair if they are showing a light or making a lot of noise something begins to hurl itself against the other side of the door, making a loud thumping, the door creaks with every blow.

46. The floor between the doors has collapsed into a 40 foot pit. At the bottom are broken stones and bones. The NW door is padlocked on this side. The NE door is padlocked on the other side and has a barred window. The S door has no padlock.

50. There are poisoned caltrops on the floor which if they are stepped on will cause any character failing a st vs poison to become paralyzed for 2d6 turns.

## Level 3 – Halls of the Necrati

Note that the level is divided, rooms 43, 13, and 39 are joined but separate from 2, 7, 14, 16, and 18.



1. Chamber of moans.

2. Chained to the wall is a horrible [monster] set here as a guard by the evil priest.

3. Hall of statues

4. The characters can smell something bad

5. Gas fills this room, it comes from the fireplace

6. The end of this hall glows strangely

7. The hall is bricked up 70 feet down. Someone has made a campfire in the middle of the hall but it is cold.
8. Dead end.

9. This room contains a trap, a chute that sends characters to level 4 room 7.

10. Rough Hewn room.

11. Room off the stairs that lead down to the next level.

12. Room of the forgotten Khragar elders, statues, the secret door behind the painted hide is the entry to Necrati occupied areas. This room is guarded by 1d6 Necrati.

13. The secret door opens above a 30 foot pit filled with spikes. There is a ten foot ledge to the north and south.

[The areas of the room which appear to be floor are just an illusion. To the SE is a secret door which opens only when the secret door to the west is shut.]

14. The floor of this room is made up of rickety boards which have collapsed in the middle opening to a pit 30 feet deep at the bottom shuffle the frozen undead.

[The door to the west is a false door. 1d6 Frozen Corpsicle ac 2, 2 hd, move 6 inches, damage 1 hd, these are essentially zombie like undead which are frozen stiff; they shuffle noiselessly along through the dungeon. They will not cross a fire barrier.]

15. A magic mouth left here by evil priests speaks in the Necrati tongue (a warning to leave the fireplace alone), the fireplace has something stuffed up the flue, it can't be good.

16. The walls and floor of this room are frosted. The roof of this room is made of wooden beams which are held up by heavy beams. To the North a tunnel leads down a long hallway. There is a mirror on the western wall.

[The mirror on the western wall shows only face of the onlooker as if they were dead, a withered corpse. In the NW corner, hanging from the wooden beams at the top of the room is a Giant Spider with an iron band around its middle and a heavy chain that binds it to the NW corner. The spider can reach nearly all of the room with the exception of the

last square in the SE corner. Thus any character can take refuge in the corner, just out of reach. The spider can get to the hole which may be punched in the floor by the trap in room 20 level 2 above. While the spider cannot climb all the way out of the hole it is perfectly capable of snatching anyone at the hole. Remember that the spider will be alerted by light through the cracks in the floor and the steps of the party above and thus cannot be surprised.]

17. The Necrati Bunkroom, 2d6 Necrati are here at all times, eating, resting, or plotting.

18. In the NE corner of the room is a blasphemous and evil idol of a Necrati which is depicted as rendering many humans in its iron jaws. Its eyes and jaws glow from within lit by the glow of coals. An unpleasant incense can be smelled. The iron the idol is made of is very hot.

[The incense has the same effect as a sleep spell on anyone that fails a saving throw vs magic.]

1d6 Necrati stand guard here watching for intruders, they are immune to the incense.

19. Temple of the Evil Necrati Cultists. 3d4 Necrati cultists may be found here. The smell of incense lies heavy upon the air. The large statue has a cauldron concealed within it for quickening Necrati. The statue splits open to reveal the stinking cauldron within. The ancient Khragar altars before the cauldron have dark stains upon them but have not been used in a long time. East the statues are of iron made in the image of Necrati with holes that permit the heavy scented incense to escape into the room, coals burn within. South is the secret exit of the Necrati.

20. The acolyte's chambers. The fireplace burns hotly concealing the passageway behind. The water of the fountain beyond heals 1d6 damage.

21. Prison cells, contain victims of the Evil Cultists

22. Here is an Idol of the Evil Cultists founder, The Great Eater, which the Necrati come to contemplate. One Necrati may always be found here. The room has a gloomy feeling.

23. The roof is caving in, any careless blast or lightning bolt might prevent access to the trapdoor that leads to levels below, room 15 level 4. The shaft descends 110 feet and has an Iron ladder that is quite secure.

24. Teleportal of the Evil Cultists. This leads to the mountain side, Location F, for quick getaways, or clandestine missions. It only works one way - out.

39. [The evil priest's alcove] Inside this room an unpleasant incense can be smelled. The room is lit by the glow of a brazier which is filled with glowing coals.

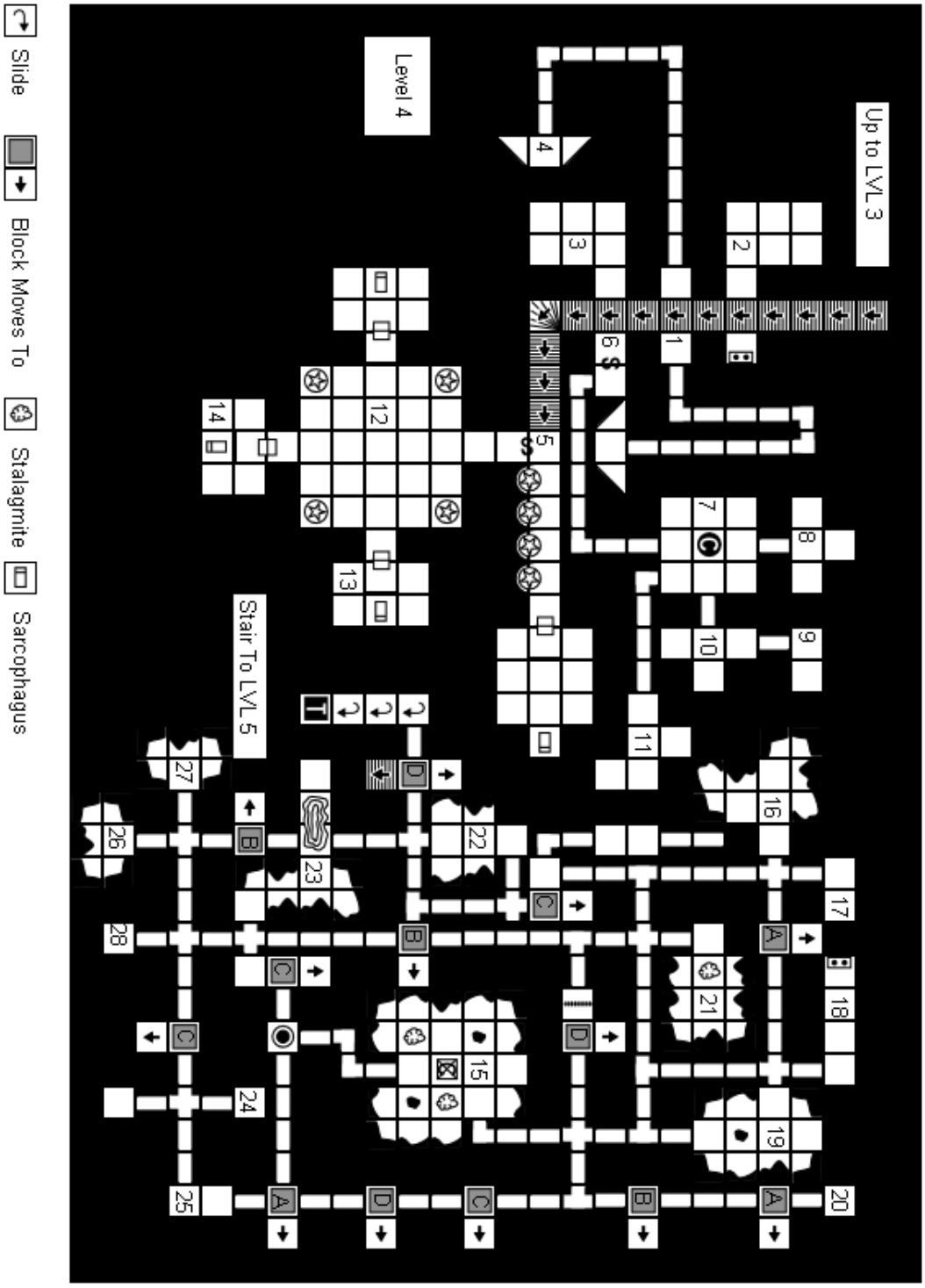
[The incense has the same effect as a sleep spell on anyone that fails a saving throw vs magic. Any character not of evil alignment suffers 2d6 damage if they touch the idol.]

1d3 Necrati are plotting over documents which are a map of the Swordmount area and Eorichalle Gate. They are immune to the incense. They know little except that there will be an attack on the Gate at Eorichalle.

43. When the party comes down the stair into room 45 level 2 if they are showing a light or making a lot of noise something begins to hurl itself against the door. This is a huge and brutish Khragar "caveman" which attacks the party.

[To the north is a secret door. It opens only from the narrow passage on the other side, unless you are a Necrati.]

**Level Four – Tomb of Theobald and Pigxie Mines**




1. A feeling of dread comes upon characters at this part of the stair. There is a dark stain on the east wall which if it is touched conveys an image of spidery legs reaching out

of the darkness, a flash of fangs, and a feeling of pain. Here is a passageway leading east, and a foul stench.

[Both the arrows made by mapping the passageways point to the secret entrance to the tomb. If you look at the map its pretty obvious.]

2. Upper Guardroom, long abandoned. Only dusty benches and an empty bucket remain.

3. Lower Guardroom, there is a foul stench here of manure, there is a pile in each corner. Dark stains cover the walls. Here a passageway leads west and there are giant rat tracks on the floor indicating that rats come and go.

4. Four corpses lie here, smashed and crushed.

[Both the arrows made by mapping the passageways point to the secret entrance to the tomb. If you look at the map its pretty obvious.]

5. False Tomb of Theobald the Mighty

The entrance to the tomb is flanked by four stone statues of the southern warriors, they hold real weapons (+1 swords, +1 shields, and +1 spears, and steel helms). Beyond, the door of the tomb lies ajar. Within, the tomb lid has been pushed aside, and it appears that the grave goods have been looted. The walls were once painted with horses but the mural is now faded and peeling. Human bones lie scattered on the floor and a few are still in the tomb. Some appear gnawed by rats. Rag scraps and broken pot shards litter the floor. there is a pile of fresh giant rat dung in the north east corner. The tomb lid bears the runic inscription in common saying "Here lies the Warrior Prince Theobald."

[The purpose of the false tomb is to give the impression that it has already been looted so robbers will go away.]

[The secret passage pointed to by the map passageway arrows leads to the real entrance to Theobald's tomb. This is a secret door which the character party may even stumble upon accidentally. It can be forced open in the usual way doors are opened however this will animate the warrior statues to the east as 2 hd monsters,ac 2, move 4", which will attack the character party until they are destroyed, weapons only do half damage against them and missiles have no effect at all. The warrior statues will also animate and attack if anyone attempts to take their weapons. The statues will not climb the stair past the upper guardroom. The secret door can be safely opened by pressing the eyes of all four warrior statues to the east, or by casting a knock spell.]

6. Secret passageway.

7. The pit trap from level 3 room 9 leads to this room via a chute.

8. The shriveled corpse of a dead Necrati warrior priest lies here. It bears fang marks.

9. Antechamber of the black sword. Here thick and ropelike dusty cobwebs hang from the ceiling, they are no longer sticky and can easily be cut down. In the northwest

corner is a dark shape, it is a dead giant spider. (The character party breathes a heavy sigh of relief.)

10. On a dusty altar lies a sheathed sword, if the sword is drawn from the sheath it is plain to see that its steel is stained black. On the altar are scratched some runes in the old tongue "The curse of the dragon shall not be lifted until he that slew me is himself slain by the sword of pain."

[This the famed black sword of legend. It is the only weapon that can effectively kill the monster Eoric in room 12 thus avenging the Dragon. Very important! The sword is +1, +2 vs Undead King Eoric.]

11.

12. What remains of the dragons blood stained treasure lies heaped here, topped by many dragon bones. The skeleton is incomplete as some of the bones lie in room 40 level 2.

[The tomb to the east is empty and unused.]

[A chill feeling of dread fills the air for the treasure is cursed, -2 to all saving throw die rolls if any of the treasure is taken before the undead king Eoric is slain. This curse lasts as long as the treasure is in a character's possession. 1d6 mr after entering this hall Undead King Eoric, still guarding his treasure, will attack intruders from room 13.]

cp 3500
sp 4000
gp 2000

13. Tomb of Eoric. The door to this tomb has been split and hangs ajar. This room contains a open sarcophagus, the lid has been pushed aside. The lid bears the inscription Eoric the Cursed. In the shadows lies in wait the cursed undead thing that was King Eoric, ac 4, 6 hd, move 6", dam 1d6, turn as vampire, edged weapons cause 1/2 damage. The King now resembles a skeleton with the skin drawn tight over the bones and is dressed in rags which were once fine clothes. Upon the undead king's brow is a gold crown worth 500 gp. The undead king has a heavy chain tied around its middle with seven heavy moneyboxes attatched to it which the creature drags along behind it. When it detects a living creature the undead king will open the boxes, one every second melee round. Each box does something different.

Box 1 - Cloud of 3d4 biting flies, 1 hp each, damage 1 hp, ac 8, move 18"
Box 2 - Stench, st vs poison, all or nothing, incapacitated for 1-2 mr.
Box 3 - Box of 2d6 Magic Missiles
Box 4 - Box of Silence, no speech is possible while the box is open.
Box 5 - Box of 2d6 Magic Missiles (hammers causing 1d6 damage)
Box 6 - Magic Jar, st vs magic, captures soul of one character.
Box 7 - Death to one character, st vs death magic.

If Eoric is attacked with the sword from room 10 of this level it causes double damage and stuns the creature for 1 mr.

14. Tomb of Theobald. This tomb is sealed. On the door are the following runes in the old tongue, and in common:

"Here entombed lies Theobald, Warrior, Prince, and son of Filia.
Having come into the world without anything but a mother's love so do I leave it."

[Inside the tomb is a simple sarcophagus engraved with the name Theobald. It is still covered and within lies the body of Theobald. If the party choose not to disturb the tomb award them extra experience points. If the party loot the tomb something "bad" should happen eventually for defiling the tomb.]

15. The shifting mines. Two large pillars hold up the ceiling, two large stalagmites are found dripping and wet from droplets which fall regularly on the floor. To the south running water can be heard from a fountain. 1D6 Pigxies fly about this room, and they don't like intruders!

The trapdoor in the ceiling reveals a shaft with a ladder that ascends 110 feet to level 3 room 23.

The Shifting Mines - Environment

The halls and caverns of the shifting mines are dimly lit by a fungi that grows on the walls, Dimweed. Unfortunately Dimweed dies in sunlight which makes it difficult to grow outside a dungeon and limits its usefulness, characters can see up to 40 feet without a torch or lantern.

On the floor of the mine grow toadstools Bangers (black with white spots), Blood Drop - (white with red spots) and sickly yellow toadstools (Flesh Rot) all of which only grow in the dark dungeon. The toadstools can be found in all sizes from mere inches to 10 feet in height.

Bangers spread their spores by releasing them with sudden force causing a choking cloud to envelop the area in a 30 foot cloud (3 squares). The spores have the same effect as a first level sleep spell, cause a further 1d6 damage, and attract wandering monsters (make a check). Bangers are activated by loud noises, touch, or sudden movement.

Blood Drop is poisonous to eat (st vs poison 2d6 damage, all or nothing) or touch (st vs poison 1d6 damage, all or nothing).

The Flesh Rot Toadstool is both poisonous to eat (st vs poison 3d4 damage all or nothing) and rots flesh by touch, (st vs poison, 1d4 damage per day for 1d4 days, all or nothing).

Harmless tiny red beetles scurry about the floor engaged in their own activity.

In any given tunnel expect to find the following Toadstools, roll 1d6 three times:

1-2. 1 Banger, 2 Blood Drop, 3 Flesh Rot
3-4. 2 Banger, 3 Blood Drop, 1 Flesh Rot
5. 3 Banger, 4 Blood Drop, 5 Flesh Rot
6. 4 Banger, 5 Blood Drop, 6 Flesh Rot

In the Shifting Mines the paths shift constantly creating a maze which is difficult to escape. This is the old dungeon master's moving block trick. The moving block squares in the Pigxie Mines move randomly, each of the blocks is lettered A, B, C, and D. Each turn roll 1d4 to determine which block moves to open the way, 1 – A, 2 – B, 3 – C, 4 - D. Any blocks which have previously moved return to block the halls. The characters can force blocks to move with a knock spell. Any characters in the path of the closing squares are crushed if they do not move away within 2 mr. Unfortunately the paths don't connect to the same places anymore.

If that weren't bad enough the mines are plagued with Pigxies, thats right - diminutive nasty pig faced flying faeries with bad hair and an attitude to match. The Pigxies will resent any intrusion into their private domain. All encounters in the shifting mines are with 2d4 Pigxies.

The Pigxies, whom are chaotic by nature, are ruled over by a fickle Queen. She is advised by her court of unruly advisers and most Pigxies are likely to be more afraid of them than they would be of a character party.

While Pigxies do value their own lives they are notoriously unreliable and lie whenever they are talked to. If captured and threatened a Pigxie will deceptively attempt to lead its captor(s) deeper into the shifting mines where hopefully other Pigxies will rescue it. The Pigxies can open or close any of the tunnel blocks simply by touch. Note that the Pigxies can get through small spaces and don't need to fully open a block to pass by it. The Pigxies are also immune to the effects of the Toadstools and will even set off a Banger Toadstool on purpose.

Pigxies are ac 3 when flying and ac 8 when at rest, this is due to their high flying speed and small stature 4-6 inches in height. While Pigxies can bite their combat strategy is simply one of hit-and-run, misdirection, and avoidance. The Pigxies will try to prevent any characters from leaving the shifting mines (e.g. closing blocks) in the hope that eventually the characters will expire in the mines and provide nutrients for the toadstools and beetles that the Pigxies eat.

Pigxies, ac 3/8, 1 hp, bite 1d4 points of damage, move 15", each Pigxie has a one dose tiny bag of double jinx powder which they sprinkle on adversaries as a defensive or offensive tactic (roll to hit) - st vs magic. Double jinx powder causes the following effects for 1d6 turns, roll 1d8:

1. Scarecrow, the character is turned into a talking straw filled farmer's scarecrow. The character cannot wear armor or wield weapons, breathe gases, eat, or drink. The character cannot be harmed by sharp weapons or by falling. The character's dexterity is reduced to three points. The character is extremely vulnerable to fire, all such causing double damage.

2. Jackass, the character is polymorphed into a talking donkey for the duration of the enchantment.

3. Sluggo, the character begins to ooze goo, leaving a trail wherever they go or on whatever they touch, the only advantage is that the character can squeeze through cracks and other small spaces easily, charisma is lowered to three points.

4. Skunk, the character begins to emit a noxious odour, which they cannot smell, and which is repellant to the characters around them forcing characters within 30 feet to become incapacitated for 1d4 mr if they fail a st vs poison.

5. Woody, the character turns to wood and movement is halved. Whenever the character moves more than 6" the wood groans causing a check for wandering monsters. The characters are also vulnerable to fire, it will cause double damage.

6. Glue, the character's feet are stuck to the floor, and they cannot move away. Furthermore, their hands are stuck to whatever they are carrying, and if nothing is held - to the first thing they touch.

7. Babble, the afflicted character makes no sense when they talk, everything they say sounds like gibberish, and they cannot communicate, or cast spells.

8. Fools Touch, everything the character touches (except themselves) turns into gold, fools gold, until the enchantment ends. Characters touched get a st vs magic.

If a character slays a Pigxie before it uses its Double Jinx Powder the character may keep and use it. The GM should feel free to modify anything, reducing numbers of Pigxies or Toadstools to suit the number of adventurer's in the character party.

16. Pigxie dung cavern, this area smells horrible for obvious reasons, the floor is slippery. Large poisonous toadstools grow here and actually seem to shrink when light is brought into the area.

17. Alcove of oddity, any character that steps within develops an odd physical appearance that lasts for 2d6 turns. Roll 1d6, st vs magic applies:

1 – Big feet, the feet grow abnormally large ½ movement, shoes no longer fit.
2 – Big ears, the character's ears grow, enhancing the ability to listen by 1 point on the die.
3 – Short, the character shrinks to hobbit size, clothes no longer fit.
4 – Tall, the character doubles in height, clothes no longer fit.
5 – Tiny hands, the character's hands shrink and they cannot hold a weapon.
6 – Xray Eyeball, one of the character's eyes can see through 10 foot walls.

18. Garderobe, long since disused, the garderobe reveals that the mines were not made by the Pigxies.

19. Tippy tapping can be heard here, the Pigxies are mining this roorm, 3d4 Pigxies are present at any time, and they don't like to be disturbed.

20. Alcove of reversal, any Pigxie dust spells are countered here, and the character's returned to their normal state.

21.

22. Toadstool Cave, here toadstools grow in circles and moss hangs from the walls, its rather warm. To the SW the hidden stair leads to level 5. The slide descends to a spiked trap.

23. The Jinxie Pool, once per day this liquid can turn the body of one character into an ethereal gas like state for 1d4 turns. The character has no control over themselves. The character, and everything he/she is carrying can then be blown about in this level of the dungeon, in any direction the GM chooses (roll 1d4, N, S, W, E) for 1d10 distance, sucked through cracks in the blocking stones, etc. Typically the party will try to rescue the poor individual, scoop them up in a bag, etc.

24. Alcove of Jinxing, any character that enters here suffers -2 to all saving throws for 1d6 turns.

25. The Grump - a nasty old gnome that hates Pigxies almost as much as he hates character party adventurers. The Grump can turn invisible at will and will seek to rob the character party of food, water, and valuables. Since he is hopelessly marooned here he will follow the party in the hopes of escaping the shifting mines. The character party will hear footsteps following them and the Grump may even do the characters a favour or two to help them escape (providing its anonymous).

26. Pigxie Treasure Vault, 1000 gp, all faerie glamour and quite worthless if a coin touches iron it will turn to lead.

27. Pigxie Cave

The Pigxie Queen's Court can be found here, 3d6 Pigxies, 1d6 Pigxie Guards, The Queen, and her attending court of 5 councilors.

28. Broom Closet. There is a bucket, pail, and mop here, as well as something in a clay pot labeled Magic Genie Cleaner.