

A PAST SHADOW

A mini-campaign for use with Castles & Crusades

By Todd Pote

This is a series of three adventures set near a mid-sized city or town located on in forested hills near a frontier or wilderness areal. It is designed for a party of 4 characters of first level whom should gain two to three levels by the completion of the story arc. This campaign may be used more characters or with characters of second and even third level with appropriate adjustment to the encounters by the Game Master. At the game master's discretion, additional side trek adventures may be interspersed with the story arc episodes, though they may be required to adjust the encounters of the episode adventures depending on character advancement from other accomplishments.

The story covers the player characters discoveries and disruptions of the machinations of a mysterious person lurking in the background, manipulating people and events like a dark puppet master. Eventually the players will finally face this adversary only to discover that he too is merely a pawn of something even more sinister and deadly that left unchecked, could threaten the peace and stability of the entire region.

The events of the story began centuries past with the sacking of a temple dedicated to an evil god of bloody war and conflict. The coalition of good put all of the priests to the sword, dumping their bodies into the crypts below before tearing the stones of the temple down, burying them. One of the last dark priests to have been slain was raised as undead by the dark god, sealed within the ruins to contemplate and plan his revenge and the return of his god to power. In time the temple ruins were forgotten by the wild peoples of the region, and reclaimed by the forest. When a band of brigands stumbled across the ruins, they woke the evil within and fell victim to its dark powers. All except one. He pleaded for his life at the expense of selling his soul to the dark god, becoming the willing tool with which the undead priest has manipulated events in the region sowing discord to eventually bring about a bloody conflict between the civilized peoples and the wild folk of the wood.

In addition, the mortal puppet of the dark god has managed to start a vicious war between thieves guilds in the city (or region depending on setting) by playing both sides off against the other, and manipulated the servant of the god of murder and torture into using the thieves to feed his own purposes and sowing fear amongst the towns folk whom are discovering the grisly remains of his victims on a frequent basis with little idea of whom is behind them.

It is into this morass of dark conspiracy and bloody conflict that the player characters find themselves thrust. For if they fail to thwart the plans of these dark forces and unveil the true villain behind them, there will be little hope of peace in the area lasting through the next season.

CHAPTER ONE

TULIK'S COPPER MINE

Tulik's Copper Mine is the opening act of the player characters involvement into the dark affairs described previously. Characters should be first level and include at least one cleric. This adventure is designed to make characters look past the obvious in order to discover the true villains involved.

Tulik is a dwarven miner whom has, by chance, discovered one of the hill folk burial grounds and the treasures within. Over the last several months, Tulik and his men have been robbing the graves within the burial grounds for artifacts and jewelry, selling them to a fence within the nearby town or city and turning a nice profit. This fence has been subtly encouraging Tulik to continue his grave robbing, fanning the dwarf's inherent greed. The hill folk are understandably upset by someone robbing their revered ancestors. They have begun to harass the city folk, miners, and hunters in the area, maintaining a threatening presence whenever these outsiders are in their forest.

In an effort to stop the grave robbing, the hill folk witch doctor raised the bones of the violated ancestors to guard those whom still slept peacefully. These awakened ancestors were waiting when the grave robbers made another foray into the burial grounds. The grave robbers were chased off by the ancestors and tracked by a group of hill folk hunters back to Tulik's mine. Later the next evening, the ancestors were sent against the miners, bringing retribution to those that defiled their graves. Tulik and a few of his men managed to escape the carnage, fleeing under the watchful gaze of the hill folk. Guessing that the dwarf would come back for the wealth torn from the earth and whatever stolen artifacts he had hidden, the hill folk have been lurking above the mine, their ancestors hidden within the buildings and mine itself.

These hill folk and the witch doctor will not prevent Tulik and the player characters from searching the mine and its buildings, trusting the waiting ancestors to exact punishment in due course. These hill folk will be waiting for any survivors when they come out of the mine as noted in the final encounters.

The player characters should be weakened enough at this stage to want to listen first, attack second. The game master should discourage the player characters from trying to rest, having random attacks by 'wandering' undead frequently disturbing the player characters as they make the attempt.

POSSIBLE STORY HOOKS

Rumors:

That undead are being seen around the northern mines have been circulating in the markets and taverns.

The hill folk are becoming very restive again, harassing hunters and miners alike in the forest north of the city/town, claiming they will defend their lands from thieving city folk. The miners are getting nervous about hostilities breaking out.

A mine was overrun by undead a few days ago. The survivors have taken refuge at Darnburg's Dig north-northeast of the town/city.

A call for Sell Swords:

A local posting or word of mouth around the taverns has someone named Tulik offering 15 gold pieces to each person willing to assist him in reclaiming his mine from claim jumpers. Those that wish to earn the coin are to meet with him at Darnburg's Dig, a mine a days ride north-northeast of the town/city.

THE MINE COMPOUND

Tulik's mine consists of five log and sod buildings near the toe of a wooded hill, surrounded by mounds of broken stone and loose earth. A couple of these piles have moss and even brush growing upon them, showing that the mine has been well established for some time. Most of the piles, however, are still bare surrounded by a ring of soil at their toe. One pile still has "dirty" stone atop it several yards from the nearest building.

The toe of the hill itself is a low escarpment spanning the width of the hill, the slope above it rising gently to a crest, unseen past the dense ferns, brush, and trees growing atop it. Visible in the face of the exposed rock, is the mouth of a dark tunnel. This dark entrance is too regular to be a natural formation. The stacks of heavy wood beams adjacent to it would seem to provide proof to this assumption.

When the player characters arrive in the mine "clearing", numerous ravens and jays will be noticeable atop the buildings and in the nearby trees, as will the strong odor of rotting meat. When the player characters are close to the buildings, they will also be able to see an abandoned cart and several bodies laying on the ground, hanging from a broken window by its feet, draped over the cart, and across the lumber pile, all being surrounded by droning flies. The building doors and windows are splintered, broken, or simply hanging open. The violence of the attack is plainly visible to cursory observation.

More observant players may note that none of the birds are feeding on the five bodies visible in the open. They are merely perched on the buildings around them. When the player characters arrive in the camp, the birds will scold angrily at the intruders, some flying off to the surrounding trees, others merely hopping along the roof eaves and tops to keep their distance. It may also be observed that there are no scavenger animals in the area either.

The hill folk witch doctor has cursed these bodies, raising them as zombies to punish those grave robbers who may return. These zombies will lurch to un-life and attack the nearest living creature to them when approached within 20-feet. Tulik and his men will leap backwards from these attacks swearing, identifying each body by name with horror. They will join the player characters in the attack against them using clubs, repulsed by the foul magic used to bring their friends bodies to life. Each body bears horrific open wounds crawling with the dead white of maggots and other insects.

Zombies (5) – Medium (Paul, Mikhail, Robert, Lucas, Eric)

HD: 2 (2d8) Hp: 10/ 11/ 14/ 14/ 9 MV: 20' AC: 12 Attack: Slam (1d8) Special: Slow (always goes last) Saves: P Int: - Align: NE Type: Undead (common) XP: 15+1 each.

The zombies in front of building 3 will be joined in battle by the skeletons within the building. Refer to the building 3 description for stats.

THE BUILDINGS

1 – Stables

This log and sod building with its pine bough roof has no doors. The drone of flies can be heard from within and the nauseating stench of rotting meat is almost overwhelming. Inside are the fly covered carcasses of several slain oxen, their bloated bodies literally torn open by something clawed. Scavengers and insects have obviously been at work on the carcasses.

2 – Tool Shed

This log and sod building has a moss-covered shake roof and a shattered door, the remains hanging from leather strap hinges. Inside are several shovels, picks, axes, hatchets, a large saw, a few hammers, a crate of iron spikes, and four pry bars. All of the tools show signs of heavy use.

The miners will trade in their clubs for more substantial weaponry here.

3 – Stamp Mill Shed

This log and stone building has a moss-covered shake roof. The wood door has been hacked apart and broken in, the remains lay upon the floor and hang from the leather strap hinges. Inside is a small stamp mill, a large forge-like furnace, bellows, a couple small piles of raw ore, and a large stone pot crusted with slag. A slag-caked set of bar molds carved from a stone slab rests on the floor below the pot. The forge itself is cold and does not appear to have been used in several days. Outside of the building, along the east wall, is a small stack of fire wood.

Also within this building are four skeletons, hill folks ancestors, armed with battle axes of corroded green bronze. These skeletons will join in the battle outside of the building within one round of the zombies attacking the player characters and the miners.

Skeletons (4) – Medium

HD: 1 (d12) Hp: 11/ 10/ 8/ 7 MV: 30' AC: 13 Attack: Bronze battleaxe (1d6) Special: Undead, Suffers only half-damage from slashing and piercing type weapons Saves: P Int: - Align: N Type: Undead (common) XP: 10+1 each.

The battleaxes are worth 20 gold pieces to a collector. The hill folk will want to reclaim them, the axes belonging to their honored ancestors.

4 – Bunk House

The north door of this log and sod building hangs open, only a few axe marks upon it. Inside, there is blood over many of the broken and overturned bunks. There is little else here other than the remains of the six double bunks.

An interior door between areas 4 and 5 is hacked and broken into 4 from 5. There are also odd footprints in the blood that may be noticed on a successful spot check or any search attempt. These footprints look to be some sort of clawed animal, others look like someone was dragging their feet.

5 – Chow Hall

The south door of this log and sod building is hacked apart and broken in. The remains hand from leather strap hinges and litter the ground and floor around the open portal. Inside are several overturned and broken tables and stools. The two windows are broken out, blood covering the window nearest the door.

At the rear of the room is a battered iron cook stove, several broken shelves, smashed crockery, scattered wooden cutlery, broken dishes, and several weeks worth of ruined foodstuffs ground into the gore on the floor.

The blood covered window is the one where one of the zombies had hung.

6 – Storeroom

The door to this log building with its wood shake roof is laying in splinters on the ground within and without of the open doorway. Numerous foot prints are plainly visible in the ground outside the door. Many seem to head in the direction of the mine. The room beyond the portal is empty of everything but a few empty wood crates. A destroyed door hangs from iron hinges to the right of the outside doorway.

Tulik will groan in frustration and rant about thieving cretins taking a months worth of copper ingots. There were 12 crates of twenty ingots each. The destroyed door is the entrance to area 7.

7 – Tulik's Office

The remains of the door need to be pushed out of the way to gain entry into this foul smelling room. The carrion odor comes from the rotting corpse of a human pinned to the wall above the fireplace by two spears through its arms. Grievous wounds are visible on the insect covered body. Closer inspection will reveal a small, scroll-like roll of vellum wedged in the corpse's mouth.

Elsewhere in the room, furniture has been smashed, slashed, and hacked to flinders. Split wood is scattered everywhere, among which are ruined pages of parchment, and other sundry items, most of which are blood spattered. The two windows are in ruins, the remains hanging haphazardly in their ruined frames. A door in the left far corner of the room looks to have been destroyed similar to the door into this room.

The small vellum scroll from the mouth of the corpse (Nigel) is stiff with blood and crackles loudly when unrolled. It is written in a crude trade cant used widely in the region by those dealing with the hill folk.

It reads;

“We know you thief. The ancestors cry for your blood. As you took from them, so we take from you. Your riches are once more in the earth from where they were torn. We come for you thief. We come.”

Tulik denies any knowledge of what is going on, as do his men. He can only assume there has been some sort of mistake. A successful Spot Check (CL 0) will find Tulik to be a bit pale and nervous.

8 – Tulik's Quarters

The door has been hacked apart and completely stove in. The remains of the door lay on the floor mixed with the remains of a chair, straw mattress stuffing, shredded and filthy clothing, a hacked apart foot locker, and table. An intact window at the back of the room is above the overturned bed and remains of the shredded mattress, across the foot of which is a large wooden standing closet, its back busted in. Tulik groans at the sight of his destroyed belongings.

Under the remains of the dresser is a secret trap door (Find CL +1). It is locked, but not trapped, the keyhole being hidden under a knothole in the floorboard next to it (Open lock CL-2). The trap door opens to reveal a two-foot cubic cubby. Within is a small wood chest about eighteen-inches long, twelve-inches wide, and again as tall. The chest is closed by a simple turn-pin hasp.

Unlike the trap door, the chest is trapped (Detect CL 0) by a scything blade (disarmed by a button in the side of the lid – Disarm CL -3). The blade will scythe upwards along the bottom of the lid doing 1d3 damage to whomever is opening the chest.

Within the chest are two bronze burial masks inlaid with bone and turquoise, ten bronze and turquoise arm bands, a bronze leaf-bladed dagger, six bone and turquoise rings, eight bronze torcs inlaid with bone and turquoise, two small leather sacks, and the bone figurine of a wolf. The bronze items are green with age and corrosion, yet still quite valuable to collectors. Everything in the chest, with the exception of the contents of sack 1, belong to the hill folk. Stolen from the graves in their burial ground.

Sack one contains 80 gold pieces, 100 silver pieces, 60 copper pieces, and a folded parchment.

Sack two contains forty-five pieces of turquoise (225 gold pieces total)

The parchment is a letter. It reads;

“Tulik, these native artifacts are fetching good prices from my clients. Bring more and I think we can double our profits on them. See you next time you are in town.” It is signed by “Erasmus”

Tulik will give the player characters a story about finding these items in a nearby stream after the last big rainfall, washed down from wherever upstream. If pressed about these items obvious “native” origins and the message found in the corpse in the other room, Tulik will at first claim that it must be some misunderstanding since he found the items in the stream. They must have washed down from somewhere important to the natives, but finders keepers. If that fails he will offer to cut the player characters in on his “great deal”. If they decline and instead try to capture him, he and his men will attack the player characters, seeking to get away.

Should the player characters manage to capture Tulik alive, they have the choice of turning him over to the hill folk along with the treasures found (500 xp), negotiating with the hill folk and returning him to the town/city to face justice there (750 xp), or simply leaving him alone in the building while they continue investigating the mine works (150 xp) only to return to find him already in the custody of the hill folk (refer to “Ending the Adventure”). If they end up killing him there is still the negotiating with the hill folk for the return of their artifacts to conclude.

THE MINE SHAFT

The mine shaft is hand dug through granite with air shafts drilled to the surface infrequently to provide better ventilation, particularly in the lower shafts. The shafts are approximately twelve-feet high and reinforced with thick, rough hewn timbers spaced every five to eight paces and about eight-feet wide. Dark lanterns hang from every eighth support, empty of oil. The floor of the shaft is rough, yet still smooth enough to drive a cart over. Oxen droppings spot the shaft floors where they have been pulling the carts of ore to the surface.

The upper tunnels are cool but humid. The deeper tunnels are both warm and humid. The shaft surfaces bear the scars of pick and hammer on the dark granite face. Few cracks in the rock are evident and much of the surface has a greenish cast. Echoes and sounds are muted by the weight of the stone above.

9 – Lower Tunnel Entry

This portion of the mine shaft seems to have enlarged into a nearly circular chamber ten to twelve paces across. There is a central support post that all of the ceiling braces meet at. To the right of the chamber is a gently curving ramp which descends into the floor deeper into the mine. There are numerous piles of oxen droppings on the floor here.

Before the central support column is a crude tripod of large branches. Atop the tripod, is a rolled up vellum, supported by the crux of the branches.

When unrolled, there is a message on the vellum. It is written in the crude trade tongue used by those whom deal with the hill folk in the region. It reads;

“Foolish for a thief. Or maybe brave. Until you return that stolen from the ancestors you will not have what you steal from the earth. Flee now, if you can thief.”

If the player characters have not discovered the grisly note left in area 7 coupled with the chest of native artifacts in area 8, Tulik will profess no knowledge of what the authors of the note are talking about, unless it has something to do with his mining activities. If the above discoveries have been made, Tulik will hold to his story of finding the artifacts in the stream unless he has been pushed into confessing his crimes already. (Refer to the description notes for area 8.)

10 – Dead End

The tunnel ends in a tee-shaped area, a partially filled ore cart resting near a rough green-stone rock face, heavily scarred by pick and hammer.

Moving forward from where they had stood before the blank stone face of the other end of the tee are six skeletons armed with axes and long swords that are corroded green with age. They attack quickly and without a sound uttered from open jaws.

Skeletons (6) Medium

HD: 1 (d12) Hp: 10/ 10/ 12/ 9/ 7/ 11 MV: 30' AC: 13 Attack: bronze long sword or axe (1d6)

Special: Undead, ½ damage from slashing and piercing weapons Saves: P Int: - Align: N

Type: Undead (common) XP:10+1

11 – End of the Line

The mine shaft splits into a rough wye. To the left, before a jaggedly worked stone face are four skeletons armed with bronze battleaxes, each green with corrosion. They are moving forward from before a stack of wooden crates at the foot of the stone face, jaws open in a soundless scream.

From the right comes the a chorus of low moans. The three bloody bodies of slain miners move to join the skeletons in the attack upon the player characters and any miners that are still alive and with them. Beyond the zombies, the mine shaft ends in a similarly jagged rock face.

Skeletons (4) Medium

HD: 1 (d12) Hp: 11/ 9/ 10/ 7 MV: 30' AC: 13 Attack: bronze long sword or axe (1d6) Special:

Undead, ½ damage from slashing and piercing weapons Saves: P Int: - Align: N

Type: Undead (common) XP:10+1

Zombies (3) – Medium (Jerik, Aaron, and Peit)

HD: 2 (2d8) Hp: 13/ 10/ 11 MV: 20' AC: 12 Attack: Slam (1d8) Special: Slow (always goes last)

Saves: P Int: - Align: NE Type: Undead (common) XP: 15+1 each.

The crates of copper ingots are those that were taken from area 6 in the mine compound. Atop of these stacked crates is yet another rolled up vellum with another message, written in the same crude trade language. It reads;

“Your victory is fleeting thief. Savor it while you may.”

RETURN TO THE SURFACE

When the player characters return to the surface from the depths of the mine, they will find over a half-dozen hill folk warriors arrayed before them, all heavily armed with readied weapons. A smaller, lightly armed hill man near the mine cart is behind them, bedecked in feathers and dyed leathers.

If Tulik and his men are still with the player characters, having convinced them of his innocence, the small hill man will call out to them all;

“Strangers! You are brave and strong! Why do you defend the thief and his tools?”

(Should the player characters respond, questioning why Tulik and his men are being referred to as thieves...)

“The dwarf and his servants have raided the sacred burial places of our ancestors! Stolen their treasures and scattered their bones! The ancestors call for their blood from beyond Hamani's veil! Give him and his servants to us, return the treasures of the ancestors, and you may go in peace with our thanks!”

If the player characters look to be taking the side of the hill folk, Tulik and his men will turn on them, savagely attacking, unless already in custody or dead. The hill man witch doctor will aid the player characters with spells against Tulik and his men, but none of the hill folk warriors will interfere other than to keep any miner who tries to flee from escaping.

If the player characters had previously captured Tulik and his men, leaving them in one of the buildings to await their return, they will find their prisoners in a group surrounded by the hill folk, whom are there to demand the return of their ancestors treasures and negotiate the fate of Tulik and his surviving men, if any. The hill folk may be persuaded to allow the player characters to return the thieves to Deepon to face the Duke's justice, but it will take some real doing since the hill folk are short on trust presently.

If the player characters have been convinced by Tulik that he and his men are the victims of a misunderstanding, the hill folk will give them a chance to surrender before attacking without quarter.

If the player characters had already slain Tulik and his men, or do so after the miners had turned on them under the conditions previously noted, the hill folk will depart with their treasures, the witch doctor pausing to speak one last message to the player characters.

“The ancestors accept the justice dealt by you. Peace will remain between the hills and your people. You will be remembered to us. Farewell.”

If the player characters fight and defeat the hill folk, with his dying breath the witch doctor will spit out;

“This victory is fleeting. Our tribes will cleanse the forest of your people!”

Within weeks, the tribes of hill folk will be mobilized into an army, attacking Deepon and the surrounding towns, villages, hamlets, and mines in open warfare.

NON-PLAYER CHARACTERS

Tulik - 3rd level Dwarf – Small

HD: 3 (d8) Hp: 20 MV: 20' AC: 12 Attack: Club (1d6+1) Special: Dwarf Traits, 120' deep vision, Exceptional STR (+2 hit and damage) Saves: P Int: Avg Align: LE Type: Humanoid Treasure: Hidden in area 8 XP: 30+1

Miners (3) Medium - 1st level Human

HD: 1 (d8) Hp: 4/ 5/ 6 MV: 30' AC: 11 Attack: Club (1d6+1) or pick (1d6) Special: Exceptional STR (+1 to hit and damage) Saves: P Int: - Align: NE Type: Humanoid Treasure: - XP: 5 +1

Urlik - 6th level Human Witch Doctor – Medium

HD: 6 (d4) Hp: 18 MV: 30' AC: 13 Attack: Spear (1d6) Special: Spells per Day- 4/ 5/ 4/ 2 Saves- Primes: DEX, INT, CHA Align: CN Type: Humanoid XP: 180+1

Spells:

0 level – Detect Evil, Endure Elements, Create Water, Detect Poison

1st level – Bless, Sound Burst, Resist Elements, Burning Hands, Protection vs Evil

2nd level – Silence, Darkness, Delay Poison, Speak with Dead

3rd level – Animate Dead, Lightning Bolt

Hillmen Warriors (6) - 2nd level Human Barbarians – Medium

HD: 2 (d12) Hp: 16/ 12/ 12/ 13/ 18/ 13 MV: 30' AC: 15 Attack: Spear (1d6) or Hand Axe (1d6)
Special: Barbarian Traits Saves: P Int: Avg Align: CN Type: Humanoid XP: 20+1

FURTHER INVESTIGATIONS

Information from other miners obtainable either by asking at every other mine or hanging out in the Pick and Shovel or the Rusty Lantern in the Hill Quarter.

Those that know of Tulik, know he lives in the town/city and that he seems to have been hanging around a pawn shop near where he lives. They also say he is a bit shifty and miserly.

A silver piece in the right hands will gain the player characters directions to Tulik's house. The pawn shop is only a couple streets away.

The pawn shop is ran by a weasel faced man with yellowed eyes reeking of alcohol going by the name Oliver. Oliver is a fence for the thieves guild and if pushed on the topic of Tulik and/ or Erasmus he will give over the following;

<p>“Look fellas, I am just a middleman. You want to meet with Erasmus, I will let him know. If he wants to see you then he will let you know where and when. That is all I can do. Honest.”</p>

Oliver does indeed pass on the request from the player characters to Erasmus. Even if the player characters do not get this far in their investigation, the local thieves guilds will be looking for them. Erasmus does not like loose ends and has no idea what, if anything, Tulik may have divulged. This will lead into Chapter Two.

CHAPTER TWO

THE FACE STEALER

The Face Stealer is the second act of the player characters involvement in the plans of the mysterious agent of darkness; Erasmus, though they may not realize this as they are sucked into deadly peril. The adventure is suitable for four to six characters of first to third level, though some adjustment may be necessary when running third level characters.

The player characters will find their ingenuity is challenged as much as their ability with weapon and spell. They should also be able to obtain proof that Erasmus is manipulating events towards chaos in the region, his involvement in the war between the thieves guild, the kidnappings of thieves guild members, and their own kidnapping, should they survive. Should all of this be brought to light, Erasmus has no choice but to flee, his plans in ruins.

Erasmus has not forgotten the player characters and their disruption of his plans in the hills. Currently Erasmus serves as a chief adviser in each thieves guild and been the main motivator in their vicious war. He has been setting the player characters up for a fitting end, manipulating both thieves guilds to hunt for them. Once found, the player characters will be drugged unconscious and delivered to the bloody hands of the Face Stealer, a mage-priest of the god of torture, pain, and blood. The player characters will awake as prisoners.

The Face Stealer is the moniker given by the people of the town/city to the murderer responsible for several bodies turning up in various parts of the community. Each of these bodies has had its face torn off. The bodies are actually thieves and others Erasmus has required to “disappear” to further his plans. While the Face Stealer, the owner of the tallow works, thinks their arrangement is an alliance, it is nothing more than another manipulation by Erasmus. Should the player characters fail to escape, their fate will be the same as these faceless bodies, that of a sacrifice to the dark power worshiped by the Face Stealer and his followers. If they do escape, the extensive complex hidden below the tallow works in the town/city will be revealed and they will have earned some small recognition by the authority governing the community.

POSSIBLE STORY HOOKS

If this is being ran as a continuation from Tulik's Mine, then the player characters will find themselves sucked into the events as described above.

If this is being ran as a stand alone adventure, the player characters may have been hired by a third party or even local constabulary to investigate the string of grisly murders. Being drugged as a result of their getting too close to certain people.

The player characters may have been mistaken for the same group of adventurers responsible for the events at Tulik's mine, finding themselves drugged and awakening incarcerated.

ABOUT THE DUNGEON

The walls, floors, and ceilings of the dungeon levels are of stone. Ceiling heights for the rooms and

halls is ten-feet unless otherwise noted in the area description. Doors are three-inch thick wood reinforced with iron. Each has a simple latch system and swings on iron hinges secured to the wall.

Lighting throughout the complex is by torches in wall mounted sconces six to seven feet from the floor. Ventilation is by several fist sized shafts to the surface around the ground level factory.

The factory walls are thick wood and stone. Ceilings are 30-feet high, the roof stepping down twenty feet when viewed from the street.

THE AWAKENING

The player characters awaken, chill and with a nasty taste in their mouths. The throbbing headache makes sudden movements painful and brings on a bit of dizziness, though this passes rapidly. As they take in their surroundings, the characters discover they are wearing nothing but loin clothes and have little light by which to see. The muggy air is thick with the reek of offal and sweat mixed with the acrid stench of burning torches.

1 – Dungeon Cells

The cell each player character finds themselves in is an approximately 10-foot cubicle, end of which is a wall of inch-thick bars and a narrow door. The door is secured by means of a heavy chain and padlock. The only thing within the cell other than the character is a scattering of filthy straw, a small wooden bowl caked with a dried crusty substance, a tiny tin cup filled with water, and vermin of all sorts.

The tin cups have narrow handles which may be broken off to make a crude lock pick should anyone think of it. The dried crusty substance on the bowls is gruel. The gruel and water are served twice a day by the jailor. The padlock is fairly simple with a large keyhole and easily picked with proper tools (Open CL -4). Using the tin cup handle makeshift pick is a bit more difficult to open it (Open CL -1).

The player characters may also attempt to bend the bars (STR CL+4) or break the chain (STR CL+8). Only one attempt may be made per half hour due to the strain and exertion required.

The torches are singly mounted in wall sconces along the stone corridor. The torches are easily removed and may be used as crude clubs (1d3) plus 1d2 fire damage if still lit.

There are four other prisoners in addition to the player characters. Two of these are thieves from the opposing guilds. If let free and armed, they will attack each other at the very first opportunity (refer to description in area 26 if they are armed and attack each other). Neither will assist the other willingly. If questioned, they have the following information;

Each was kidnapped by the opposing guild.
They have seen others from their guilds here.

Those taken away by the jailors do not return.
The jailor comes through twice a day.
There are three different jailors.
They have been here for over a week and will likely be taken soon.
There is one the jailors refer to as the "Master".

Makeshift items possible within this area;

Club (1d3) x2 – torches
lock pick – tin cup handle(s)
light flail – lock and chain (if broken, 1d4 damage)

2 – Jailor Post

The room is cleaner than the cells, though not by much. Dimly lit by a single torch near a wooden door the sounds of rough snoring can be heard. Below the torch is a simple wood table and stool upon which is the source of the snoring, a broad shouldered man in patched and dirty clothing sleeps, laying over onto the table. On the wall opposite hang a pair of iron manacles and a set of heavy iron keys. Next to them on the floor is a small box with several unused torches.

In an alcove opposite the wood door is a low table-like shelf with a sack of ground corn, several grime encrusted wood bowls, a couple of tin cups, two encrusted wood buckets with ladels, and a barrel of clean water next to it. The barrel is only half-full.

The man sleeping on the table is a middle-aged human male. Broad shouldered and a bit paunchy, he is armed with a weighted truncheon tucked into his belt. Unless the player characters and any freed prisoners made a great deal of noise (such as two thieves fighting), the man will remain sleeping. Loud noises will awaken him and he will investigate, though if awakened due to an attack, he will seek to defend himself after a round of 'getting his bearings'.

Jailor - 2nd level human male (1) – Medium

HD: 2 (d8) Hp: 8 MV: 30' AC: 10 Attack: Club (1d6) Special: - Saves: P Int: Avg Align: NE

Type: Humanoid XP: 7+1

Makeshift items possible within this area;

Club (1d3) x8 – torches
Light Flail (1d6) x2 – Manacles
Light Flail (1d3) – Key Ring

Other items;

Tunic, Leather belt, breeches, heavy boots, club

3 – Lower Larder

Several sets of shelves, head high for a human, fill this dark room. Salted hams hang from the hooks set in the stone ceiling, their aroma mixing with the pungent smell of grains and dried fruits.

The shelves are filled with boxes and sacks of hard tack, dried apples, dried pears and plums, oats, cornmeal, and rounds of waxed cheese. Enough to last weeks or months depending on how many were

to be fed.

Treasure: 100 days rations.

4 – Well Room

The air is chill and smells cleaner. The small room is well lit by a single torch in a wall mounted sconce. It illuminates the large half of the room where a six-foot diameter shaft is visible in the floor. Posts rise from each side of the shaft with an iron “spit” through them. Rope is coiled around the iron shaft and a bucket dangles from the end over the shaft.

In the smaller half of the room are four empty wood barrels with lids.

Makeshift items possible within this area;

Small wooden shield (AC +1) x4 – barrel lid and rope

There is a 1-in-8 chance of encountering a jailor here as they bring water barrels back to be refilled. The jailor will be a muscular human male, short with a young, pug-like face. A truncheon is stuck through his belt. If outnumbered, he will turn to flee towards area 9 yelling for help.

Jailor - 2nd level human male (1) – Medium

HD: 2 (d8) Hp: 12 MV: 30' AC: 10 Attack: Club (1d6) Special: - Saves: P Int: Avg Align: NE

Type: Humanoid XP: 7+1

Treasure: club, breeches, tunic, belt, heavy boots

This jailor may also be encountered (1-in-6 chance) replacing torches in the halls if not encountered within the well room. Should he be encountered in the well room, he will not be encountered anywhere else. Likewise, if encountered in another area of this level of the complex, he will not be encountered again unless he manages to get away, in which case, he will be part of the encounter in area 9.

5 – Storage Room: Torches and Candles

A dark room smelling of pitch, tallow, and brimstone filled with shelves full of small boxes and barrels of torches. There are ten torches per barrel and twenty tallow candles per small box. The boxes are marked in black across the ends “Marik Co.”

The Marik company is a well known manufacturer of tallow candles and torches to a lesser extent, within the town/ city. The company is located in the same area the faceless bodies have been being discovered. There are a total of 450 torches and 1800 tallow candles within the room. Several boxes and barrels are empty, being stacked to one side of the door.

6 – Jailors Quarters

A good-sized room barely lit by the glow of a single candle burning on a small table between cots near the door. The room smells of smoke and rancid sweat. There are total of three beds and two tables visible within the room once a stronger light source is present.

There is a 50% chance that a third jailor will be found sleeping here in the far cot. This jailor is an ugly

half-orc, his face brutally scarred. Should he be awoken, either by noise or a failed surprise attack, he will roll out of bed grabbing his truncheon, counter-attacking savagely. If the half-orc jailor is not here, he will be in area 8 having a cold snack.

Jailor - 2nd level half-orc male (1) – Medium

HD: 2 (d8) Hp: 16 MV: 30' AC: 12 Attack: Club (1d6) Special: - Saves: P Int: Avg Align: NE

Type: Humanoid XP: 10+1

Treasure: club, tunic, breeches, belt, heavy boots

Under each cot is an unlocked footlocker. Each contains two tunics, two pairs of breeches, a pair of socks, and a small pouch containing a few coins. The coins found total 6 gold pieces, 7 silver pieces, and 22 copper pieces.

7 – Chamber Pot Closet

A stone bench with a single hole over a wooden wash tub-like bucket is the first thing seen in this stinking small room. Flies drone around the hole and the third-full bucket. A small box full of dried leaves and moss is atop the bench in the corner.

8 – Mess Hall

A long, narrow room dimly lit by a single burning torch in a central wall mounted sconce. The lingering scent of food mixes with the resinous torch smoke. Centered in the room are two long, narrow wood tables, their tops scarred and stained. Narrow wood benches are tucked in under the table edges to each side.

Opposite the torch and wall sconce is a small kitchen area containing an iron pot-bellied stove in the right corner, its chimney pipe rising into the ceiling. A small stack of firewood is next to the stove and a flour covered wood table. Atop the table is a half carved salted ham with a cleaver sunk into the tabletop before it. On the other side of the stove is a small, nearly empty barrel of water. Between the barrel and a simple set of shelves running the length of the left wall, is a stone sink nearly full of dirty, greasy cold water. The shelves hold simple wooden dishes, cutlery, basic foodstuffs, a couple wood platters, and a few dull knives.

Makeshift items possible within this area;

Cleaver (1d4) x1

Dagger (1d2) x 2 – kitchen knife

Treasure: Three days rations for one person

There is a 50% chance that the half-orc jailor from area 6 will be here having a snack of cold sliced ham in the kitchen nook area. He will fight unless badly outnumbered, then will flee out the opposite door towards area 9 yelling for help. If he escapes, he will be part of the encounter at area 9 if he can reach it ahead of the player characters. Otherwise, he will do his best to avoid them until they are engaged with the guards at area 9, then attack the player characters from the rear.

9 – Guard Post

This well lit area where the passage landing widens into a small room contains a single torch in

a wall mounted sconce, a wooden barrel, and armed men facing the passage near the back of the room.

The barrel of course is nearly full of water. There will be two men armored in leather and armed with spear and dagger standing watch from the back of the room. If the jailors from either area 4 or area 6 have made it to this area, there will be four armored men plus the jailor(s) waiting for the player characters. These guards will do their utmost to slay the escapees.

Should the player characters made it to this area without any preceding alert, and engage the two guards present, two rounds after combat begins, an additional two guards from area 10 will join in the fight.

Guards - 2nd level human male (4) – Medium

HD: 2 (d8) Hp: 14/ 18/ 12/ 13 MV: 30' AC: 13 Attack: Spear (1d6) or dagger (1d4) Special: - Saves: P Int: Avg Align: CE Type: Humanoid XP: 10+1

Treasure: Spear (x4), leather armor (x4), dagger (x4), tunic (x4), breeches (x4), belt (x4), heavy boots (x4)

10 – Guard Quarters

The room is dimly lit by a flickering candle on a small wooden table between a pair of bunks. All of the bunks look rumpled and slept in, the blankets casually tossed aside. Opposite the bunks on the far wall are four wood lockers lined up vertically. An empty weapon rack is on the same wall opposite the doorway. To of the lockers hand open, some of their contents laying on the floor before them.

The lockers each contain one set of clothing, a few random useless personal effects of no worth, and a small back with some coins in it near the rear of the locker. The coins total 11 gold pieces, 48 silver pieces, and 63 copper pieces.

11 – False Exit

At the top of the stairs is a heavy wood door reinforced by thick iron bands. A latch and handle are to the left of the door, the hinges unseen.

The door has no lock but is trapped (Detect Traps CL 0; Disarm Trap CL -2). When opened, a blank stone wall is on the other side and a cloud of poison gas is released. The gas rapidly fills the corridor all the way back down to the landing twenty feet away. Anyone caught within the poison gas must make a CON save (CL -1) or suffer 1d4 damage, followed by a second save a round later. Failure of the second save inflicts another 1d2 damage on the victim and paralyzes them for 2d10 minutes.

12 – Secret Door

Where the corridor turns and proceeds upwards as stairs is a stone secret door. This door is only secret from the prison side of the wall. The door is detected with a successful Search check CL -2, and opens inwards by means of a hidden catch.

13 – Kiram's Lab

The large, warm room is well lit by two torches, the sconces mounted in opposite walls about

head height. A long table is centered along the right hand wall. It is littered with glass and organic tubes, glass vials and bottles filled with unknown fluids, some of which hold floating eyeballs and other organs, and small pans over oil burners. An open barrel is on the far side of the table and against the wall. In the far right corner of the room, there is an iron pot-bellied stove with a vat of something bubbling atop it.

In the far corner opposite the stove, the walls are lined with shelves. Bottles, jars, books, and several metallic implements occupy them. Before these shelves, set perpendicular to the corner is a table of thick stone with heavy leather restraints for the feet, hands, and head. Along the left wall, below the torch, is a simple wood writing desk. A comfortable looking chair is between it and several narrow shelves against the far wall. The shelves have small bottles, feathers, and stacks of thin boxes. In the center of the far wall, a set of stone stairs rise into the darkness above.

The barrel is nearly full of water. The vat on the stove is full of a bubbling yellow, oily looking substance (human fat) that seems to be rendering down to tallow. On the shelves behind the stone table are notebooks filled with pages of detailed human experimentation and vivisection. The metallic implements are knives, hooks, needles, saws, and other grisly implements of surgery or torture. The shelves behind the wooden chair and desk contain bottles of black ink, quills (feathers), and 8 boxes of loose parchment pages (12 per box), and some book bindings.

When looked at from this side, the secret door the player characters entered by appears as a large, ornate framed painting of slaves being whipped bloody. (Detect Secret Doors CL-2, -8 for the players should it be closed) The liquids on the table with all the glass tubes and burners are non-magical. The organs preserved within the jars of fluid consist of a dozen human eyes, two tongues, three hearts, a set of lungs, and a brain. Amidst this grisly display the player characters will find any holy symbols taken from them.

There is a 1 in 4 chance that one of Kiram's slaves, advanced human-like homonculi, will be in the lab cleaning up. If not here, it will have a 2 in 4 chance of being encountered in the next room, then 3 in 4, until encountered. See area 14 for stats. The homonculi are tied into Kiram's consciousness and killing or harming them in any way will alert him on the surface level of this complex.

14 – Slave Quarters (Homonculi)

The room is dimly lit by two candles, one atop a small table between a pair of blanket draped cots, and the other before a simple vanity mirror in the corner opposite the entry. A wooden wardrobe is crammed in between the vanity and cot against the far wall. Between the entry and vanity is a second wardrobe and open barrel.

The barrel is half full of water. The far wardrobe has several fine dresses and scandalous night garments hanging within and several pairs of low heeled shoes. The near wardrobe contains one well tailored suit hanging within, a pair of polished leather shoes, and a violet cumberbund amidst several sets of work clothes and dingy soft boots. The vanity has a small central drawer in which are eye shadows, lip colors, blush, and (common) perfumes.

There is a 50% chance that the female homonculi is here when the player characters enter in addition to the chance of the male homonculi being present. If she is here, she will be before the vanity “preparing” herself for the master. If not, she will be encountered later in area 17.

If the male is here, he will be changing from work clothes into the suit in order to better serve the master when he returns. The two homonculi show no interest in each others gender or state of dress. Neither will attack if the master's belongings are left alone and/or they are unthreatened. If the player characters approach peacefully, the homonculi are perfectly willing to enter into a bantering conversation and let the player characters go on their way.

Human Homonculus (2) – Medium

HD: 2 (d10) Hp: 17/ 17 MV: 30' AC: 14 Attack: Slam (1d8) Special: Duskvision, Bond- Master suffers 2d10 damage if homonculus is slain Saves: M Int: Avg Align: CE Type: Construct XP: 30+2

15 – Component Storeroom

The room is dark, filled with shelving and strange odors. Small jars, vials, bottles, urns, boxes, and the like clutter the shelves. Labels are visible on each container though the script is unknown.

The script is of Kiram's devising and can be deciphered if the player characters wish to take the time. Decipher Script CL+3. The items are all spell components, all labeled with Kiram's cypher. The components are things like slug spittle, grasshopper ichor, cockroach legs, sulfur, ground ghoulish bone, dried bat heart, and the like. These could be sold to other mages for several hundred gold at the Castle Keeper's discretion should the player characters manage to escape with some of them. There are far more than the player characters can actually carry.

16 – Kiram's Sitting Room

The room is bathed in golden light, the source being an arcane looking orb atop an iron rod set into wall just inside and to the right of the entry. Carpets cover the stone floor, rich and colorful despite the obvious wear. Heavy tapestries cover the left and right walls, each depicting a forested landscape aflame. In the corner opposite the entry is a high-backed chair upholstered in red leather, a matching footstool before it. Behind and to the right of it is a small bookshelf full of books. In the near right corner of the room is a long, low-backed sofa upholstered in black leather, set across the corner at an angle. A richly colored wood table sets before the sofa, its legs carved to resemble nude women holding the top up.

The books on the shelves are cheap novels depicting violence and other acts of depravity. The wood table is carved teak and if removed intact worth 800 gold pieces.

This will be the last room that the male homonculus will be found in. He is not allowed into the master's bedchamber.

17 – Kiram's Bedchamber

The room is dimly lit by candles that burn with a sweet scent, several of which are on tables to each side of a large, four-poster bed of dark wood that is centered on the left wall. Crimson silk curtains are draped from the posts and across the top railings. Bone white silk cords bind the curtains to each post. Various furs cover the bed itself. Carpets cover the stone floor, woven in disturbing patterns of white, crimson, and black. A heavy tapestry hangs on the to the left of the entry. It depicts a scene of rapine violence with a burning city and people being put to the sword in the background.

Opposite the bed, centered on the right wall, is an ornate wardrobe of dark wood, the designs carved into its surface almost mesmerizing. In the far right corner is a high shelf with several books bound in crimson. Below the shelf in the corner is a high-backed chair of dark wood carved to match the

wardrobe.

If not already encountered and dealt with in area 14, there will be a human female (homonculus) dressed in an almost nothing black silk negligee reclining on the bed. She will welcome the player characters to her master's chambers and ask that they not disturb anything. She will be perfectly willing to converse with the player characters and offer her favors to any who express an interest, male and female alike. Should she be threatened or her master's things disturbed, she will attack. If injured or slain, Kiram will know immediately.

The candles are jasmine scented and pleasantly mix with the perfume worn by the female. The crimson bound books on the shelf are Kiram's spellbooks. The spellbooks belonging to player characters will be found tucked into the end corner of the shelf. Kiram's books are written in a magical cypher and will take great amounts of time and money to decipher. Time the player characters no longer have.

The wardrobe contains several well tailored suits of crimson and black, matching polished leather shoes, a couple sets of common clothing and boots, and a pair of ornate robes of crimson, black, and bone white. Tucked away in the back of the closet is a small chest and a trio of small sacks, each full of coins. It takes an hour to count them out, time the player characters can ill afford. There are 315 gold pieces, 706 silver pieces, 533 copper pieces, nine crimson garnets (100 gp each), and 17 pieces of jet (50 gp each). The furs on the bed, unless blood soaked, are worth 250 gp. The chair and wardrobe are worth 150 gp and 500 gp respectively. The small chest is locked (Pick Lock CL+5). It contains 1000 gold pieces and a *dagger +1*.

18 – Temple of the Faceless One

A large, cool room lit by two torches set in wall sconces located on the curved walls of a 20-foot wide, 10-foot deep, 15-foot tall alcove to the left in the near wall. The alcove is occupied by a horrific 12-foot tall stone statue of a faceless humanoid, its four clawed arms raised to rend while it stands on goat-like legs and feet. There is a torch on either side of it. Before the statue is a table of humanoid bones and skulls. Displayed so the statue can “see” are several dried leather faces, mask-like in appearance. The edges of the room are shadowed and indistinct. The high ceiling of the room appears to be fluted, its peaks descending to the top of the five thin columns, their surfaces jagged and spiked. There is a lingering odor of blood, fear, and foulness pervading the air within this room.

The idol is of a nearly forgotten god of evil referred to in ancient texts as “the Faceless One” or “the Face Stealer.” His cult was known for blood magic and the mutilation of their victims as part of their sacrifices. The faces on the altar table are recent sacrifices, and it is nearly time for another.

The secret door through which the player characters enter this room is opened by means of a stone button flush with the wall to the right of the door. From the passages side, the door can be found with a Detect Secret Door CL-4. From the room side, the door is found by a Detect Secret Door CL +2. The small secret door centered in the wall to the right of the characters entry is a 4-foot tall by 3-foot wide panel found with a Detect Secret Door CL+1. It opens if and when any person other than Kiram climb on the statue which is resting on a large pressure plate (Detect Traps CL+6). Once opened, the Ratnards in area 19 will be released into the room, attacking the player characters. See area 19 for stats.

If fighting breaks out in this chapel and blood flows, a malevolent presence begins to build, hungry and excited. Good aligned player characters will begin to suffer a -1 to all hits, saves, and ability checks as if under a bane spell (evil bless). The presence will begin to feel like it is just over the shoulder of each

player character...breathing down their neck, its breath hot and fetid. They may even begin to smell the carnal reek of blood. The Castle Keeper is encouraged to play this up for creep-out factor as much as possible. The presence will face in 4-12 turns after the fighting ends. Should the guards in area 27 be drawn to investigate the sounds of combat, they will fight as if under the effects of a bless spell gaining a +1 to all hits, saves, and ability checks.

19 – Ratnard Pen

The floor of this unlit room is fifteen feet below the entry. The walls below the entry slope back underneath in a reversed incline. The pale whiteness of bones can be scattered across the dirt floor below, cracked and gnawed. The stench of filth and musk permeates the cool air.

When player characters open this door, they must make a DEX check to avoid falling into the pit before them as the door swings inward. This is the holding pen for two ratnards, muscular dog-like creatures with the head, tail, and feet of a rat. They are vicious creatures and fortunately unable to climb the reverse incline of the walls. A narrow 3-feet wide by 4-feet tall passage leads out of the room from the near corner right of the entry. This passage leads to the small secret door in area 18. These creatures will savagely attack anyone or anything that falls into their pit.

Ratnard (2) – Small

HD: 3 (d8) Hp: 15/ 13 MV: 30' AC: 13 Attack: Bite (1d6) Special: Track, Scent, Darkvision 60-ft, Twilight Vision, Disease Saves: P Int: Animal Align: NE Type: Beast XP: 30+3

20 – Meat Storage

An unlit, cool room smelling of smoked meats. Hanging from the ceiling are smoked hams, salted beef, and smoked venison haunches. There are also several closed barrels.

The barrels are labeled in common and contain corned beef, dried and/or pickled fish.

21 – Upper Level Larder

The room is cool and dark, smelling of spice, grain, and fruits. Several sets of 5-foot tall shelves fill this room. Sacks, boxes, rounds of waxed cheeses, and jars fill these shelves.

The jars are filled with honey. The sacks and boxes contain oats, cornmeal, flour, hard tack, dried fruit such as plums, pears, apples, and cherries. There is enough food here to last for weeks or months depending on how many were being fed.

Treasure: 100 weeks rations for a single person

22 – Chamber Pot Closet

A stone bench with a hole through it over a wooden washtub-like bucket that is nearly full. The room stinks badly of offal and buzzes with the flies. A large box of leaves is on the bench next to the hole.

23 – Slave Quarters

The room is cool, long, and lit by a single torch centered head high in the wall left of the entry.

Just inside the entry, against the same wall, is an open barrel. Along the opposite wall are five old straw pallets covered with threadbare blankets.

Two of the pallets are occupied by a pair of thin men of indeterminate age with the blankets pulled over them. The other pallets look to have been slept in recently.

If awakened, the two men will cower, offering no resistance and begging for the masters to be merciful. Each wears a rough, worn out smock and leggings. These men are thoroughly cowed slaves with no thoughts of freedom or even know of any name borne other than slave. They will answer any questions they can that are asked by the player characters, However, their answers are limited. They cook, clean, and fetch water from the chapel. There are several guards and two lesser masters who serve the greater master, a fearsome and terrible man.

The other three slaves are female and can be found in area 24 cooking and serving meals amidst personal abuses inflicted by the guards therein.

Slaves - human male (2) – Medium

HD: 1 (d8) Hp: 3/4 MV: 20' AC: 8 Attack: - Special: - Saves: P Int: Low Align: N Type: Humanoid XP: 1+1

24 – Upper Level Messhall

Long and narrow, this room is lit by two torches in sconces above head height and spaced evenly along the wall opposite a large alcove. The odor of cooking food mingles with the odors of sweat and the torch smoke. Three 15-foot long wood tables with benches to either side, their tops scarred and stained, are spaced along the center of the room length.

The alcove contains a kitchen area where two other smock and skirt wearing female slaves work diligently preparing food. A simple set of shelves with pots, cutlery, bowls, paltters, and basic food stuffs runs along the left wall, turning to end at a stone basin filled with dirty dishes. An open barrel against the far wall is next to the basin and full of water. One of the slaves is tending pots simmering and boiling atop a black iron pot-bellied stove in the rear right corner. The other slices cheese and bread on a simple wood table near the alcove entry. A small stack of wood is piled against the wall between the water barrel and stove.

There are four armored figures sitting at the tables and eating, pausing to look up when someone enters. A female in a rough, stained threadbare smock and torn skirt is amidst the tables bearing food and tankards. She does not even look in the direction of anyone entering, focused on her work. The guardsmen recover quickly, clearing the tables and benches where they sit and move to attack the player characters cursing them loudly while the slaves flee to the far corners to cower.

Guards - 2nd level human male (4) – Medium

HD: 2 (d8) Hp: 13/ 19/ 14/ 13 MV: 30' AC: 14 Attack: Short sword (1d6) or dagger (1d4) Special: - Saves: P Int: Avg Align: CE Type: Humanoid XP: 10+1

Treasure: 4 suits of studded leather armor, 4 short swords, 4 daggers

Slaves - human female (3) – Medium

HD: 1 (d8) Hp: 3/ 4/ 2 MV: 20' AC: 8 Attack: - Special: - Saves: P Int: Low Align: N Type:

Humanoid XP: 1+1

25 – Guard Quarters

The “L”-shaped room is warm and lit by a single torch in a head high sconce located on an inside corner. The air smells of smoke, sweat, and leather. Two simple wood bunks are located along from the corner to the door, tightly made up with wool blankets. Along the wall opposite the bunks are four wood lockers. Between the lockers and bunks, against the far wall, is an open barrel.

The barrel is 2/3 full of water. The room is currently empty, though a pair of guards will enter 10 minutes after the player characters, returning from their rounds through the door opposite of that used by the player characters to enter. Both sides must roll for surprise as the guards gawk for a moment. If unsurprised, they will immediately attack.

Guards - 3rd level human male (2) – Medium

HD: 3 (d8) Hp: 13/ 17 MV: 30' AC: 14 Attack: Short sword (1d6) or dagger (1d4) Special: - Saves: P Int: Avg Align: CE Type: Humanoid XP: 20+1

Treasure: 2 suits of studded leather armor, 2 short swords, 2 daggers

The door to area 26 is locked, though it may be picked, Open Lock CL+3 with makeshift picks, CL -2 with normal rogue's tools.

The lockers contain plain tunics of spun wool, clean breeches, four pairs of boots, cloaks, four small sacks with coins, and an iron key on a leather thong. The key unlocks the door to 26 and is found in one of the spare sets of boots. The sacks contain a total of 8 gold pieces, 39 silver pieces, and 60 copper pieces.

26 – Armory

An unlit room, cool and smelling of oil, leather, and the tang of steel. Racks of weapons, stands of armor, and boxes of bolts fill the room.

The player characters will find the remainder of the equipment taken from them within this room. It is piled in a barrel in the far corner. Unless the player characters have already made them promise not to kill each other until they have escaped or they have already had the opportunity to go for weapons, the two rival thieves will make the attempt upon each other now, each grabbing up a weapon. As they taunt each other an interesting revelation will occur as they circle each other.

Thief One: “Now I can dispose of your filth, then I will continue with those dogs you call brothers!”

Thief Two: “Your guild cannot defeat mine. We are lead by a powerful and canny master of strategy, though you will never leave here to find out yourself.”

Thief One: “HA! Your leader is no match for Erasmus the Cunning. It has been his orders giving us victory upon victory.”

Thief Two: “That is impossible! You LIAR! It is OUR leader whom is Erasmus the Fox. He cannot be yours!”

Theif One: "It is you who lie dog! You cannot fool me with such a weak attempt to stay my hand from spilling your blood."

The conversation degenerates into one of rather nasty and colorful insults as they duel, slashing and stabbing at each other with their weapons, ignoring everything else around them. The fight will only end if one kills the other or the player characters step in to end it. If the player characters can convince the two that Erasmus could be playing both their guilds for dupes, they will earn themselves a shot at some new allies and likely put an end to the guild war tearing away at the city.

Thief - 3rd level human male (2) – Medium

HD: 3 (d6) Hp: 14/ 12 MV: 30' AC: 12 (adjust if armored) Attack: Club or Short sword (1d6) or dagger (1d4) Special: Rogue's skills Saves: P Int: Avg Align: NE Type: Humanoid XP: 20+1

Other equipment to be found within this room:

5 suits of studded leather armor

7 short swords

short sword +1

8 daggers

6 spears

4 light crossbows

200 bolts

2 battleaxes

1 suit of chainmail

The market value of these items is a maximum of 60% book value.

27 – Guard Post

A well lit stretch of corridor that widens out for a score of feet along the wall opposite of the single torch in its head high wall sconce.

In the resulting alcove where the corridor widens are two armored guards standing their post near the back wall, spears in hand, sword and dagger at their belt. If not already dealt with as a result of combat in area 18 earlier and more than an hour has passed, they will have been replaced by two new guards whom are alert for intruders. The guards here will attack with a shout immediately upon seeing the player characters and/or their charges. Fighting here will alert Kiram in area 36 allowing him to ready himself for the player characters and his revenge.

28 – Guard Barracks

A well-sized room lit by a single torch mounted in a wall sconce near the far end of the room on the right wall. An open barrel, nearly empty is against the wall immediately to the right of the entry. Along the right wall are three wood bunks with straw pallets and wool blankets upon them, all neatly made up. Along the wall opposite are six wood lockers. An empty weapon rack is visible mounted on the far wall. Before the weapon rack is a small wood table with four wooden stools around it. Several hands of cards are face down upon the table around a central deck, the backs dirty and stained. A narrow wood door is in the far corner, set into the right wall.

The guards that were here have all been summoned to their posts after being alerted to the player characters attempted breakout by Kiram. The narrow door opens into a chamber pot closet.

A nearly empty washtub-like bucket rests under the hole in the stone bench at the rear of the closet. A full box of leaves sets upon the bench next to the hole. Flies drone lazily about and the air reeks of offal.

Inside the lockers are clean tunics, breeches, cloaks, a pair of boots each, socks, and six small bags filled with coins. The bags contain a total of 29 gold pieces, 120 silver nobles, and 93 copper pieces.

29 – Guard Post

An intersection in the hallway is well lit by a single torch mounted in a head-high sconce along the left wall just past the passage mouths.

The intersection is merely two opposing 10-feet by 10-feet alcoves along the hall. In the back of each alcove stands an alert guard, spear in hand, sword and dagger at their waist. These guards will attack any intruders on sight. Unless silenced, the fighting here will alert the occupants of area 30 and 34 to intruders. Neither occupant will come to the aid of the guards however.

Guards - 3rd level human male (2) – Medium

HD: 3 (d8) Hp: 14/ 11 MV: 30' AC: 14 Attack: Short sword (1d6) or dagger (1d4) Special: -
Saves: P Int: Avg Align: CE Type: Humanoid XP: 20+1

Treasure: 2 suits of studded leather armor, 2 short swords, 2 daggers

30 – Apprentice Lab

The 30-feet by 30-feet room is lit by a single torch located on the far right corner wall. Immediately to the left inside the entry is a nearly full barrel of water. In the corner to the right of the entry is a plain wood writing desk and stool. Against the wall opposite the entry is a large wood table cluttered with various glass beakers, vials, tubes, jars, metal tubing, and bottles of colored liquids. A set of shelves is mounted on the wall to the left of the table against the left wall. More tubing, vials, beakers, and the like occupy this shelving. There are strange odors in the air here with a taint of something burnt.

The jars and bottles on the table contain non-magical liquids, though they are quite poisonous if drunk. In one of the jars a flayed human hand floats. The shelves do contain only additional equipment of the type in use on the table.

At the end of the short hall in the left hand wall, the walls, ceiling, and floor are scorched black and covered with a thick layer of soot. The burnt smell is strongest here. Hiding in the shadows of the hall and waiting for the player characters to show themselves is Ambrage, one of Kiram's two apprentices. Having heard the fighting in the hall and knowing there is no escape, he has elected to go down fighting if discovered.

Ambrage - 2nd level human male wizard – Medium

HD: 2(d4) Hp: 5 MV: 30' AC: 11 Attack: dagger (1d4) Special: Spell Use

Saves: M Int: High Align: CE Type: Humanoid XP: 15+1

Spells allowed per day 4/ 4, Spells known: 0-level; **ghost sound**, **light**, **mage hand**, **detect magic**, **detect poison**, **arcane mark**: 1st level; **burning hands**, **charm person**, **hold portal**, **shield**, **shocking grasp**, **sleep**

The spells in bold are the most likely for Ambrage to have memorized for the day. The Castle Keeper

may change these as they see fit.

31 – Component Closet

A small unlit room, the walls lined with wooden shelves. The shelves are filled with small boxes, bottles, jars, small sacks, urns, and the like. Each container has a label.

The labels are neatly printed with titles such as bat dung, powdered scorpion, red sand, pine nuts, essence of dragonfly, and so forth. All this material is spell components, though of a very basic and mundane sort. If sold in the right market, they are worth 150 gold pieces total.

32 – Ambrage's Bedchamber

A small room dimly lit by a single candle burning in its dish atop a small wood table next to a narrow wood bed in the far left corner. Rumpled wool blankets cover the bed. At the foot of the bed, against the far wall, is a plain wood wardrobe. Along the right wall between the entry and wardrobe is a high shelf with a few books bound in green leather. To the right inside the entry is a small wood desk and stool. The desk has a small drawer centered under the table top.

The books on the shelf are a sketch book with detailed pictures of a human hand, a treatise on anatomy, and a thin book written in arcane script, Ambrage's spell book. See Ambrage's stats (area 30) for a list of spells contained. The drawer in the desk is not locked and contains several pages of vellum, a vial of black ink, and several quills. The wardrobe contains robes of crimson, well spun wool tunics, clean breeches, a belt, soft shoes, and a small sack at the rear of it. The sack contains 11 gold pieces, 35 silver pieces, and 12 copper pieces, a small pearl (75 gp value), and a *potion of cure light wounds*.

33 – Library

The room is dark and musty smelling. The walls are lined with head high shelves filled with books and scrolls. In the center of the room is a pair of stools and small wood desks facing each other. A standing iron candle stick adorns each desk.

The books and scrolls on the shelves cover a breadth of subjects, from insects, herbs, torture techniques, dark poetry, violent mysteries, and the like. Most is of little worth beyond entertainment value to someone with twisted mores. The small part of the collection consists of approximately 50 volumes and 30 scrolls valued at no more than 200 gold pieces on the open market.

34 – Praeter's Study

The room is dark and smells of sickeningly sweet incense. On the same wall as the entry and to the right, hangs a heavy crimson tapestry depicting lions feasting on innocents. Centered on the right wall is a plain wood writing desk and a toppled stool before it. The desk is covered with pages of vellum, a vial of dark ink, a pair of quills, and a blotter. Along the wall opposite the desk is a pair of nearly empty shelves. A dozen scroll-like texts bound in black ribbon are noticeable. Just off center against the far wall is an open barrel. There is an open wood door in the far right corner of the room.

The scrolls are a record of revelations granted to Praeter the Acolyte by the Faceless One. They are texts of such malevolent horror even the bravest of souls blanche at. The pages on the desk appear to be of the same style writing, though only partially completed. The ink is still damp.

Out of site just inside the open to area 35 is Praeter the Acolyte, one of Kiram's apprentices. Having been alerted to the player characters presence by the sounds of combat in the hallway, he has had time

to prepare himself for whatever may come. He is armored in a mail shirt and armed with a heavy mace. He has also already cast *Shield of Faith* upon himself only prior to the player characters entry. Praeter will fight from in the doorway to keep himself from being surrounded

Praeter the Acolyte - 1st level human male cleric – Medium

HD: 1(d8) Hp: 9 MV: 30' AC: 16 Attack: Heavy Mace (1d8) Special: Spell Use, Rebuke Undead, Turning Saves: P & M Int: Avg Align: CE Type: Humanoid XP: 9+1

Spells allowed per day 3/ 2, Spells known: *0-level; Detect Poison, Purify Food & Drink, Light: 1st level; Command, Shield of Faith (already in effect)*

The spells shown are what Praeter likely has prepared for the day. The Castle Keeper may alter these with the exception of Shield of Faith as they see fit.

Treasure: chain shirt, heavy mace, silver unholy symbol of the Faceless One.

35 – Praeter's Bedchamber

The room is dark and smells of blood, offal, and fear. There is a hungry malevolent presence cloying and heavy in the air. This feeling is strongest near a two-foot tall replica of the faceless statue in the main temple area. This smaller idol rests on a pillar of humanoid bones, a worn cushion on the floor before it centered against the right wall. To the left of the entry, against the same wall, is a plain wood wardrobe. The door is standing open and items of clothing lay scattered upon the floor near it. In the far corner of the room is a simple wood bed with rumpiled woolen blankets upon it. Next to it is a plain wood end table. A half burned candle is visible on the table top.

The idol of the faceless one will make good aligned characters uneasy. The hungry presence will fade away within ten rounds after combat with Praeter is concluded. In the wardrobe, amidst the tossed about clothing, is a small sack containing 5 gold pieces, 13 silver pieces, and 9 copper pieces.

36 – The Grand Chamber

A large chamber with a high vaulted ceiling lit by a cage-like iron chandelier adorned with scores of candles and hanging from the center of the ceiling. In each shadowed corner, a silent dark figure stands motionless. The chain that it hangs from vanishes in the ceiling.

There is a spoked wheel curving out from the east wall near the side passage. A lever is next to it in the up position. This wheel raises or lowers the chandelier, locking on each advancement of the spokes. To lower the chandelier, the lever is switched to the off position while holding the wheel. Flipping the lever without holding the wheel will allow the chandelier to come crashing down, bringing every remaining guard upon this level to the chamber.

The forms in the corners are merely man-sized statues of armored warriors without faces.

Opposite the double doors is an off-center balcony accessed by a rising stair that curves towards it. A passage from the balcony leads further upwards into shadows. Before the balcony on the floor of the room stands a haggard man dressed in a sweat stained crimson tunic, black breeches, and with a white

jeweled belt and ascot. His face is gaunt and haggard with wild, rage filled eyes and disheveled hair. This is Kiram, a mage-priest of the Faceless One. He is half-mad due to the psychic shock and damage suffered if his homonculi were slain. He plans on sacrificing the player characters and those with them to his dark deity, but to do so, he will incapacitate them, as painfully as he can. If some die, too bad. Fortunately for the player characters he is still in a weakened state. Unfortunately, he has several protections in place.

When Kiram sees the player characters he screams at them in a spittle spraying rage.

“Thou vile worms! Putrescent VERMIN! I care not how much that jester Erasmus has paid me for your deaths, you will SUFFER before I allow your death. You and those fool sattraps of his with you! You will all beg my master for death which he will not grant for your suffering will be as nectar to him. Come cretins. Come forward to your doom and end the folly of your escape.”

Kiram - human male 7th level wizard / 3rd level cleric – Medium
HD: 7(d6) Hp: 19 (38 max.) MV: 30' AC: 15 (13 normal) Attack: Cat o' nine tails (1d3) Special: Spell Use, Rebuke Undead, Turning Saves: P & M Int: High Align: CE Type: Humanoid XP: 450+1
Spells allowed per day 5/ 5/ 4/ 2/ 1 wizard, 4/ 2/ 1 cleric, Spells known; wizard: *0-level*; **Detect Magic**, **Endure Elements**, *Arcane Mark*, **Mage Hand**, **Ghost Sound**, *Message*, *Prestidigitation*, *Light*: 1st level; **Read Magic**, *Hold Portal*, **Shield**, **Charm Person**, **Burning Hands**, *Floating Disk*, **Comprehend Languages**: 2nd level; **Web**, **Mirror Image**, *Pyrotechnics*, **Levitate**, **Ray of Enfeeblement**: 3rd level; *Lightening Bolt*, *Stinking Cloud*, **Dispel Magic**, **Gaseous Form**: 4th level; **Wall of Ice**, *Arcane Eye*: Spells known; cleric: *0-level*; **Detect Poison**, **Purify Food & Drink**, **Light**, **First Aid**: 1st level; **Curse**, **Shield of Faith** (*already in effect*): 2nd level; **Darkness**

The spells shown in bold are what Kiram likely has prepared for the day. The Castle Keeper may alter these with the exception of Shield of Faith as they see fit.

Treasure: silver unholy symbol of the Faceless One, cat o'nine tails, a jeweled gold ring (150 gp value), a gem studded belt (250 gp value), Gloves of DEX +1, Wand of Levitation (20 charges), a belt pouch: 15 platinum pieces, 25 gold pieces, 16 silver nobles, 34 copper pieces, and a folded piece of parchment.

The piece of parchment reads:

“Kiram,
Thanks for taking care of the pests for me. Enjoy the gold. I'll be amongst my guilds to provide you with more sacrifices as additional payment.”

It is signed, Erasmus.

If the two thieves from the opposing guilds have survived to this point and not killed each other, the light finally dawns on them about how they and their guilds have been set up by Erasmus. They declare a truce at this point and will work to bring the news of the betrayal to their respective guild leaders.

37 – Guard Post

An intersection in the hallway is well lit by a single torch mounted in a head-high sconce along the left wall just past the passage mouths.

The intersection is merely two opposing 10-foot by 10-foot alcoves along the hall. The alcoves are empty.

38 – Guest Room (North)

A dark room that smells a bit stuffy. An empty sconce is mounted on the wall left of the entry. To the right of the entry is an open wood barrel. In the far right corner is a plain wood bed with a bare straw tick mattress. Next to it against far wall is a plain wood wardrobe.

The barrel is empty. The wardrobe is also empty except for three folded wool blankets.

39 – Guest Room (South)

A dark room that smells faintly of smoke though the sconce mounted on the wall to the right of the entry is empty. To the left of the entry is a wood barrel with a lid tightly fitted to it. In the far left corner is a plain wood bed, neatly made up, the wool blankets tight across it. A plain wood wardrobe stands next to the bed against the far wall.

The barrel lid is easily removed and the barrel found to be full of water. The wardrobe is empty.

40 – Guest Room (East)

A dark room that is slightly musty. To either side of the entry is a plain wood bed with a straw tick mattress. In each opposite corner is a plain wood wardrobe. Between them is an open wood barrel. There is an empty torch sconce mounted on the wall above the barrel.

The barrel is empty. The wardrobes each have three neatly folded wool blankets.

41 – Vestibule to Oblivion

A small dark room smelling of wood smoke and cooking meat. In each corner of the room is a short bestial figure on four legs with a rat-like head.

As the player characters enter into the room, the heads on these stone statues turn towards them with a deep, chest rumbling growl and the eyes flare a glowing red. They will not move beyond tracking the player characters with their heads. They are there to subtly herd the player characters into the center of the room. The center of the room is a large covered spiked pit ten-feet deep that will drop away once more than 500-pounds is placed upon it. Those on the pit must make a DEX save (CL +2) or fall into it suffering 1d3 falling damage. Those who fall in are allowed a second DEX save to avoid the twelve-inch long iron spikes at the bottom. Player characters whom fail this second save suffer (1d3) x 4 points of damage.

The secret door at the end of the short passage in the center of the far wall is obvious to personages on the vestibule side. From the factory side it is very well concealed being discovered only on a Find Secret Doors Search (CL+6).

42 – Crate Packing Room

This is a large area lit by skylights in the wood ceiling far above. The room is filled with the banging of hammers, sawing wood and the odor of smoke, cut wood, straw, and cooking meat. There are numerous wood crates stacked about, some empty, some filled with straw, and others closed. A hissing can be heard in the distance.

There are a eight workers here building crates and packing them full of straw and tallow candles. Every ten to twenty minutes a pair of workers come in from one of the exiting passages delivering a large load of tallow candles or picking up packed crates and taking them out of the room.

When the player characters exit the secret door, noone seems to even notice them. Once they are more than 15-feet away from the secret door, the workers will become aware of their presence as if waking from a dream. There will be a large amount of shouting by the workers who want to know whom the player characters are, but more importantly, how they got into the factory. The workers will ignore any mention of the secret door, their eyes glazing over for a few minutes when it is mentioned.

The workers here have all been charmed to ignore the secret door, the area around it, and any mention of its presence. They will also ignore anyone dressed in the crimson and black of the cultists below. Should the player characters attack any of the workers, the rest will flee the room screaming for help and the watch. This panic will lead to the factory being empty of workers within ten minutes and a summons for the city watch to be sent.

43 – The Lift

A platform suspended by a complex series of ropes and pulleys extending to the ceiling above in the darkness. The platform is strewn with wood bark, straw, and sawdust.

The lift is operated by pulling the ropes down on one side of the two main pulleys on each side of the platform. The lift rises and lowers the twenty-feet between the floors of the packing room and the rendering room. Unless the alarm has been sounded, there is a 1 in 6 chance of 1d4 workers arriving on the lift at the time the player characters wish to use it.

44 – Workshop

The room is lit by skylights in the ceiling above and the air is filled with the odor of oil, paint, smoke and cooked meat. Tools of all sorts hang upon the walls and sheets of dull metal are arrayed in racks below them. There are more of the wood crates here, all sealed and marked with black paint on the sides that reads “Marik Co.” A pair of wood barrels splashed with black contain plenty of black paint.

There are four workers here, unless the alarm has been sounded, painting the labels on the sides of the crates and bringing more in from area 42. Additional workers come in every half hour to pick up the labeled crates with dried paint and haul them out to another part of the factory. The sheets of dull metal are lead and tin used to repair pipes in the rendering room (area 49). The tools consist of hammers, tongs, pincers, awls, crimpers, tin snips, and the like.

The workmen here have also been charmed by Kiram to ignore the secret door and those near it in the packing room. They will shout at the player characters to get out and that they are not allowed in this part of the factory.

45 – Stockroom / Warehouse

A large room lit by skylights in the high ceiling, the odor of smoke and cooked meat strong in the air. Stacks of crates ten or twelve crates high occupy most of the floorspace. A pair of rolling ramps allow access to the top of the stacks.

This is where the inventory of tallow candles ready for shipment and sale is kept. All of the crates are full and nailed shut. There are four workmen here, unless the alarm has been sounded, stacking crates or unstacking them and hauling them out to the loading dock (area 48). They will shout at the player characters that customers are not allowed in this area and to go back to the loading dock where they belong. Every half hour the workmen here will be bringing in crates from the workshop.

46 – Molding Room

A long room lit by skylights above, though the light is diffused by a hazy of steam and the air is thick with the odor of cooking meat and smoke. The hissing sound of hot liquid tallow pouring into the long water cooled stone candle molds is ever present. A pair of pipes jut from the wall above the end of each of the two molds. A pull chain next to each pipe opens the valve for each pipe. Barrels of water and wicks line the walls.

There are twelve workers and a foreman here, unless the alarm has been sounded, removing candles from molds, setting wicks in the molds, hauling cooled candles to the packing room (area 42), and pouring water into the cooling troughs. These workers each wear tallow splattered leather aprons, thick gloves, and sweat stained clothes. They have all been charmed by Kiram to ignore the secret door and anyone near it in area 42. When the player characters are spotted here, they will be chased out “for their own safety” to area 45 or 48.

47 – Shipping Office

A small, dingy room lit by a skylight in its low ceiling over a paper cluttered table to the right of the entry. The smells of the factory are weak here, overpowered by the scent of tobacco smoke. Before the table is wood chair with a threadbare, stained cushion. The back wall is lined with wood filing cabinets.

The filing cabinets are full of sales invoices and shipping slips. More of the same in various stages of completion lay upon the table. A record of the workers present each day is in a folder in the upper right corner of the desk. These records cover the current week.

The foreman is usually prowling the loading dock checking wagon loads against shipping slips. There is a 1 in 6 chance that the foreman will be here in his office working on paperwork.

48 – Shipping / Loading Dock

A raised stone platform with two bays for wagons to back down a gentle ramp from the street above to be loaded. There is a wagon present partially loaded with crates. More crates are on the platform. Fresh air blows in from up the ramp driving back the odor of cooked meat and smoke.

There are four workers here loading the wagon. There is a 5 in 6 chance the shipping foreman is here also unless encountered in his office already. He and the dock workers have been charmed by Kiram to ignore shipments marked with Kiram's sigil. He will chase the player characters off the docks and up the ramp onto the streets of the city and freedom unless the alarm has been sounded. If the alarm has been sounded, the workers are all outside on the street waiting for the watch to arrive.

49 – Rendering Floor

A huge room lit by skylights above though the light is diffused by the thick smoke and steam coming from the fires below the huge steel pots bubbling and hissing above them. The smell of wood smoke and cooked meat is almost overpowering here and the noise from the pots drowns out all but conversation carried out by shouting. Pipes run from the bottoms of the large vats along the floor between the two rows and into the wall. Iron catwalks run above the piping to the top edge of each pot. A winding ramp leads at the end of the catwalk provides access. Along the walls are huge stacks of cut wood, sacks of black coal, and several barrels of water.

There are nearly two dozen workers here, unless the alarm has been sounded, that are just too busy to notice the player characters unless they get in the workers way. Kiram has not bothered to charm the workers here. The workers are shoveling coal and wood into the furnaces, hauling fat and bits from animals up onto the catwalk where it is dumped into the vats, stirring the vats with long oar-like poles, and checking the hot piping for leaks. Each of the workers wears a heavy, scorched and tallow splattered apron, thick gloves, face masks, and goggles as protection from the great heat of the furnaces and vats.

Unprotected persons whom approach within five-feet of the furnaces, vats, and piping, will suffer 1d3 heat damage per turn. Touching a vat or the piping will do 2d4 damage, and falling into a furnace or vat will do 6d10 damage with severe debilitating burns resulting if the unfortunate survives.

50 – Lard Dock

A large roofless area that reeks of carrion. Racks with hides hanging from them line the two walls on either side of a low stone platform facing an alleyway. There are several bins full of animal fat and bits and stacks of hides. The floor of this area is slippery with the greasy fats.

The stacked hides are worthless and rotting, waiting to be disposed of in the furnaces of the rendering room (area 49). Those hanging on the wall racks are being scraped for the fats which is tossed into the bins that are taken into the rendering room and dumped into the vats. There are six workers here, unless the alarm has been sounded, scraping hides, stacking them, and hauling bins into the rendering room. The stone platform is the loading dock where the animal hides are delivered from various tanneries within and without the city.

The workers here will simply shoo the player characters off the loading dock into the alley once they notice them. If the alarm has been sounded, the workers will be found on the main street at either end of the alley waiting for the city guard.

51 – Employee Washroom

A dimly lit room with a single skylight. A large stone trough of water laden with floating bits of fat and tallow occupies most of the room. The water is cold and greasy feeling.

The workers wash the worst of the daily accumulation of grime off here.

52 – Chamber Pot Closet

A dimly lit room with a single narrow slit for a window located high up the wall. The window

also serves as a vent for the odor of offal and ingress for the flies buzzing within. A stone bench with a hole is at the back of this closet, a washtub-like bucket half full of offal beneath it. A large box of torn rags is next to the hole on the bench.

This is dumped into the city waste wagon when it comes by twice daily.

53 – Employee Locker Room

A long room dimly lit by a dirty skylight above. Several open barrels of water with a cup hanging from their lips are against one wall. A row of open wooden cubbies lines another wall opposite several stained and scarred wood tables with benches that are against the other wall.

The open cubbies contain cloaks, hats, unused leather aprons, thick gloves, lunch buckets, and such. These items belong to the workers. This is where they come to eat during their daily break. They also enter and leave via this room. There are no workers present, all of whom are currently busy working on the factory floors.

54 – Reception Area

A small desk with an open ledger, ink bottle, and a trio of quills atop it are just to the right of the entry. A chair is behind the desk. In the far wall is a large window looking out onto the city street. Below the window is a wood bench with a small, low table in front of it. A cold, chipped tea service rests on the table.

The tea service contains a weak, not particularly pleasant tasting tea in it. In the chair behind the desk is a bored looking woman in a drab dress. She will not be here if the alarm has been sounded. If she is here, she greets the player characters with the following;

“Welcome to the Marik Company. Do you have an appointment with Mr. Marik?”

She will apologize to the player characters if they answer no and ask if they would like to make an appointment with Mr. Marik. Whether the player characters make an appointment, she will bid them a good day and direct them to the exit just outside the reception area door.

Should the player characters respond that they do have an appointment with Mr. Marik, the woman will reply;

“I am sorry. Mr. Marik went home ill a short while ago and is gone for the day. Would you like to reschedule your appointment?”

The woman is Mr. Marik's (Kiram's) secretary. She was hand picked for her lack of initiative and curiosity. Kiram has charmed her to ignore certain guests such as Erasmus when given a particular phrase. If the player characters force their way past her into Kiram's (Marik's) office she will leave and get a worker to summon the watch, not returning until the watch arrives.

55 – Marik's Office

The room is dimly lit by light coming in through a dingy window that looks out onto the street.

A large wood desk of plain wood is the center piece of this room. The desk is strewn with papers, some of which are crumpled or on the floor around it. Behind it is a single high-backed chair with a threadbare cushion. Two plain wood chairs set between the desk and the entry, the right chair being knocked over onto its side. In the left corner, behind the desk, is shelving full of ledgers. In the opposite corner is a small desk with a half empty glass carafe and two glasses. To the right of the door, on the same wall as the entry, hangs a faded tapestry depicting a rearing horse.

The carafe contains a cheap, watery wine. The ledgers are all records of sales and production. The papers on the desk and floor are all records of purchases, bills of sale, orders, letters inquiring of prices...all mundane business stuff. A small locked chest (Open Lock CL+2) is on the bottom shelf of the shelves. It contains 153 gold pieces, 489 silver pieces, and 1200 copper pieces. This is the payroll for the workers and payments for several orders currently being filled.

56 – Receiving Dock

A small wooden platform opening out onto a city street black with coal dust and covered with bits of straw and wood bark.

This is where the factory receives its supplies of straw, coal, and cut wood for its needs.

ENDING THINGS

The two thieves, if still alive, will thank the player characters and promise to be in touch with them once they have apprised their respective guild leaders of Erasmus' betrayal. A couple of days later, the player characters will be approached by each of the thieves and invited to a meeting with their guild leaders. They advise the player characters to bring the proof that Erasmus was manipulating both guilds with them. The meet takes place in a rundown part of the city at a place of the guilds choosing. The player characters are allowed to present their evidence and testimony to the two guild bosses and their chief lieutenants.

Once the guild leaders are convinced by their own mages and clerics that the letter is genuine and the player characters are indeed telling the truth, they will thank them. They will also assist the player characters in their hunt for Erasmus, wishing to find him for their own reasons now. They also call a halt to their ongoing guild war, dividing the city up into respective territories after the player characters have left. Unfortunately, not all of the lieutenants were loyal to the guild masters and Erasmus was tipped off. He has since fled the city.

CHAPTER THREE

THE TEMPLE RUINS

This is the third and final act in the player characters quest to uncover the plots of the mysterious Erasmus. In this chapter, the player characters follow the puppet master to his bolt hole within forgotten ruins overgrown by the forest. Unknown to the player characters, Erasmus is himself merely a puppet in the plans of a power far darker than they might realize. This adventure is suitable for four to six characters of second to fourth level, though some adjustment may need to be made for higher level play.

Due to the player characters actions in the previous acts, Erasmus has been chased to his bolt hole by the vengeful thieves guilds. The guilds, however, will not risk their own by entering into these ruins, preferring to give the information to the player characters and making sure Erasmus stays put in the meantime. Erasmus is indeed staying put, his master being furious with him, his life is in as much peril from his master as it is from the thieves guilds. His master, and undead war-priest named Skaske', is not happy that his plans to bring war, chaos, and suffering to the region have been thwarted and will focus his ire on those responsible prior to dealing with his useless pawn.

HISTORY OF THE TEMPLE

The ruins are those of a temple to a forgotten god of bloody war and conflict founded some 1800 years ago. The temple waxed strong for 200 years, keeping the region in perpetual war, fomenting conflicts between the goblinoids, elves, giants, and humans. The war-priests became overbold however, and abandoned the subtlety that had served them so well in their works. In their arrogance, they exposed the temple and its place in the conflicts of the region. Their unwitting tools turned against them and a coalition of elves, humans, and giants marched on the temple and its army.

The battles were bloody and costly, many lives were spent on both sides as the coalition slowly ground the followers of the war-priests away. During the final battle on the temple steps, the commanding war-priest was slain and the heart went out of the dark army. Those that could, and there were few, fled the field of battle. Most were captured by coalition forces. The coalition leaders enslaved the rank-and-file troops of the defeated dark army then put its officers, the war-priest, to the sword. Their bodies were simply dumped into the crypts below the temple and the entrance collapsed to seal the corpses in.

The war worn coalition forces tore down what they could of the temple walls and put the rest to the torch. What remained was a shunned and eventually forgotten ruin that the forest eventually reclaimed. The ruins have remained lost and forgotten for the last 1200 years in the depths of the forest until their chance discovery by a ragtag group of bandits approximately two years prior to the player characters arrival into the events endured.

As the bandits checked the ruins thoroughly, hoping to use it as a hideout, they discovered a way into the crypts below. It was there that they died at the hands of the surviving evil 1680 years in the waiting. All but one of the bandits was slain, and that one, Erasmus, bound himself to the service of the last servant of hate left within the temple, becoming Skaske's hand in the world of the living.

PLOT HOOKS

The player characters are contacted by the thieves guild and given the whereabouts of Erasmus. Agents of the guild will guide the player characters to the ruins themselves but stop several hundred feet short

of the entry. The guilds ask only one thing of the player characters. To return with Erasmus' head.

ABOUT THE RUINS

The upper level of the temple ruins consist of collapsed walls and piles of rubble overgrown by trees, brush, moss, and other forest flora. The ground floor levels of the temple survived the ire of the coalition forces and the passing centuries, though in areas, the halls have become unsafe and choked with rubble. These passages all have twelve-foot high ceilings except where noted in the area descriptions. Tree roots and tough vines of ivy breach the walls and ceilings in many places, letting shafts of sunlight into the echoing darkness of the stone halls. Insects and birds swoop and fly throughout the ruin.

The crypts level passages have ceiling only eight-feet in height and are of fitted stone. Cobwebs fill the nooks, corners, and crannies, a thick coating of dust coats everything. Throughout, crawling insects and spiders dwell within these lightless places in numbers. There is little danger of passages collapsing within the crypts. The odor of things long dead and earthen mustiness is thick in the still, silent air.

GROUND LEVEL

1 – Entry

Between the trunks and roots of ancient trees near the foot of an oddly shaped hill, a gentle slope layered in centuries of leaves and soil rises to a dark opening that is all but hidden by the undergrowth of the forest. To either side are piles of broken moss-covered stone worn smooth by exposure to the elements. The detritus covering the slope looks to have been disturbed recently.

The slope is actually the shattered stone of ancient steps. If examined closely and the soil removed, these remnants of the stair will be found four-inches down. The moss-covered stone to either side of the entry is identifiable as ancient statuary when examined close up (Search CL-3). The stone within the entry where it has been protected from the elements has an angular regularity to it (a stonework check CL-5 readily identifies the stone as jumbled blocks).

2 – Guardroom

The room is dark except for what little daylight reaches the arrow loops in the hall wall. The room smells of mold and has very little motion of the air. In the darker corners of the room grow several very large mushrooms grow amidst many smaller varieties.

The large mushrooms are screechers. They will shriek the moment the light from any source carried by the player characters falls across them or if the player characters approach closer than ten-feet. The piercing shriek echoes through the stone halls and alerts Erasmus that something is within the ruins.

Screecher (4) – Medium

HD: 3 (d8) Hp: 16/ 13/ 7/ 20 MV: 1/5' AC: 8 Attack: - Special: Shriek, Twilight Vision Saves: NA
Int: - Align: N Type: Plant XP: 30+1

3 – Shattered Guardroom

A portion of the hall wall has been shattered, leaving a gaping hole. Stone blocks and rubble are scattered around the room, the greatest concentration being against the back wall opposite the hole. A

green slime coats the stones of the rock pile. Tiny shafts of light shine down between dangling roots emerging from the cracked and sundered ceiling.

The green slime is harmless, merely algae growth from water dripping down through the roots of the trees above. Pulling on the roots aggressively has a 1 in 10 chance of bringing the ceiling down upon the player characters. A stonecraft check (CL -4) or other such skilled player character will discover this instability. Any player character caught in the cave-in must make a DEX save (CL+2) to avoid being buried and crushed. Instead they will only suffer half of the resulting 6d12 damage.

4 – Grand Hall

Daylight streams into the gloom from large gaps and holes in the shattered ceiling. Tree roots and vines of ivy dangle over the stone edges of these holes, the green of the forest canopy visible above. Large piles of stone rubble and dirt sprout additional green shrubs from the floor of this great hall. Soil, leaves, rotting branches, and other forest detritus coats a majority of the stone floor, several inches deep in some areas.

5 – Fire Ring Room

The room is dark and smells of old smoke. The stone floor is clean except for the remains of a campfire within a stone ring and several rotting bedrolls. Tucked into the back corner of the room are eight dust covered rucksacks that are starting to rot. A fine layer of dust covers everything visible.

There are eight rotting bedrolls here from where the bandits camped two years ago. The contents of the rucksacks have spoiled and are now home and food to numerous insects that will come boiling out if disturbed. The campfire is long cold.

6 – Empty Room

The room is dark and cool, the stone floor covered with a thick layer of dust. Several sets of footprints, old and new, are visible tracking across the room.

7 – Collapsed Room

Light streams into this room through a gaping hole where the ceiling once was. A huge pile of dirt, moss, and shrub covered rubble fills most of the room. Small trees poke upwards like green fingers. The roots of larger trees reach into the room through the hole, twisting and twining. The rubble pile fills most of the room and there is a refreshing breeze blowing through.

A Search of the brush at the edge of the rubble pile (CL +4) or a Track check (CL+2) reveals several broken twigs and torn moss where something has passed through, heading towards the top of the pile. The pile itself is shaped sort of like an anthill, a depression in its center that leads to a large hole. More rubble around a huge boulder is visible at the bottom of the hole though darkness surrounds the circle of light illuminating it.

A worn rope ladder may be found (Spot CL+4, Search CL -2) tied to one of the thicker trees near the top of the rubble mound. It descends down the slope and over the edge into the hole. This is how Erasmus and his fellow bandits first entered the crypts and where only Erasmus came out. The ladder will support 300-pounds before fraying and snapping, dropping whomever is on it to the floor of the crypts. It is 20-feet from the top edge of the hole to the floor of the crypts. Those dropping will suffer 1d6 of falling damage for each 10-feet fallen.

8 – Collapsed Stair

Rubble strewn stairs that curl upwards into darkness, ending at a wall of rubble and stone slabs. Some fine roots are visible curling their way through the cracks and fissures between the stones.

9 – Unsafe Room

A room that is dimly lit by narrow shafts of light shining down through gaping holes in the ceiling. Thick roots hang down from the holes with finer roots dangling from the stone ceiling around them like hair. Moss-covered piles of rubble are visible under the holes, spotlighted by the shafts of light.

A stonecraft check (CL-4) will readily identify the ceiling to be in a state of near collapse. Loud noises such as shouting or fighting will be answered by thin streams of fine stone and dust dribbling from the ceiling in various areas throughout the room. Brushing aside or pulling on the roots has a 1 in 4 chance of collapsing a 10-foot diameter area of the ceiling. Anyone caught under this collapsing area must make a DEX save (CL+0) to avoid being buried under the falling stone and dirt. A successful save means that the player character suffers only half of the 4d12 damage caused by the collapse.

10 – Erasmus' Room

The room is barely lit by the sullen glow of embers burning in a cobbled together stone fireplace to the right of the entry, a stack of cut wood next to it against the wall. The air here is warm and tinged with the smell of wood smoke. A crude chimney rises into the ceiling venting most of the smoke from the room. Plank shelving against the center of the left wall is filled with food and cooking supplies. Most looks to be in the form of rations. An open wood barrel is next to the shelving, a wood bucket on the floor next to it. At the back of the room is a crude bed frame of lashed together logs and straw mattress. Most of the mattress is covered with rumpled wool blankets and some furs. Near the bed is a small rickety looking wood table. Another, larger table and a log round stool are against the wall opposite the shelves. A half-eaten plate of food rests on this table with a overturned cup next to it.

The door to this room is made of uneven logs lashed together with rope hung on new iron pegs and loops set into the stone of the wall. The door may be barred from the inside, but is currently hanging open.

The food is simple fare from standard rations and is almost cold. Water from the overturned cup is still pooled on the table top. The smaller table is covered in blobs of tallow. A box marked “Marik Co.” is under the bed, half full of tallow candles. There is also a rucksack under the bed full of rumpled clothing and little else. The bed looks slept in but the blankets are cool to the touch. The foodstuffs on the shelves are equal to thirty days of rations. The barrel is half full of water.

Erasmus fled to the crypts when the screechers sounded (or by a rockfall occurring in area 3), leaving his meal unfinished. He has alerted Skaske' of intruders. He took most of his personal gear with him when he fled leaving only a small coffer hidden behind a loose stone at the base of the fireplace (Search CL-1). The coffer is locked (Open Lock CL+1) and trapped (Find Trap CL+3) with poison powder that will blow into the face of whomever attempts to open it. The coffer contains 150 ancient gold coins, 3 red garnets (100 gp each), 10 moss agates (10 gp each), 6 bloodstones (40 gp each), and 4 red jaspers (35 gp each) and a small bottle (*potion of cure light wounds*).

11 – Dangerous Hallway

A dark, rubble strewn section of hallway with roots that dangle from the ceiling like deformed fingers or tentacles. Some of the rubble appears to be from the walls which have large gaps in their stonework. Similar gaps in the ceiling stones show that the walls are not the only source of the rubble.

Bits of gravel and soil trickle down from the ceiling every few minutes. The ceiling is *very* unstable in this section of hallway. Loud noises will cause entire blocks to fall from it onto the rubble covering the floor already one out of three times (1 in 3 chance). A stonework check (CL -5) identifies the hallway as dangerously unstable. Every 10-feet a player character moves through this section requires a DEX check (CL-2) to avoid triggering a total collapse. Should a collapse occur, all those in the immediate area of the collapse and 10-feet to either side must make a DEX save. A successful save means those in the immediate area of collapse suffer only 4d12 damage. Those to either side of the collapse escape with only quarter damage. Player characters within the immediate area of collapse that fail are crushed and buried by an avalanche of stone, soil, and fauna from above. Those in the adjacent 10-feet sections to the collapse failing their check suffer 6d6 damage. The hallway will be completely impassable after the collapse.

12 – Open Hallway

A large section of rubble choked hallway that is open to the forest above. The ceiling and outer wall have collapsed leaving a wide opening for wind and light to enter. The rubble is grown over by brush, ivy, roots, and moss.

The rubble is easily climbed over and very stable. What is not safe is that amidst the vines and vegetation is an assassin vine that will attempt to ensnare any living creature passing over the rubble.

Assassin vine (1) – Small

HD: 5 (d8) Hp: 25 MV: - AC: 15 Attack: 8 vines (1d4) Special: Resist Cold & Fire (½ dmg), Improved Grab- STR save or entangled, Constrict- Auto hit (1d4) if entangled. In three rounds victim blacks out due to suffocation. Three rounds later victim is dead., Camouflage- Surprise victims 7 in 8 chance, no WIS save. Saves: P Int: - Align: N Type: Plant XP: 320+5

Treasure: Near the root trunk of the vine the following may be found after an hour searching. 200 ancient gold coins, 65 gold pieces, 180 silver pieces, 360 ancient silver coins, 93 copper pieces, 219 ancient copper coins, two marble sized tiger eyes (25 gp each), a kernal sized topaz (500 gp value), a marquis cut amethyst (250 gp value), a penny sized malachite (10 gp value), and an ancient flask (*potion of restoration*)

13 – Ruined Sanctuary

Light and wind spill into this once grand chamber, the ceiling long ago collapsed. Thick trees and underbrush grow upwards from the massive piles of rubble littering the shattered stone of the floor. The sounds of birds and drone of insects filters down through the forest canopy above with the sunlight. Near an alcove in the outside wall are the sundered remains of a what was once a statue, its details moss-covered and worn away by centuries of weather. Its base in the alcove has fared no better and is nearly unrecognizable as the armored feet and lower legs of what was once a massive statue.

In the center of this area amidst the rubble and flora is a viperfly nest. There are several viperflies in this nest that will erupt upwards, swarming anyone within fifteen feet of the nest. They can be driven off by fire such as from waved torches.

Viperfly (7) – Small

HD: 2 (d6) Hp: 4/ 7/ 7/ 6/ 8/ 7/ 6 MV: 20 ft/ Fly 60 ft AC: 15 Attack: Bite (1d3) or Sting (1 + poison)
Special: Camouflage, Poison- CON save or 1d4/ 1d4, Twilight Vision Saves: P Int: Animal Align: N
Type: Animal XP: 25+2

14 – Embalming Chamber

The room is cast in shadows around the pool of light shining down through the ceilings above. A large pile of dirty rubble and a moss-covered boulder partially bury a block of dark granite, its top smooth under the scattered gravel, dirt, and dust. A second block of granite is just beyond the light in the shadows. The air is pungent and musty, despite the breeze from above that seems to groan back at you from unseen halls.

The stone blocks are nothing more than ancient embalming tables used by the war-priests to inter their own in these crypts below the temple ruins.

15 – Circular Chamber

A dark circular room ankle deep in dust. A chandelier, red with rust, hangs from the ceiling over the center of the room suspended by an equally rusty chain. The dust has definitely been disturbed as if something has been dragged through it several times and by several sets of footprints. The walls are covered with faded and peeling frescoes depicting scenes of bloody war and carnage.

None of the footprints or drag trails lead to the secret door to area 24. The secret door is found on a Search (CL+5) and is opened by a button hidden in a scene of the fresco covering it. The door opens inwards with the grating of stone on stone that echoes through the crypt halls. If Erasmus and Skaske' did not know of the player characters presence before, they will now.

16 – Bone Chamber

A dark room filled with the musty odor of dust, age, and death. The walls are lined with stacked bones and skulls that stare outwards.

The bones and skulls are all humanoid. The player characters will feel as if they are being watched within this room by something hateful. This hate is from a shadow lurking amidst the bones. In life it was one of the bandits killed by Skaske', literally torn limb from limb. It will circle the room through the bones, striking at any player character within 5-feet of the stacks. Should the player characters leave the room or congregate in the center, it will move out of the bones and attack with a wave of soundless hate and rage.

Shadow (1) – Medium

HD: 3 (d12) Hp: 24 MV: 30-ft/ Fly 40-ft AC: 13 Attack: Incorporeal Touch (1d4) Special: Create Spawn – STR drained victims rise in 1d4 rounds as shadows, STR damage- touch drains 1 point of STR, Darkvision 60-ft, Blend- invisible while in shadow and darkness, Sunlight Vulnerability- if exposed to sunlight or spells/effects creating true sunlight it is destroyed Saves: M Int: Low Align: CE Type: Undead (Extraordinary) XP: 80+3

17 – Crypt of Heroes (Villains)

A dark chamber, cold and silent. The air smells musty, thick with the odors of dust and age. Three rows of marble sarcophagi, four in each row, are centered within the chamber. Two are open, their thick lids standing against a nearby wall.

There is a heavy sense of malice in the atmosphere within this room. The massed psychic hatred of the evil heroes interred within against the player characters and anything to do with good in the world. It is so strong that the player characters must make a CHA save or suffer a -1 penalty to attacks and checks while within this chamber.

From the passage opposite of the entry used by the player characters comes a series of groans and the sounds of shuffling feet. Slowly advancing, arms raised and jaws masticating, are three emancipated figures in rotted leathers. These zombies were once part of the bandit band with Erasmus, slain by Skaske' in the crypts. They will move directly to attack the player characters with no sense of self-preservation.

Zombie (3) – Medium

HD: 2 (d8) Hp: 10/ 8/ 12 MV: 20-ft AC: 12 Attack: Slam (1d8) Special: Slow Saves: P Int: - Align: NE Type: Undead (common) XP: 15+2

The secret door in the far corner is very well concealed. It can only be found on a Search or stonecraft (CL+6). The secret door is not trapped. It is opened by means of a press stone in the wall above it. The door will slide inwards twelve inches then to the left into the wall. The hallway beyond the door is trapped (refer to area 22a)

18 – Common Crypt

The chamber is dark and silent, the air cool and smelling of age, dust, and decay. The walls are lined with stone coffins with rotting wood lids, all stood on end and leaning against the wall. At one end of the chamber are eight stone coffins with stone lids horizontal on the floor against the walls in two rows of four. There is a layer of dust over everything except the floor which seems to have seen much traffic.

When the player characters reach the approximate center amidst the standing coffins, several of the ages lids will be smashed open from the inside. Bandage wrapped figures step out from their sarcophagi reaching for the player characters with withered hands and stumbling forward. These are merely zombies wrapped in bandages, not mummies as might be assumed. There are eight of these undead and they will pursue the player characters throughout the crypts relentlessly until destroyed or they slay their quarry.

Zombie (8) – Medium

HD: 2 (d8) Hp: 10/ 10/ 12/ 10/ 7/ 15/ 8/ 12 MV: 20-ft AC: 12 Attack: Slam (1d8) Special: Slow Saves: P Int: - Align: NE Type: Undead (common) XP: 15+2

The secret door in the far corner behind the last horizontal sarcophagi is very well concealed. It can only be found on a Search or stonecraft (CL+6). The secret door is not trapped. It is opened by means of a press stone in the wall above it. The door will slide inwards twelve inches then to the left into the wall. The hallway beyond the door is trapped (refer to area 22a)

19 – Trophy Room

A dark, silent room smelling of dust, age, and stale air. There are eight pedestals three-feet high that are spaced along the walls opposite the entries. Each has a dust covered humanoid or reptilian skull atop it. In the corner between the entries stands a suit of black armor, a wickedly spiked mace resting

on the floor under clasped hands. The dust over the floor has a track through it from entry to entry. It is undisturbed near the pedestals.

The skulls are simply that. Skulls of vanquished opponents by various “heroes” of the war-priests. As long as they remain undisturbed, the guardian of the room remains quiescent. Should the skulls be disturbed, the six and one-half feet tall suit of armor raises its spiked mace and moves to attack the guilty player character(s). It will attack until the violator is slain or it is destroyed. The armor is not animated. Inside the armor are the rotting bones of an undead skeleton.

Armored Skeleton (1) – Medium

HD: 1 (d12) Hp: 8 MV: 30-ft AC: 18 Attack: Spiked Mace (1d8+2) Special: Undead, ½ damage from slash or piercing weapons Saves: P Int: - Align: N Type: Undead (common) XP: 15+1

Treasure: Medium-sized suit of platemail armor (AC bonus +4 and armet (helm) +4 until repaired.)

20 – Urn Chamber

A small dark, silent room, cool and smelling of age and decay. Three six-foot tall clay urns, their lids sealed, are set against the walls opposite the entries. Each urn is decorated with a peeling paint depicting a different violent battle. The urns and the floor near them are covered in a layer of dust. The dust has nearly been swept away by frequent traffic between the entries.

The urns contain the ashes of the champions of good defeated by the war-priests in their various battles. The ashes represent the remains of hundreds of victims. Removing these ashes from the temple ruins and giving them a proper burial, even if only within the forest, will result in the player characters being blessed by the powers of good in the land. The benefits of this blessing are exactly the same as a *bless* spell and will last for a week. The player characters will also earn a bonus of 500 xp for this act.

21 – Skaske's Throne

The room is dark and smells strongly of age and decay. There is little dust covering the stone floor here. Equally spaced about the center of the room are four stone coffins standing on end like macabre pillars. None has a lid and all are visibly empty. In the far corner is a stack of stone coffins resembling an oversized chair or throne.

A hunched figure in a ragged cloak and rotting rags sits upon the throne, a decayed corpse standing to either side of it. A raspy voice whispers from the throne as the seated figure stands;

“I am your death. Die in agony and despair.”

The figure on the throne and two corpses are all zombies. They will lurch forward into battle after the voice has its say. The voice actually belongs to Erasmus whom is hiding behind the throne readying himself for the fight and supporting his zombies with a *bane* spell cast upon the party. He will then cast *Protection from Good* upon himself and join the fray, hoping to fight his way through the player characters and escape to area 22. He is not above feigning surrender to the player characters if he believes it will give him any sort of advantage in the battle. He will not really surrender knowing he is a dead man either by the player characters, the thieves guilds, or Skaske'.

Zombie (3) – Medium

HD: 2 (d8) Hp: 14/ 14/ 13 MV: 20-ft AC: 12 Attack: Slam (1d8) Special: Slow Saves: P Int: -

Align: NE Type: Undead (common) XP: 15+2

Erasmus - human male 2nd level rogue/ 2nd level cleric – Medium

HD: 4(d6) Hp: 20 MV: 30' AC: 16 Attack: Spiked Mace (1d8+2) Special: Spell Use, Rebuke Undead, Turning, Rogue's skills Saves: P & M Int: Avg Align: CE Type: Humanoid XP: 80+1 Spells allowed per day 4/ 2, Spells known: *0-level; Detect Good, Detect Magic, Endure Elements, Light: 1st level; Bane, Protection from Good (already in effect)*

The spells shown are what Erasmus has prepared for the day. The Protection from Good will last 6 rounds and give Erasmus a +2 bonus to his AC and saves vs Good aligned player characters.

Bane will last for 2 turns and inflict a -1 to hit and saves vs fear on the player characters.

Treasure: medium studded leather armor, spiked mace (1d8 +2), silver unholy symbol, *amulet of darkvision 60'*, *ring of protection +1*, ring of gold and turquoise (30 gp value)

22 – Secret Sanctum

22a- The hallway entering this room is trapped (Find Traps CL+0) with three spears that stab out from the wall. Victims are entitled a DEX save to avoid the 3d6 damage from the spears. The trap may be disabled readily (Disable Trap CL-2)

The triangular chamber is dimly lit by and foreboding crimson glow, the air stinking of decay. The glow emanates from the eyes of an eight-foot tall statue of a heavily armored figure with bestial features and clawed hands, a wickedly spiked mace held upright in its left hand. A darkened table of granite rises four-feet from the floor before the statue, its top flat and level.

The glow from the statue's eyes is due to a continual flame cast within a hollow of the statue's head. The eyes themselves are thick red-tinted glass. A sense of great evil fills the room weakening the player characters, the effects of a permanent bane spell. All of the player characters to hit rolls are made at -1 as are their saves against fear.

Next to the altar stone stands an unarmed man-sized figure dressed in archaic armor. The figure gives a rictus grin, its hands flexing, the dried skin crackling like parchment. It will address the player characters in a surprisingly powerful voice;

“So. You are the worms gnawing at my schemes. My servant Erasmus has much to answer for. Perhaps one of you would like to take his place, no? HA! I can see on your faces that you are weaklings believing in peace. I am Skaske', servant of war and hate and you are...you are my MEAT!”

A wave of seething hatred washes over the player characters as the address ends.

Skaske' was a minor war-priest that was put to the sword with his fellows when the temple was sacked. Now he is a special form of undead, a 1600 year old husk, kept alive by his deity and his hate. Skaske' will attack using only his unholy powers, giving no quarter and asking for none. Skaske' is over-confident in his victory however and will rely primarily on his melee attacks, only using his spells to supplement them rather than using them in an all out offensive.

Skaske' – Husk, 6th level cleric – Medium

HD: 6 (d8) Hp: 39 MV: 30-ft AC: 18 Attack: 2 claws (1d4) Special: Withering Touch- 1 point of STR damage, Spawn- Victims drained of STR rise as zombies in 2d6 hours, Darkvision 120-ft,

Immune to cold, sleep, poison, charm, paralysis, and illusions Saves: P & M Int: High Align: CE
Type: Undead (unique) XP: 480+6
Spells allowed per day 5/ 4/ 4/ 2, Spells known: *0-level; Detect Good (x2), Detect Magic, Detect Law
Endure Elements: 1st level; Fear, Cause Light Wounds (x2), Shield of Faith: 2nd level; Silence, Hold
Person, Aid: 3rd level; Blind, Curse*
The spells shown are what Skaske' has prepared for the day.

Treasure: silver unholy symbol, *spiked heavy mace +1(behind the altar stone)*, an iron key on a neck chain (deactivates the trap at area 23), ruined splintmail armor.

23 – In Your Face Trap

The dust of the floor and thick cobwebs hanging like drapes from the ceiling are undisturbed the length of the dark hall.

The corridor is trapped (Find Trap/ Stonework CL+3). A series of pressure sensitive blocks in the stone floor will cause a 10-foot section of stone to swing downwards towards the entry at area 15 on carefully concealed hinges. Spikes set into the floor from the swinging slab to the passage corner will pop upwards to set at a 45-degree angle. Those in the sweep of the stone slab will be struck for 2d6 damage and knocked backwards and must make a DEX save to avoid being knocked into the spikes for another 3d4 damage. There is no chance to avoid the stone slab since it completely fills the passage.

The trap may be disarmed (Disarm CL+4) by a rogue or by means of the iron key obtained from Skaske' in area 22. There is a small keyhole at the corner of the passage prior to the trap (Spot CL+2) that the key fits into. Turning it disarms the trap.

24 – The Dry Fountain

The room is dark, cool, and smells of age with a slight metallic tang. At the far end is a large stone fountain at the center of which is a dragon statue curled around a thick pillar.

The fountain is dry, the water cut off by the destruction of the temple and draining away long ago. The bottom of the fountain has several concealed panels (Search/ Stonework CL+0) beneath which is the temple treasure missed by the forces of good in their haste to destroy the temple and its followers. Opening any of the three panels without uttering the phrase “Tribute to chaos” will awaken the treasury guardian. The stone dragon will begin to move, stone cracking as it uncoils from around the pillar. It will attack with tooth and claw, roaring soundlessly until the player characters are dead, have fled the room, or destroyed it.

Stone Dragon (1) – Large

HD: 4 (d10) Hp: 30 MV: 30-ft AC: 19 Attack: 2 claw (1d6), bite (1d8) Special: Darvision 120', Twilight Vision, Construct, ½ damage from slashing and piercing weapons Saves: None Int: - Align: N Type: Construct XP: 90+4

Panel 1 conceals- 150 ancient platinum coins, 4 bolts of rotted silk, a moth eaten bale of furs, a turquoise inlaid silver chalice (150 gp value), a wood flute carved in the shape of an otter (100 gp)

Panel 2 conceals- 1500 ancient gold coins, 2600 ancient silver coins, 4000 ancient copper coins, two small chests of moldy spices, 25 x malachite (10 gp each), a green garnet (400 gp value), and a rotted

cashmere rug.

Panel 3 conceals- Two large rotted tapestries, a small sized *mail hauberk +1*, a silk cloak of midnight blue (*cloak of invisibility*), several pots of caked and ruined incense, three flasks (*potion of cure serious wounds*, *potion of cure light wounds*, and *a potion of feblemind*), two tarnished copper scroll cases (*scroll- Sleep, Comprehend Languages, Ray of Enfeeblement & scroll- Head Fog, Daze, Minor Image*)

CONCLUDING THE ADVENTURE

With the defeat of Erasmus and Skaske, the region is safe from instigated conflicts beyond the norm. The thieves guild will accept Erasmus' head and the player characters will have gained allies, no matter how fickle, in the region. What the player characters do about the temple ruins and the lingering evil within is another matter. The forest will continue to reclaim it irregardless of what is done.

All in all, through the course of their adventures, the player characters have managed to prevent one war, stopped another, rid the city of an evil infestation, and destroyed an ancient evil threatening not just the city, but the entire region. They also managed to get rich doing it. Where the player characters go from this point is up to the Castle Keeper. Possible future hooks are a request for aid from the hill tribes or the Duke, information from the thieves guild about something they heard from someone else who heard..., or find clues to a resurgence of the war-priests in another region entirely.

NEW MONSTERS

Husk

No. Appearing: 1
Size: Small or Medium

Hit Dice:	By Cleric Level (d12)
Move:	20 ft
Armor Class:	18
Attack:	2 Claws (1d4) or by weapon
Special:	Dark Vision 120', Immunities, Spawn, Unearthly Strength, Withering Touch
Saves:	P & M
Intelligence:	High
Alignment:	Chaotic Evil
Type:	Undead (Unique)
Treasure:	Equal to HD
XP:	Varies by HD (Abilities- Class I x1, Class II x2, Class III x1)

The Husk appears as a emancipated humanoid figure, its dried skin tight over its bones turning its hands into claws and leaving its eyes blackened pits filled with points of green eldritch light. The husk shuffles slowly when moving, much like someone well advanced in years. The Husk will be clothed, armored, and equipped in the remains of its garments in life or in newer garments if such is obtainable through servants or other means. The Husk may or may not be armed as it desires. For those unfortunate enough to encounter a Husk, it is better if the creature has chosen to face them armed.

The Husk is the corporeal remains of a cleric whose faith and devotion to their evil deity was so strong that their deity would not let them truly die. This faith imbues the Husk with an unearthly strength and imbues their touch with unholy power that weakens their foes. If such power was not enough, the Husk is able to cast divine spells as if it were a living cleric of the same level as it was at the time of its "rebirth". These spells are granted daily by its deity as if it were a normal cleric. Should the Husk ever break with its deity, it will immediately collapse into dust as its soul is siphoned away to whatever punishments await it. Husks are usually found in the remains of forgotten places of evil and in the company of zombies. As they did in life, Husks will work to further the causes of whichever evil deity they follow though most often this will be done through dupes and followers.

Immunities-

Husks are suffer no effects from cold, charm, sleep, illusions, poison, or paralysis used against them being completely immune and capable of seeing the true nature of things around them.

Spawn-

Any creature whose strength has been completely drained away by the Husks withering touch will rise 2d4 rounds after death as a zombie under the full control of the Husk that created it.

Unearthly Strength-

The Husk is incredibly strong, powered by the strength of its faith and unholy devotion. Its clawed hands are able to rip steel like tissue. Attacks, both armed or unarmed, by the Husk do an additional +2 points of damage.

Withering Touch-

The unholy will fueling the un-life of the Husk is so strong that its very touch causes living creatures to wither and weaken. Any living creature touched by a Husk loses one (1) point of Strength for 2d6 hours each. Should the creature be reduced to zero (0) strength by the Husk, they collapse and die where they stand.

Viper Fly

No. Appearing:	2-4 or swarm 2-12
Size:	Small

Hit Dice:	2 (d6)
Move:	20 ft/ Fly 60 ft
Armor Class:	15
Attack:	Bite (1d3) or Sting (1 + poison)
Special:	Camouflage, Poison
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Animal
Treasure:	Nil
XP:	25+2

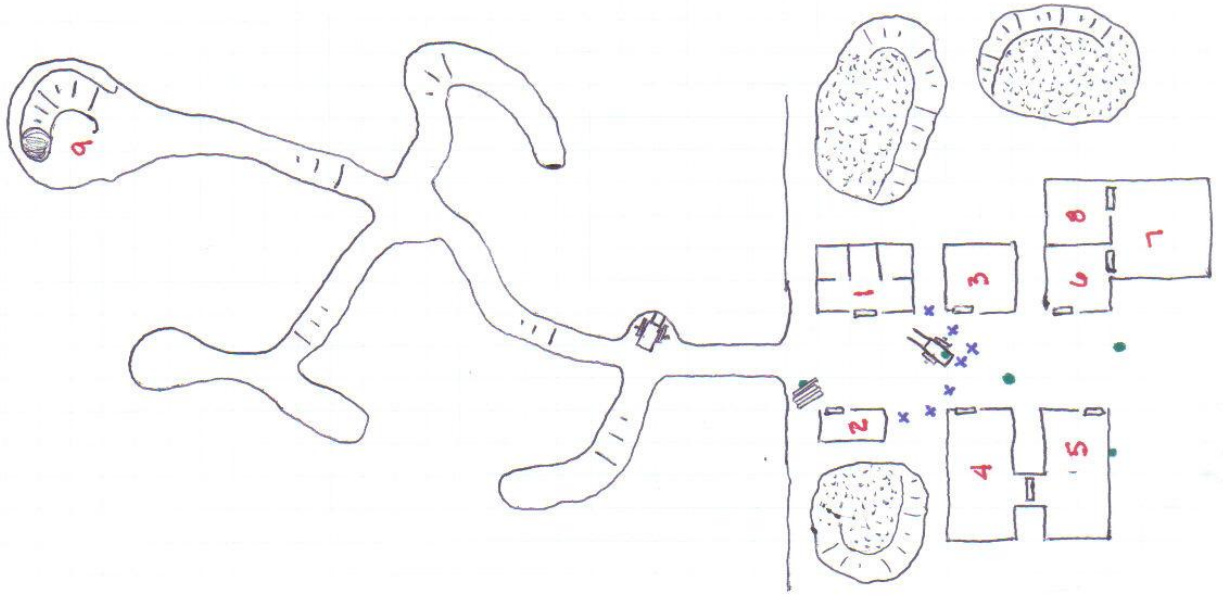
The viperfly appears as a mottled green snake with dragonfly wings and a tail tipped with a scorpion-like stinger. Its mottled coloring helps this two-foot long creature blend into the swamp, forest, or jungle vegetation around it. Swarms of Viperflies nest in trees, clumps of bush, or old logs on the ground. They hunt small game such as squirrels and rats, in small groups of 2-4. They attack larger creatures only when the nest is threatened, attempting to drive the invaders off or when they are threatened while hunting, much like bees. Viperflies lay clutches of 4-12 eggs each that hatch in three months. The eggs are valued as delicacies and egg hunters can sometimes be found scouring the trees in search of viperfly nests. Viperflies themselves are subject to predation by birds of prey and other such creatures.

Poison-

The poison of a viperfly can prove fatal to those weak of body. When stung, the victim must make a CON save or suffer 1d4 damage. One round later, another save must be made or the victim suffers an additional 1d4 damage.

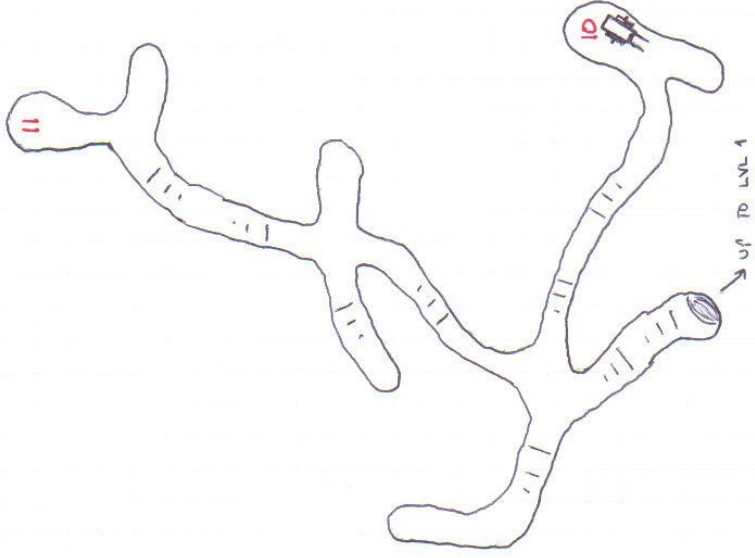
Camouflage- The viperfly gains a +5 bonus to hide in forest, jungle, or swamp environments and a +10 to surprise.

LEVEL 1



- = zombies
- x = hill men

LEVEL 2



NORTH



TULIK'S COPPER MINE

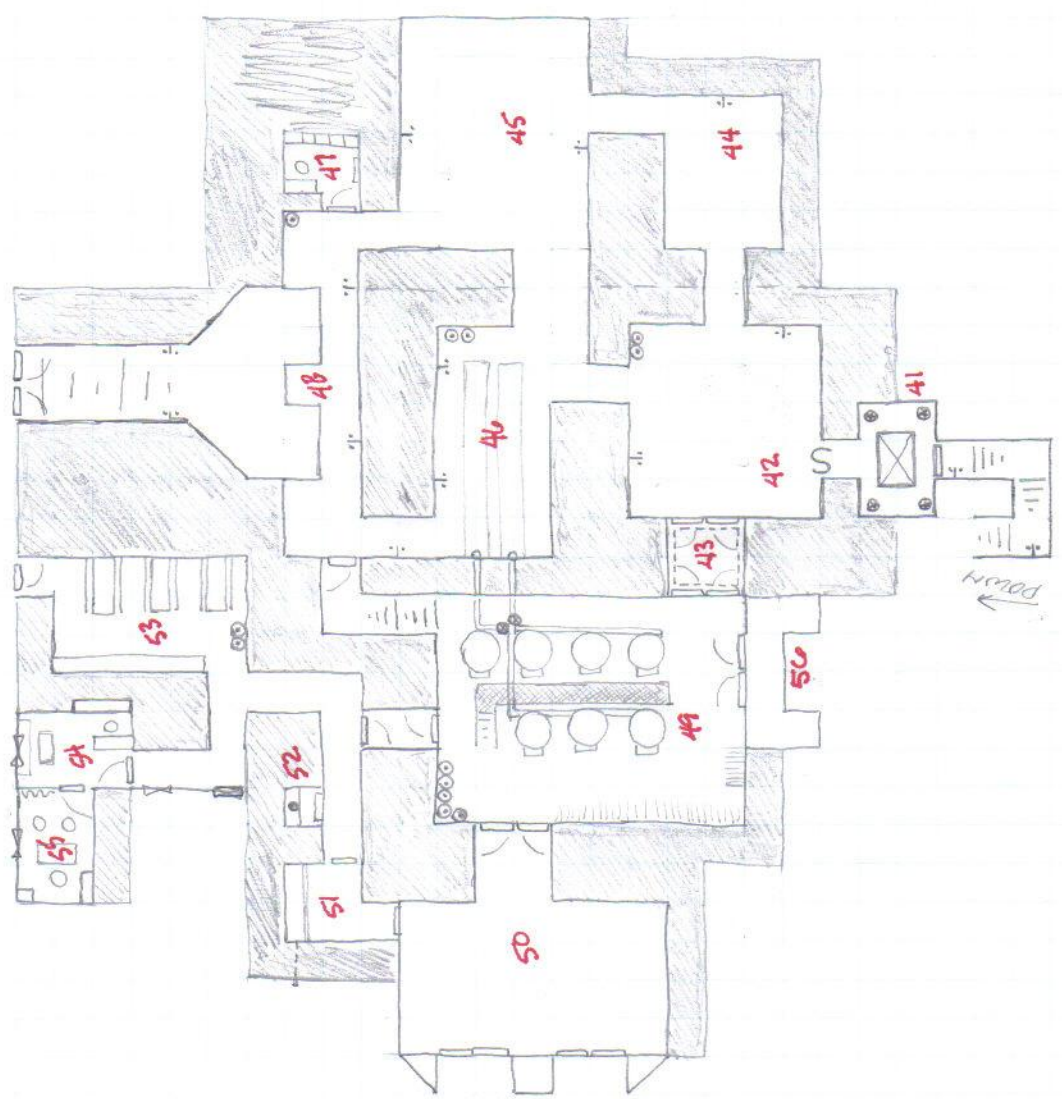
10

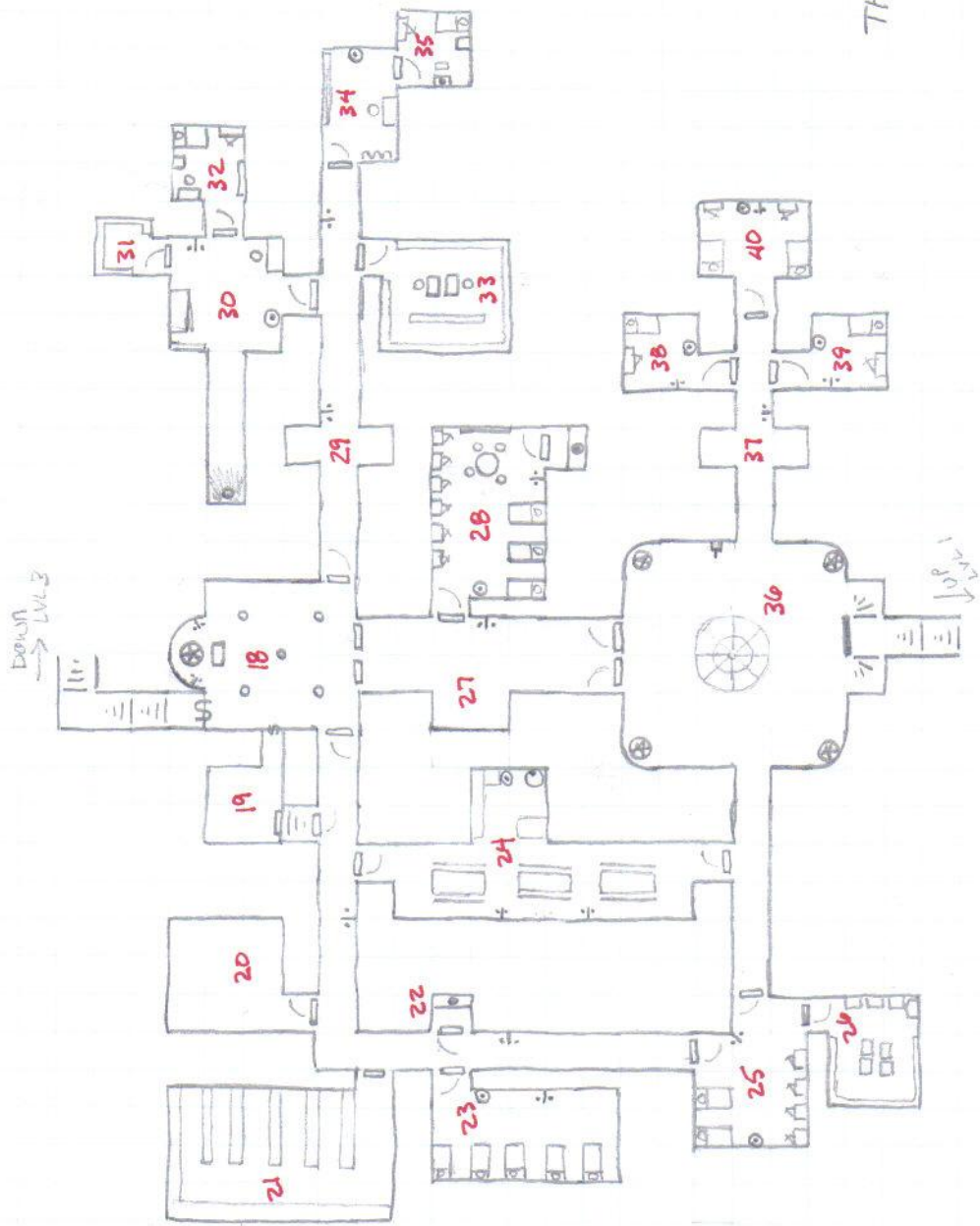
THE FACE STEALER

SURFACE
LEVEL 1



□ = 10'





THE FACE STEALER

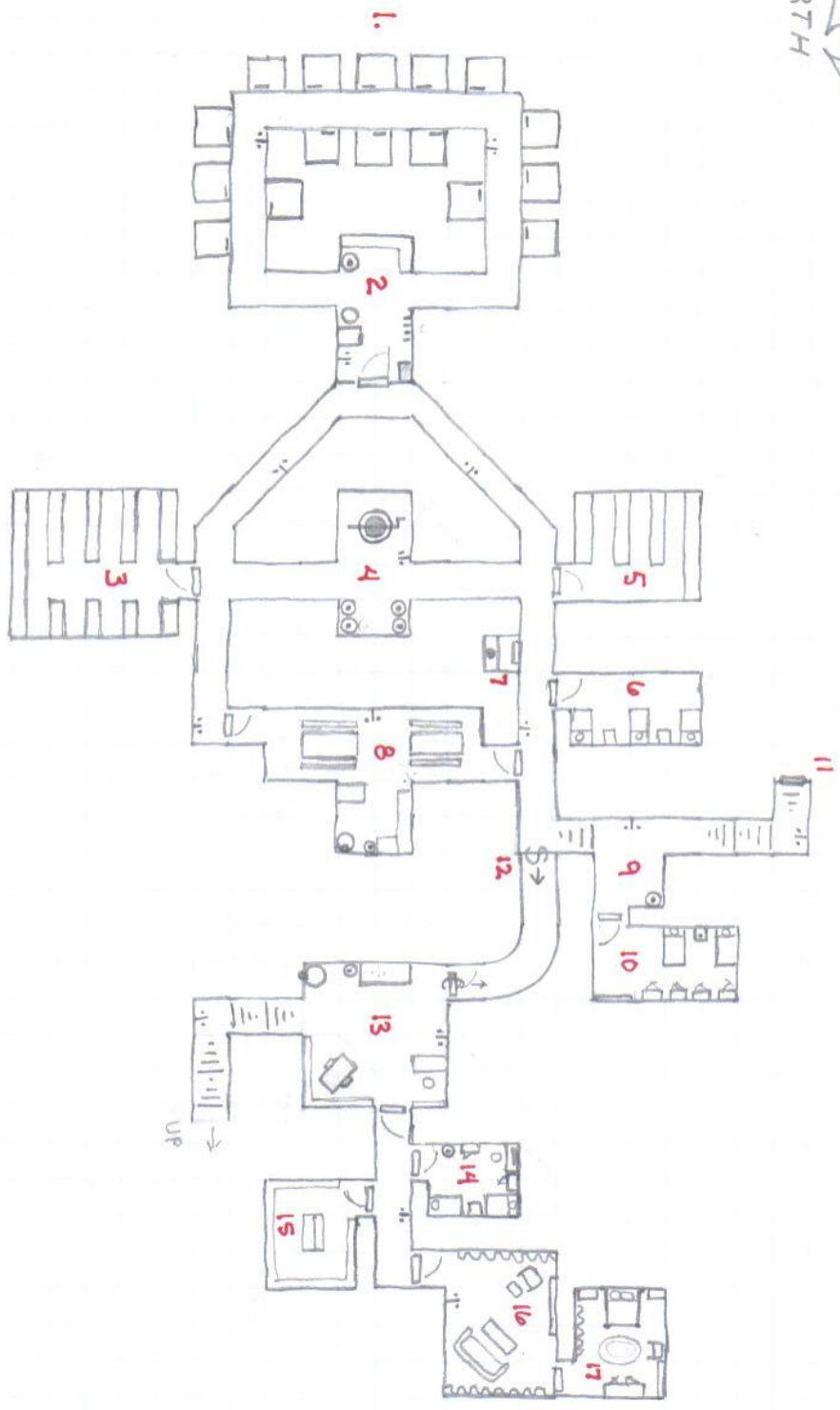
SUB LEVEL 2

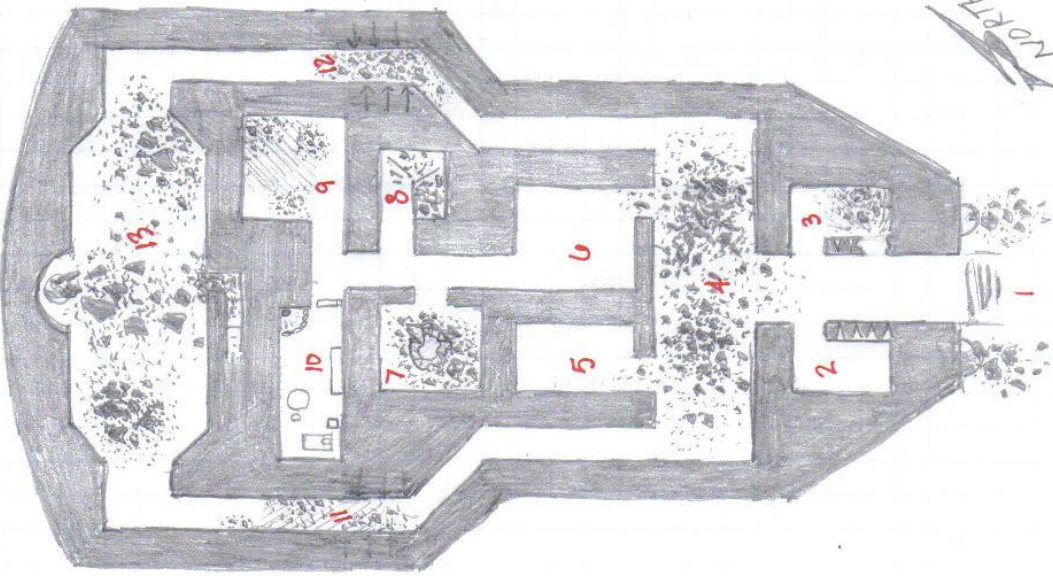


□ = 10'

THE FACE STEALER
SUBLEVEL - START
LEVEL 3

□ = 10'

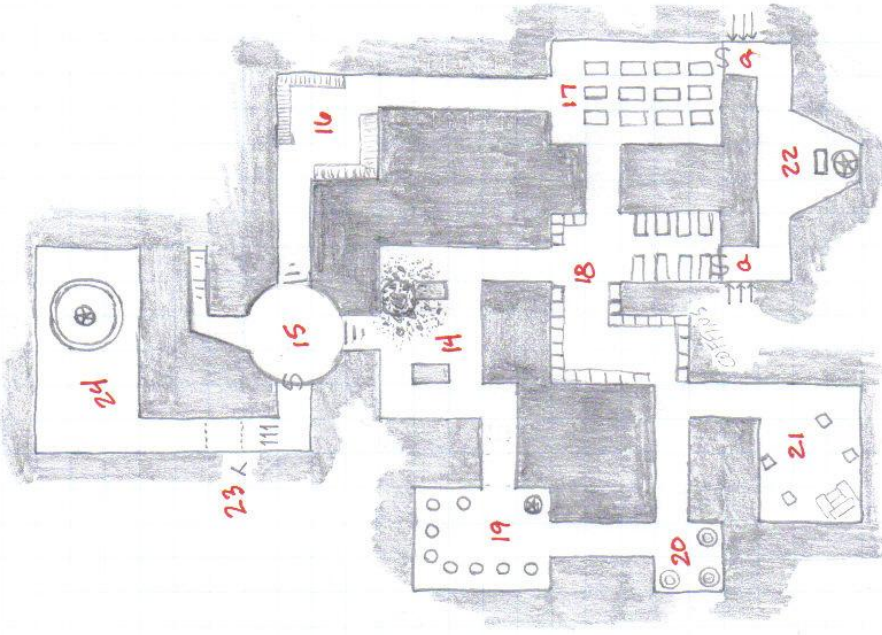




NORTH

TEMPLE RUINS
GROUND LVL

□ = 10'



CRYPT LVL
TEMPLE RUINS