



## exercise book-cahier d'exercices

name-nom

Peter Hart DM ONLY  
THE MANSE OF THE VIRGIN LUNG

subject-sujet

~~SCIENCE FICTION~~

~~SCIENCE FICTION~~

Hilroy

LTD • LTÉE Toronto M6E 2R8

Toronto Pop Art  
CAMPAIGN X/AU: ADVENTURE/A

CONTAINS RECYCLED DE-INKED FIBRE  
CONTIENT DES FIBRES DÉSENCRÉES RECYCLÉES

80 Pages

10 $\frac{7}{8}$  x 8 $\frac{1}{4}$  = 27.6 x 20.9 cm.  
ruled • ligné

no. 12-107

## CONTENTS

Page No.	Heading
1.	Adventure A: The Mause of Virlung ; Preface
2.	Preface; description of adventure ; Advent A
5.	Rhondel : Advent A (See map)
7.	Detailed Key to Map of Area (See map) : Advent A
11....	(THE MAUSE OF VIRLUNG ITSELF) i. Description of Mause and direct surroundings
a) Pp. 11-15	- General descrip of Mause & its outside details
b) Pp. 16-	- Inside details of Mause
16...	(I) First Floor
32...	(II) Second Floor
37...	Wandering Monsters for the Mause
40...	The Great Tower & Crypts
50...	Dungeon #1: The passages & barracks
60...	<del>Dungeon #2:</del> Wandering Monsters for Dungeon #1 5 miles/km. 10 hrs. so - 3
61...	Dungeon #2: Ancient Palace of <del>Simbilis</del> Simbilis.
77...	Simbilis' magic book

① ② ③  
6 1 2 3

1

S

## ADVENTURE A: THE MANSE OF VIRILUNG

Preface: The adventurers are ensconced in a bar (The Unfaithful Maiden) in the free-city of Carsutyl having just got off work guarding the mansion of a prince for rather meager wages - however there is no better work available.

The bar is crowded and many of their friends and acquaintances are there including the bartender who they know well. Soon after they arrive the bar-keep comes over and tells them (the adventurers) that a man (a rather bureaucratic type) who is staying in the attached inn is looking for adventurers to do a job for him. He has 2 rather useless bodyguards with him. He is now up in his room if the adventurers would like to speak to him.

He is a rather stuffy balding middle-aged man who is staying in reasonably expensive quarters. He indeed has 2 armed men with him as bodyguards but they are ill-trained and rather fat and past their prime. [0 level, 3 & 4 H.p. respectively. They can wear LA & carry daggers and shortswords. They both wear some kind of uniform which later turns out to be that of the town guard of Rhondel]

The man introduces himself as Saram, mayor of Rhondel, a town fairly small town (10% chance for ea. player knowing something about it) up the coast about 150 miles [about 5-6 days travel without mishap]. His bodyguards are members of the town watch - ageing professional soldiers who have now made their home in Rhondel. (can go up to 50)

He wishes to ~~hire~~ hire adventurers for \$10 g.p. a day ea. with a bonus of 100 (can go up to 20) g.p. upon completion. The adventures now earn 1 g.p. a day. We will pay travel costs until they get to Rhondel but from then on they pay their own way. Their pay starts the day they arrive in Rhondel.

2

He tells them that the work probably will involve a certain amount of danger.

Description of Adventure:

The Mayor, Saram then sits back, lights his pipe and tells them of the happenings in Rhondel;

Rhondel, a town of 3000-4000 people, is located on a sort of island-peninsula depending on the time of day. The town is situated such that due to tides, water ~~water~~ Due to tides, the sea totally surrounds the land the town is on for about 12 hrs. of the day, cutting it off. In the other 12 hrs., a sort of natural causeway is revealed as the water floods away so that traffic can go back and forth.

Rhondel is a very old town, at least 400 years old. Many houses are at least 100 years old. The majority of buildings are stone.

In Elder days, when wars and conflict were rife and danger was everywhere, and the town was smaller and less capable of holding out against invaders, a great knight named Virilung came to the town with his band of followers and offered his protection. The town accepted. In return, Virilung became ruler of the town and area and thus received no taxes. He kept his bargain, however ~~and~~, strengthened the causeway defences and built a large, rambling fortified manor house sort of thing ~~overlooking~~ overlooking the town.

Soon, however, eventually, he died and one of his sons took his place. In fact, the line of Virilung has been carried down for 200 years [how long ago the first Virilung came]. However, as the towns safety improved and the wars etc. died down, more and more people came to Rhondel to settle down. As the town approached the size it is now, it no longer needed the 'watered-dam' protection of the Virilungs and didn't want their overlordship. So, 100 years ago a town council was formed, the ~~yoke~~ of Virilungs informed that they no longer ruled the town, and a town watch/militia set up to keep the peace and protect the village.

3

4

All along, the Virilungs were inter-breeding and becoming more and more strange and perverted. As their power left them, so did their followers and remaining glory. The manse became run-down and largely deserted. The inhabitants turned to Arcane lore and magic and soon there were rumours of devil-worshipping and trade w/ demons and Trolls in deep pits under the manse. The remaining servants left except one and the house and its occupants were shunned.

Occasionally, strange figures could be seen prowling around there at night and a red glow occasionally was seen from inside. Shouts of maniacal laughter and extreme agony were occasionally wafted towards the town.

The last generation of Virilungs were 3 brothers, all perverted and evil. 2 eventually went their own way about 5 years ago, but the last stayed on in the house, now mostly abandoned and ruined.

He continued in recent traditions and very rarely showed up in town. [he is described as being tall & broad but w/ stiff joints and a warped face and back.] Occasionally carriages full of odd folk would visit him or carts w/ Arcane equipment would be delivered to him. There were strong rumours of仆servants and traffic w/ demons and necromancy.

Finally, about  $1\frac{1}{2}$  years ago, Virilung (their first names were never known to the people of the town) had not been seen for a long while. One day a great wave of death & pestilence came walking down from the Manse. This soon passed, but people were troubled.

The next day, near dusk a man came staggering down from the Manse. He was the only servant who stayed with the family. Old people of 60 remembered seeing him the same age when they were 10 (he had not been seen since then).

4

8

Great bites had been taken out of his skin but he was bleeding surprisingly little. He babbled about his master being possessed and about demons from the pits. He died soon after and as he died he aged incredibly in a matter of seconds. Upon death, he was merely a skeleton w/ yellowing skin stretched over it.

Soon after this, watchmen and other people began disappearing at night and people reported seeing ghouly shapes prowling in the darkness and strange sounds and scratchings outside door and window. ~~soon~~ nobody went outside after dusk at all & all windows were barred and shuttered. Fear had come to Rhondel!

6 months ago The village priest, deciding that the horror came from the House of Virilung, got together 10 men and marched up there at dusk.

As they searched through the ruined house, they could hear rustlings all around them & occasionally could see red eyes watching them. Then, of a sudden, they were rushed by hideous creatures who stank and had glowing red eyes and great fangs & claws. 6 men were killed there but the creatures soon retreated as the Priest wardied them w/ his hsy symbol. They retreated into a courtyard but the things pushed a huge block onto the priest and attacked again.

Only one man survived to tell this disjointed story and has since gone totally mad, babbling only of eyes and the stench.

Since that time, the villages have lived in fear and people have disappeared one by one, but only at night. Just recently, the council decided to hire adventurers to put a stop to this and so, the mayor is in Cartsutyl.

7 days journey  
by horse >

He can provide horses & food on the trip to Rhondel. The trip is uneventful as they travel along the seacoast. bandits are very rare near the coast as are any monsters or bands of goblins or orcs. Eventually, after passing thru occasional towns & villages, the adventurers arrive in Rhondel.

Rhondel (See map) Map of Area

General description: Rhondel is a picturesque little town with no ~~too~~ really large buildings except one villa owned by a rich merchant who rarely visits, and the manse of Visilung.

Most of the houses are ancient brick or stone, often w/ basements and a 2<sup>nd</sup> storey. Some are made of wood but are old & well-made. The town is clean and has an aura of comfortableness and peace, except for the Manse which broods over the town on a hill.

The town depends on fishing and forestry as its main industry although a fair bit of money is made from tourism. There are several good inns and taverns.

The town is on sort of an island (described before) which during high tide is cut off from the land by several hundred yards of water. During low tide a causeway of fused rock of unknown origin (It has always been there, etc.) appears which is wide and smooth-topped enough for carts, horses & people to go across.

The 'island' is about  $\frac{1}{2}$  mile by  $\frac{1}{2}$  mile and very rocky & fairly well forested by mixed trees. The ground is low & fairly level facing the coast where the town & small harbour is situated. The Manse is located overlooking the town on a steep rise which is easily approachable by way of a small gorge around the back but otherwise a hard climb is in order over rough ground.

The island has some wild creatures, such as mountain cats and small deer which are rarely hunted and there is occasionally a rumour of a monster but rarely does anything come of it although stories can be told.

The town faces mostly beaches and at the top of these beaches there is a sea-wall of about 7 ft. high.

There are gaps through these here and there for in-and-out. These also serve as a most help in defense against attack.

6

The island itself is about  $\frac{1}{2}$  forest,  $\frac{1}{2}$  bush &  $\frac{1}{2}$  fields and rock. Paths and occasional small brooks go here and there. Farming plots (private) are scattered here and there as well as very occasional houses but none near the Manse or on the route (none occupied or in good shape anyway).

7

### DETAILED KEY TO MAP OF AREA

- 1) Mines - a variety of open-pit and shaft mining. Coal, Iron & occasionally precious metals are mined for. Cleared area and rickety fence and signs. No one is here at night while up to 150 people work here during the day.
- 2) Small section of Rhondel on mainland. Large percentage of people here are workers at mines & logging. About 300 people live here - purely residential. Also, owner & operator of ferry works here. This has grown up recently and the only protection is the night-watch stationed here and a log wall erected around most of this section. Fairly crowded, mostly wooden houses.
- 3) Road to Cursutyl (Main coastal road by which the adventurers travel to Rhondel). In fairly good condition - sunken gravel road. Just out of sight on the map is a small river (Trimble) which the road crosses w/ a bridge.
- 4) Causeway to island. Made out of some sort of fused rock. Only is visible for 12 hrs. (roughly) of high tide. Otherwise is beneath water. Surface is flat etc. so that riding etc. is feasible but surface is cracked and worn. At island end is a small tower, wall and gate all made out of stone <sup>except gate</sup>. The wall is beginning to buckle. This is manned by 10 men of the militia. The gate is generally kept ~~sho~~ open but at any sign of danger they are shut.
- 5) The town of Rhondel itself (see descrip. p. 5)
- 6) Road/path leading to House of Virilung. Goes long way around so as to avoid very steep climb. The path is now disused and is overgrown w/ weeds, grasses

and shrubs. It is rather narrow and about a mile long. Riding is useless here although horses could be led. Ground may be rather boggy after rains.

7) Mause of Virilung - the point of the adventure. Built as a sort of fortified manor but is now very run down and somewhat ruined. Most of it used to be visible from Rhondel but the area around is so overgrown that only the tops of the 3 towers are now visible from some parts of town. The Mause used to be surrounded by gardens and out-buildings but these are now over-grown and falling down. (See Special map of Mause and Mause area).

8, 9, 10) Partially fortified and elevated catapult sites consisting of 3 catapults ea. All are manned constantly during the day and at night there is a skeleton crew while the remainder sleep nearby.

11) Now disused catapult site similar to 8, 9 & 10. After some work, these would be able to be worked.

12) Villa of Baron Unspiek who visits every summer (it is now late summer - early fall). 3 caretakers from town go up every night/week while one man lives there constantly. The place is surrounded by pleasant gardens which is in turn surrounded by a tall (12') brick wall w/ spikes on top.

13) Private road to villa w/ gates at each end and a wooden fence.

14) Wharfs, jetties and warehouses. About 10<sup>15</sup> boats are always here, most for fishing purposes. The wharfs etc.

are all very old and made of stone and mortar.

15) "Happy Hog" inn - Pleasant, large place geared to the lower & workers w/ serving mostly beer and cheap wine. Has simple but good rooms for 5 sp a night (nothing else inc.)

16) "Prancing Pony" inn - Middle class inn, fairly small w/ not many rooms at 10 sp a piece.

17) "Turpin's dilemma" tavern - appeals to all, has only 2 rooms for 1 g.p. at night w/ nothing everything inc.

18) City Hall / barracks / armoury - built by 2<sup>nd</sup> Virilung as a sort of citadel. Now holds above, self-explanatory.

19) <sup>Road</sup> Better to mines and logging site. Dirt road covered in muddy spots. Tattered and grass.

20) Landings for the ferry. This is run by an aging man and his 3 sons. Crossings by barge cost 5 sp and he never goes except to for 10 people or more. Or by rowboat which costs 1 g.p. per person.

21) House of overseer of logging site. Somewhat of a hermit, he lives here alone but oversees ~~over~~ logging stuff.

22) Logging area already cleared. Shrubs & new shoots cover this area.

23) Church. Old building (not built by Virilungs). Run by a 7<sup>th</sup> level priest and his 3 2<sup>nd</sup> level acolytes.

He has at his disposal 5 watch who guard him and the church.

24)- Road to Monsding a ~~city~~ of comparable size to Rhondel but about 2 miles inland where the main road joins coastal road. This supplies farm stuff to Rhondel who, in return supplies ~~tobacco and~~ fish and mined stuff. Same type of road as 3.

## THE MANSE OF VIRILUNG ITSELF (See map)

### I) Description of Manse and direct surroundings:

#### a. General description

The manse is composed of 2 parts: The old citadel and the new wing and tower. Both parts are run-down and in dis-use, although the new wing and tower are less so and of newer build.

The manse is situated in a basically man-made clearing which has not been tended for some time. This, it is now overgrown (everywhere except the courtyard road and gardens) w/ long grasses 3 ft. high, bushes and even small trees here and there.

1) The road is sunken & dusty w/ grass starting to encroach. It is now more of a trail than a road. It is lined on each side w/ apple trees which for the last approach to the manse. These are now somewhat untended and wild. They cover the road in a sort of natural archway, making it shady and dark. There is also a line of hedge on either side of the road, now overgrown to about 4½ ft. This is unbroken except for two wooden gates where the garden paths start. These gates are in very poor condition also.

2) A g. finished <sup>male</sup> of wood - now in bad condition. A large family of rats inhabit this one w/ shovels, picks etc. inside. The door was locked by a padlock, but this has been beaten off by brute strength and the door is now open. A small path leads from the door to the path.

3) Same as above, only a hole has been cut forced into the rotting wood at the back and a wad now sleeps here.  
(20% chance of meeting: H.P: 8 / HD 2+2 / AC: 7 / M: 18" / D: 2-5)

4) - Garden path leading to garden at side of manse. Becoming overgrown. It's somewhat like a tunnel as the grass grows thickly here at the sides up to 4 ft. tall.

(cont'd) 7/32/11 MULHAN 70 3PM JHT  
He is at most 5' wide - rather narrow.

5)- same as above, only at X there is a body dead for a long while - far rotted, clothes in shreds. Nothing can be told as to the manner of his death due to his condition, but his broad leather belt remains - although it is now cracked & worthless. The buckle is rather tarnished gold formed as of snakes turned together. With a little polishing it would be as good as new. No one in turn will be able to identify this. It's worth 45 g.p. (alma)

6)- The gates of the Manse. These lead into the courtyard. They are made of huge caken planks bolted together and banded w/ strips of iron. They ~~would~~<sup>can't</sup> stand open bearing about 5 ft. to move in and out. They are now somewhat stuck in this position due to rusting of hinges etc. and it will take 40 combined strength points to move them. Normally they are closed on the inside by means of huge pins which sink into the ground, and a large wooden crossbar on the inside which is chained to the left holder. At the moment, the pins are lifted and rusted in place and the crossbar is cracked in half - as if by main strength. The gates are ear 10' wide and 15' tall.

7)- The gardener's shed, containing seeds, implements etc. The door ~~is~~ is closed by a latch

8)- the same as above only the door ~~is~~ is partly ripped off the hinges and all the implements are scattered around - as if in a fight. A human arm - now almost all bone - lies amidst the wreckage still clasping a hammer. The arm is somewhat twisted and gnarled and much shorter than the normal human arm. It is, in fact, an oxish arm although the chario won't know this.

9)- Garden A - A large vegetable garden where rows of different veg. etc used to be planted. These have now gone wild. Still, however, can be seen the outline of the former garden although grasses & weeds now grow high here. Again, apple trees surround the garden outside the wall (which is 6 ft. high brick and now in somewhat green & dilapidated) and they are overgrown. The gate is ironwork and is closed by a latch. A small locked iron door opens up from the mause into the garden. A large compost heap is in the NW corner.

10)- Garden B - Obviously, this is a garden for pleasure.

There is the same wall and shed & gate & trees as garden A (although the bars of the gate have all been bent or broken inward, the gate is still closed) but the contents are different; Flowers grow here, and small orderly hedges and plants. nice walkways go here & there among everything. This place is overgrown somewhat but is still a very nice place.

11) The old part of the mause, dating back to about 300 years ago. It is made of very large (4') blocks of stone put together without mortar. There are very chipped and weathered but in general it has stood the test of time and is very solid. There are two stories except on the E wall which is just a wall w/ one storey barracks set against it. It is roughly 30 ft. + 5-6 more feet for the peaked roof - where there is one. The two towers have 3 stories ea. and are 50 ft. high w/ the roofs considered. There are no windows on the 1<sup>st</sup> storey while those on the 2<sup>nd</sup> are high & small and barred. The E wall is purely defensive and has no openings, it is 30 ft. tall and has a 6 ft. walkway on the inside, including over the gate.

The walls themselves are about 5-6 ft. thick.

watcher's nest found at top of tower - half way up - no pharos - went up & out west end. No 10 ft.

12)- the surrounding woods - These consist of fairly widely spaced trees, occasional clearings, a fair amount of undergrowth & grasses and a thick flooring. Mixed woods w/ deciduous & coniferous - about 60/40. This covers most of the island (and mainland for a ways around).

13) The very steep side of the ridge the manse is situated on. It is almost sheer rock and very hard to climb.

14)- The new SW wing and tower. This dates back to only about 50 or 60 years ago and is made up of large bricks mortared together. The tower has windows only on the top floor while the new wing has windows on both stories.

The wing The wing is the same height as the rest of the manse while the tower has 4 floors - it is altogether 65-70 ft. tall. This tower is visible from nearly all sections of town while the other 2 are visible from only some quarters. Occasionally, a light can be seen from the window at night. This is accounted a bad omen by the townspeople.

15) The courtyard - here and there it is grassy, but mostly the cobblestone flooring remains. There is a well in the center which is far down. Barracks line the E wall while stables occupy the N wall. The place now has a very deserted look. A figure lies dead by the well, long dead but dressed in rather outlandish (now-pitted) bronze armor. It is of orc-make w/ spikes, gnarling faces & horns decorating it here and there. The shield is had a large devil-face on it and in a cracked sheath is a barbed scimitar. On close inspection, it can be seen that the front plates have been carved in as by a huge fist or hammer. The body is little more than a skeleton w/ a lot of bones broken. He is fairly obviously an orc.

15

A pouch contains 22 keys and 7 silver pieces and a good-luck charm: a mummified human finger.

On the S wall, stairs go up to a slightly ajar iron door on the 2<sup>nd</sup> floor. One door on the NW wall leads into the mouse on the 1<sup>st</sup> floor.

Many windows open up onto the courtyard incl. a balcony.

21

(II) Inside the Manse: The interior (seemaps)

First floor (normal part)

This part of the manse has not been used for years, but occasional clear-ups happened up to  $1\frac{1}{2}$  years ago. Since then it has fallen into rt. and etc. though not to too great an extent.

Dust & dirt is everywhere ~~at~~ here and there, it is disturbed and strewn ~~as~~ as if by the passage of feet. These are marked by the following: ~~====~~.

1) The Stables: The doors are large & wooden & two-part.

||||  
|||X  
XXX  
||X

The stables have not been used for quite a while and there is a lot of dried up hay & muck strewn about. There are the skeletons of ~~two~~ horses in 2 of the stalls. Here & there, horse equipment lies around. Rather rickety stairs lead up to the 2<sup>nd</sup> storey where the stable hands lived. The doors here ~~are~~ - Only the lower doors (4') are open - these were used to be a padlock on ear but these were splintered & bent when the doors were opened.

One Giant Rat is hidden underneath the stairs/ladder and when the first pair of legs presents itself, it will attack to the owner's disadvantage. It has 3 h.p.

2) The Grand Entrance Hall: This place is now covered in dust and dirt ~~and~~, paint is peeling etc. but it still retains some of its former grandeur. The lower 10' of the room is panelled in lime woods (The secret door is such a panel with a hidden stud at foot level, which spring activates a spring, opening the door a few inches.)

The ~~the~~ double doors here (excepting the outside doors) are of heavy wood which are well mounted on good hinges which now are rusty and squeak like hell when opened.

They have no locks and open outwards ~~far~~ from the hall.  $\Rightarrow$  These doors are well ornamented & carved w/

The stairs going up, ~~are made of polished wood and have bone inlays depicting the crest of the Virilungs - a Two-headed Flying Snake.~~

The floor here is of <sup>slightly</sup> roughened enamel of a translucent nature so that light shone from above shows intricate patterns underneath which, when viewed from the landing above, form a large, intricate Two-headed Flying Snake.

The stairs are thickly carpeted (though the carpet is encrusted w/ dirt & is now rather stuffy), colored a dark red. The stair bannisters are carved & at the bottom, at the post are in the form of grinning demons.

The stairs go up & meet at a landing on top which is on the 2<sup>nd</sup> floor. The ceiling goes up past the room occupies both floors and a great chandelier is hung at the top.

This chandelier is one of the few magic things the original Virilung brought (he looted it from a great city). ~~to~~ There is <sup>and</sup> a black ebony staff in a slot in the middle of the <sup>harp</sup> floor. When this is taken up and knocked on the floor, the chandelier lights up in a multitude of wondrous colors, filling the whole room w/ fabulous light. (The pattern can then well be seen) At the same time, the top of the staff glows brightly - to do as a Somber Demon's head. This is a blood-red sort of light. This will light up an area of 30' in any direction (as a torch) and will operate <sup>only</sup> within 2 miles of the chandelier. A second hard knock will turn both off.

If this happens, a shriek can be heard and a patterning of feet going quickly away from the landing (a hulking gross shape might be glimpsed) as a ghoul who was watching runs away from the light. If the party does not discover this, the ghoul will attack if they go up to the landing (See landing - further on in key). Otherwise it will only follow them - ghost-like.

3] - closet containing various (though not many) hats, cloaks, coats, jackets, shoes & boots. All are somewhat mildewed &

moth-eaten. Under one hat is a giant centipede (1 h.p.). In a pocket of a black overcoat is a ring of silver worth 5 g.p. w/ a 2-headed flying snake traced on it on the outside and a slogan on the inside in an unknown language (the original language of the Vrilungs, who came from the far south). It says: "Fealty to the Emperor, loyalty to none". This is one of several signet rings used by the Vrilungs. - The ring is ancient and very worn. The door to the closet has a lock, but is now slightly ajar.

4) Through doors on the immediate left to an anteroom w/ a small, thick plate glass window which is translucent but not transparent. There or is a torch bracket on the wall w/ the burnt stub of a torch left in it.

There is a fine mahogany chair here and another pair of doors (inlaid similarly) here which are slightly ajar.

5)- The entrance hall to the dining room:

The walls of the hall are covered in heavy velvet curtains of a dark blue colour. These are now covered thickly in dust. At the entrance to the library, the curtains part but this is invisible to the eye.

The doors at the far end are closed and are similar to all the others except that a huge dead rat is pinned to the door and its blood has stained the door & the ground beneath it. It is pinned by a javelin.

At X there is a small orc which is hiding here, having been separated from the others. He has 4 h.p., is dressed all in black w/ a black cloth wrapped around his face except for his eyes. He is armed w/ a throwing dagger & a stiletto & has cut a slit in the curtain & several viewing holes, all of which can't be seen except for a 5% chance per player to see one of his glowing eyes through the holes.

His skills are those of a 1<sup>st</sup> level thief and he will generally

attack the last person entering the dinning room. If someone is searching the curtains, he will try and gut them through the curtain & make a break for somewhere. He is AC: 9 and ambidextrous.

There are torch brackets on the inside of ear door here w/ 2 tongs in ear. The hall stinks badly, mainly from the rotting rat.

6)- The library - This room is ~~certain~~ covered on one wall by curtains like those in the hall. The other 4 walls are covered in book cases up to the ceiling, of polished wood. There is a ladder on wheels here to reach the upper shelves. The floor is covered in carpets of an intricate make. There are several comfy chairs here & there (4) + several small tables. 2 iron circlets hang from the ceiling w/ holding 10 mostly melted candles ea. Near one chair is a brazier & a rod covered in burnt tar on one end, for lighting the candles.

The bookshelves are mostly full w/ momentos such as piperacks, other candles, brass elephants etc., all worth very little. The books are mostly in the southern language (now mostly dead) but there quite a few on history, myth, geography & one or two on magic & other esoteria. One huge tome says has a legend on the cover - The Tome of Virilung - Spells and Magic Lore. The first few pages ~~are as~~ is a rambling introduction going on about everything, however ~~most~~ of the book is hollow, containing 6 Tarantulas in separate compartments (a rather poor trap, actually) which have a 5% chance ea. of getting a chomp at a PC. They have 1 hp. ea., are rather sluggish & are +4 on saving throws. Poison causes sickness & cracking, but very rarely death.

The brazier contains a 1/2 burnt piece of paper. The normal paper has the following on it:

~~Below the pits below the storage cellars. Be the Frixi.- Adolphus~~

In a crabb'd hand. The message is very old & if not handled carefully will crumble

Heavy dust is everywhere, especially on the books.

7) These secret tunnels run everywhere and are bare stone w/ the occasional (marked) torch holder w/ burnt torch in it. A skeleton is manacled here, lying on the floor, w/ a lot of slack, its legs are crushed. A metal cylinder sticks out of its open jaw - containing the message "Damn you! The ghosts of Virilung will kill you yet!" <sup>2 common</sup>. The cylinder is opened by screwing off one end. Set inside, at the other end is a tiny spike covered in dream-dust, which if a saving throw is not made (+4) will in about a minute, put the victim into a deep sleep which will last for 3 days. Each day the person is racked w/ nightmares & loses 1 hp. (unless saving throw is made).

If the ~~to~~ The skeleton does not move unless the cylinder is touched, when it grasped tries to strangle the person in front of it. It has 5 hp.

8) The dining hall: This, like the entrance hall, occupies 2 stories. Both small doors are rather unobtrusive. The walls are wood-paneled but the second floor is open to the room surrounding it for the top 6' (the bottom 4' are is a bannister encraved & gilded)

A large ~~round~~ <sup>oval</sup> table occupies most of the room - made of huge oak w/ a large central pillar. Sturdy chairs w/ cushioned seats surround it (there are 11).

On the table are 4 empty lanterns and 2 bowls of wilted & dried-up flowers.

The floor is covered in a very old, and very intricate carpet and thin carpet - sort of Arabic. On the ceiling is a huge painting of a 2-headed, winged snake, disguising the large iron sheet flat w/ the roof. A tiny button is located on the inside of the rim of the table, opposite the chair at the head of the table (which is larger than the rest and

21

18

(throne-like). If the button is pushed, it triggers a wire which causes the iron sheet to fall, killing or wounding all save the King, who would drop below the table.

9)- The kitchen - dust is disturbed here & there (as a sharp eye or Ranger will notice). The floor & walls are bare stone. The doors (on this side, at least) are plain wood. In one corner, stairs go down to the wine & beer cellar (This used to have a covering cover, which is now broken & thrown aside. Down there is 3 barrels of Ale & several racks of various well-aged wine. Also, several bottles & sealed bowls of rum & whiskey. One barrel of Ale has been stove in (by the Orcs) and a broken axe lies nearby. The stains & reek still remain.

This room is 20' by 20' by 10' and the roof is covered by web cob webs. (The stairs go down 10). In one corner (over the stove in barrel) lurks a large spider (3 hip.). Inside the barrel is a dead orc, now starting to rot. He was killed by the spider & a purplish cut on his neck can still be noted.

Around the walls are torch-holders etc. w/ stoves, drawers etc. also. The fires below the stoves have p/chimney pipes which meet in the center of the roof & no go up as one. In one stove is a nest of 5 giant centipedes (3 2<sup>1</sup>/<sub>2</sub>, 2 1<sup>1</sup>/<sub>2</sub>) which will attack when the oven door is opened.

10)- The door to this is ajar and it leads to a pantry which contains extra utensils etc + rotting odried meats hanging from the ceiling.

11, 12 & 13)- all contain food, all the doors are open. - in racks, sacks & bundles

14)- Both doors are completely open, the room & corridor

are completely bare except for one torch-holder. A discernable track leads through (discernable to a ranger or someone who's looking). At x is 2 arc zombies told to attack all men who entered. They have short swords (+1 dam.) and 7 & 13 h.p. respectively.

#### 15) The Living / Family room:

This part of the room has 2 windows - both cracked & smeared, but not broken totally. The walls are wood-panelled and the secret doors are like the previous one. There are no torch-holders here but rather candles & lanterns are set on the various coffee tables & such that are around.

This is a sitting room as there are many chairs, tables, couches etc. around. On the tables are lamps & the occasional book of paintings or verse. The floor is wall-to-wall carpeted w/ deep shag.

In one chair, a ghoul is sitting w/ a art book on his lap. His skull & chest is split open by a huge double-bladed axe which has also smashed thru the back of the chair. No blood has been spilt, only a little dried brains. The room is pervaded by a sickly odour. The axe remains, embedded too deep to remove.

The ghoul is still alive (1 h.p.) but is very weakened as he has been too long from his coffin. He can only stir feebly and groan horribly. His jewels etc. have been stripped.

Here & there hang paintings & tapestries of various sorts, often depicting great battles or a great hero.

16) The floor & walls are the same here as (15) but at the 2 windows here, one is smashed apart completely & a trail leads out of here. The other window is cracked & cocked up but not smashed.

There aren't chairs or tables here except for one or two in the corners. This was an area for partying or dancing.

23

To it must be grasped by a pair of heavy hands  
and the rug carpet is very worn in places.

17)- At the dotted line is the carpet ends and a waxed, tile floor begins to leading up to the other entrance way.

The walls here are wood-paneled & hung w/ tapestries (this is a more familiar entrance) where the torches aren't.

The window is as the others.

The door is carved but not inlaid.

18) The ante-room to the Hall of Conquerors: In alcoves at either side are stone seats w/ cushions on them. 2 skeletons w/ short spears are here, dressed totally in leather armor w/ a metal helmet. They will hold their spears at anyone and if they try to enter w/ out a signet ring, attack, while also ringing bells tied around their waists. Both doors are locked & heavily inlaid w/ copper designs.

#### - Mirrors

19) The Hall of Conquerors - when the <sup>rule</sup> Vikings ~~dispensed justice~~, this is where they dispensed justice etc.

At the far end is a dais w/ two sets of stairs going up, it's about 5' off the ground. On the This hall occupies both stories & there are windows on the 2<sup>nd</sup> floor - barred & gridded & small on the outside, rather larger & less formidable on the inside.

On the back wall of the throne is a large bas-relief of a 2-headed, flying snake in bone & brass, now somewhat chipped & dulled. On the dais is a sort of throne, made of precious woods & ivory w/ the back carved into a 2-headed winged snake & the arms as entwined snakes. The feet are lion's paws.

The rest of the walls are covered w/ one huge (now dulled) mural showing the history of the Vikings up to R. hondel.

The floor is tiled & streaked. The secret door is behind the tapestry or flat w/ the wall (stone), colored & textured like

28

To a bedroom & bed - a huge, blackened hole is:  
 (the room feels cold) - looking down you see a  
 hole blasted down into the floor, blackened  
 into a <sup>hole</sup> of <sup>heads</sup> <sup>gaping</sup> up, groping the  
 floor and impossible to look at.

They belong to severed heads. At the bottom (& deep) is a small black wooden chest ~~bottom~~.

It is 5' deep w/ a <sup>mother</sup> small black wooden chest at bottom. Bits of a body & dried blood are scattered about stone, close fitting as well. The H is opened on this side ~~as~~ by a stud on the wall.

20) Old servant's room: It was a tradition that that the head cook & butler live together - here. There is a dresser w/ a cracked painting mirror. It is empty and a candle stands in front of the mirror. The door is open. Also here are 2 chairs and a large double-bed w/ a straw mattress w/ a very old eiderdown over it. Under this, in the straw, is a nest of giant rats (3) w/ 2, 2, 3 h.p. in total. They go in & out in a hole in the underneath. If they surprise 1-3. At X is a green bracelet w/ 2 gems set into it which, when pressed, emit respectively, an ear-piercing shriek and a hideous moan. It is worth 100 g.p. as a piece of jewelry. On the inside is engraved a 2-headed flying snake. Virilung has lost this on his last trip, and being very fond of it, will demand it from any who have it and attack if it is not given. Also, if he hears either noise he will come a' runnin'. There are a few tacky paintings on the wall here. of forests, sailing ships etc.

21). Servants quarters - bed, chest of drawers. door is ajar for no reason whatsoever, a green powder is over everything,  
 22) same as above. door is closed. Sign above door on inside states: "Life after Death, Death after Life" - an obscure religious truism. Behind the sign is a ~~tiny~~ hole with a sealed note stating: "If I die and this is found, let it be known that Adolphus Virilung is the father of My Child - Griselda. Signed Maria Bonsin".

if disturbed will easily rise up & cause PC's to cough

23) Other big servant's room - roughly the same as 20 w/ double bed, bureau, mirror, 1 chair, no candle and no rats. A small brass bell hangs by a thread from the ceiling - part of the rites of a weird cult, some PC might know.

25

occasional groans can be heard from below.

If anyone goes to close, or if anything is lowered in,  
it will be grasped by a pair of scaly, knotted  
green hands w/ 18/00 str. w/ 10 h.p. & AC3

In trunk is a broken glass bottle (feels very cold) and

24} A secret door leads to this room which was for <sup>a crystal dagger</sup> spies of Virilung to listen to conversations & watch over things. (2, +5 vs. Other-  
Several invisible peep holes through door & wall can be seen  
from inside. 2 chairs & a table w/ a pitcher & two glasses  
are in here. A black cloak is draped over one chair w/  
a hidden stiletto in a secret pouch - blade of silver.  
Also a loaded crossbow is against one wall and  
a bulb of dried-up poison is beneath it.

25) secret escape tunnel from the 2<sup>nd</sup> floor - can't be  
detected from here. Iron rings (somewhat shaky) are set  
into the wall on one side. It goes down to an escape  
tunnel.

26) same as above, only it originates in another room, but  
joins the other escape tunnel. 1/2 way down here is a  
very loose ring. If somebody isn't careful, they might fall  
to the bottom.

takes

To 25) & 26): Both go 10' down into the ground  
& join & go off to the SE where the tunnel (which is  
rough-hewn, damp & about 5' by 3') leads into a small  
cave which contains a few several hooks set into the wall.  
On these hang - 3 heavy cloaks w/ cords, 2 pouches  
containing 50 g.p. ear, 2 shortswords in scabbards, 2  
bags of (now-moldy) food. On the opposite wall is a  
torch-holder w/ un-used torch in it (if lit it will light)  
& a tinder-box hangs from this by a piece of string.  
This cave is roughly 20' by 20' w/ a small, rough  
corridor leading to the outside (3' by 8' by 15'). This hillside  
is dotted w/ small caves so that this one doesn't stand  
out.

A Bear has made the cave its home so that dung,  
fur, bones & straw are strewn about. It will be here 50% of the  
time.

26

10

28

If it is here, 75% chance it will be sleeping but  
woken easily.

It is a Black Bear w/ 10 hp. AC:7 / 1-3/1-3/6 / (2-8 Hugo)

27)- The well with the dead Orc nearby (see- p. 14-15)

28) The wooden posts - 20' tall (now bent, splintered & somewhat rotten) which once held a canopy. This is now just shreds of cloth hanging off the tops.

29)- Stairs leading up to a door in the 2<sup>nd</sup> floor. This is all solid stone construction although it is now rather chipped & worn, especially the center of the stairs which are worn down somewhat. The two posts at the bottom are carved into the form of 2-headed, winged snakes. These are now in quite bad shape. There is a stone balustrade wall 3' high along each side of the steps up to the top.

30)- This door is made of oak w/ iron banding. It is carved on the inside and locked.

31)- The impressive ~~the~~ main doors. These are locked & made of solid steel, well mounted into the wall. They were once covered in enamel and paint which is now chipped & flaked off so that the door is now very sadly rusted. It will be very hard to open, even with a key, and will squeak tremendously.

32)- The ground floor of the N tower. All is bare stone. The stairs lead upwards to the 2<sup>nd</sup> floor etc. and are made of stone & brick. The trapdoor is of heavy oak & the

hinges are pounded into the flagstones. There is a large lock on the trapdoor, but is not locked.

The main door is st iron w/ a small window w/ bars. It is locked and on the outside has what looks like scratches in the iron which could be caused by a ~~lock~~ of animal origin.

In the room is 3 empty braziers, various stools & chairs and a large, rough wooden table. All are strewn about randomly.

33)- Basically the same as 32) only ~~both doors~~ both trapdoor and maindoor are <sup>unlocked</sup> & open.

34) Steel door to the new wing. No devices on it, it is wrenchet open & held in place by a human hand wrenched off an arm from somewhere (suitably grisly) the door has a lock & a wizard lock.

35) One of the secret corridors that run through the house, narrow w/ a low blackened roof & bare stone. Burnt-out torches in holders as shown. At various points peep-holes are in place which are pretty well invisible from the other side. Along 35 runs a Frix which will scuttle towards the first human it sees w/ the intent of possessing it.

FRIX: HP: 1-4, AC: 7, Size: S, Attacks: None, Special Attacks: See below, Special Defenses: none, Psionics: 20, No. of attacks: 1, Intelligence: Average to Very • Move: 9<sup>2</sup>

Frix are about 9" round & covered in mandibles, spikes & legs (they attack with these if necessary). They scuttle towards the victim & crank very fast up the body to the head where (no matter the covering) they turn ethereal and sink into the brain where they 1/2

28

PS

materialize & are able to manipulate the victim's brain. If saving throw is made, magic is not made, they are possessed until exorcised or the Frix decides to leave.

Usually very little difference is noticed as the Frix ~~can~~ usually assumes most of the personality.

The PC usually has 1-3 chances to stop the Frix from getting to his brain.

The Frix has 3 eyes which glow (Infravision 30") and after an unsuccessful try will usually run off.

It may not attack a large party.

36} Basically the same as 35) but no Frix.

37} The other stairs to the 2<sup>nd</sup> floor. The stairs go up to a landing as the others do. They are made of polished hardwood (inc. the bannister) and ~~they~~ have a central carpet of many colours going up on both sides. The posts at the bottom are neatly carved but not into anything specific.

38} Kitchen for the troops. Now everything is covered in dust and is unusable due to rust, dirt etc. Cobwebs everywhere.

39} Dining Room for the troops. Two long tables run most of the length of the room w/ benches on each side. Rough wooden stairs go up to the 2<sup>nd</sup> storey. Torches in torch brackets are around the walls.

40} Ballroom: The Visilong who built this thought that his house lacked decent places for entertainment so... Tall windows reach from 3' off the floor to the ceiling. This occupies both floors. The windows are of stained glass which is now chipped, dirty etc. depicting: Demons ->

329

30

rising from flames, Saintly women, Great Heroes - opposite  
each other.

The floor is of black marble w/ streaks of gold & <sup>s. 1 per</sup> silver.

Chairs plush chairs rest in alcoves. The walls windows are  
draped w/ curtains which are now open - of black velvet.

The walls are brick painted black (now peeling in places)  
w/ huge bas-reliefs & paintings showing writhing dragons,  
grasping demons, and on the ceiling, a huge angry 2-  
headed flying snake.

The trail is barely discernable & only then by Rangers  
who have a 75% chance.

41) A strange room. It is the ante-room and only entrance  
to the Great Towet. It is composed of black tiles (all  
surfaces) and light comes from the doors at the far  
end (43). There are 5 niches on each wall which contain  
skeletons with lacquered bones which shiver oddly. They  
are wearing black robes w/ cowls and carry ~~two~~ gongs  
and long steel daggers. As soon as anyone enters, they  
all raise horns and blow beat upon them w/ the daggers.  
If a signet ring is not then presented, they will attack.

42) These doors are seen from 41 as black blocks.  
From 41 they are opened by pressing great valves  
(one on the middle of each door) simultaneously [sic]  
From 40 the doors are merely two huge leering  
demon faces w/ bulging red eyes. If the right  
eye in them is pushed, the door will slide out of  
sight beneath the ground without a sight and a  
minute later, slide up again & close w/ a click.  
Both open this way. This is a relatively slow  
process and it's highly unlikely that anyone will  
get caught by them. These doors are 10' high (the  
faces). The wall above is normal.

30  
28

PS

43)- These doors lead to the great tower.

This is a set of double doors which open when the word 'open' is said loudly before it in any language. They are otherwise wizard-locked and very heavy (carved out of solid rock) and thus are basically unopenable.

The doors are supported by huge iron (hidden) hinges which are recessed into the wall.

The doors are obviously of rock and are rough-hewn but fit exactly into place. On each is fixed a copper plaque w/ words hammered into it in common. On the left is the following: Above ~~is~~ the apartments of Virilung. <sup>Beyond</sup> is death.

On the right is the following: Below are the dead of Virilung. Beyond is death.

The doors open slowly, inward.

44) These are the stairs down to the crypts. They are long & low and very dusty. The walls are solid rock as is the ceiling which is 7' high.

It leads to a landing with ~~a~~ a door in the far wall. This is made of ~~steel~~ <sup>copper bands</sup> and has a lock, but it is now open. On the door is inscribed the following (on a copper plaque, now somewhat green w/ age): THE CRYPTS OF VIRILUNG

THE FOLLOWING LIE HERE IN IMMORTALITY,

FOREVER DEAD FOREVER LIVING

BRINAC

QUARIT

CARTASS

MEPHIS

FIRTUNG

KILTISS

FALSTAF

VERIAG

GRINOC

THOTH

SPERAB

ADOLPHUS

There is a lot of empty space on the rock for more dead. The first couple of names look rather

313

68

90017 710772 EHT

faded & worn; it's hard to make them out. The last 2  
or seem fairly new.

44} These stairs are low and long, and dusty, and lead up to a landing to a & oaken door w/ iron bindings. There is a lock which is locked, but the door is also barred on the inside, and wizard locked. This is the 2<sup>nd</sup> Storey of the tower.

45} From 80} circular metal stairs descend 35' to the level of the stands (dotted lines) which are 10' above the floor of the arena, which is covered in sand 3" deep. The walls are sheer & smooth & rise 30' to the ceiling (which is domed). The whole is lit by a glow-globe cemented to the ceiling at the apex of the dome.

At \* there are 2 skeletons (wearing green robes) who have been told to attack everybody who enters the stands except Virilung and anybody with him. They ~~are unarmed~~ have daggers.

Blood & bones, both old, are sprinkled over the floor of the arena.

Careful searching will reveal a complete arm bone w/ a + ring of protection on it.

The stands consist of a row of plush seats (5 in all) facing the arena, protected by a or an extra 2' high metal grille.

175 - A huge boulder, which can't be lifted by the characters (altho all of them together could probably roll it away after a lot - 55 str. points) lies on top of the skeleton of the old village priest - 2 skeletal feet stick out. Underneath is ground bone and scraps of cloth. A smashed cross is in one hand & a rusted mace in the other.

THE SECOND FLOOR

47) The stairs go up to a loft where hay was stored and where the stable-boys slept. There is a fair bit of mouldy hay up here; the air is close and the place stinks.

There are 2 old cots to one side up here, under which lives a family of giant rats - 5 in all. (Hit points: 4, 3, 2, 1). There is a skeleton  $\frac{1}{2}$  buried in gosh w/ a sack of 50 c.p. in its hand.

48) The upper level of the barracks.

Stairs go up from the dining room to here and stairs go from here to the roof/wall. Torch brackets along the walls are empty. There are cots in orderly rows here - 30. All are empty w/ the occasional moth-eaten blanket. Everything is very dusty & cobwebby.

49) Stairs come up from here or go on up to the 3rd floor of the tower. There are arrow slits here facing in most directions. The wall is bare stone & brick - The floor very old oak as is the smoke-stained ceiling.

Empty torch brackets are here & there. A small window faces the courtyard w/ steel shutters which are now open.

2 chairs & a table are here, but the place is otherwise empty.

50) basically the same as 49) only a skeleton stands to one side of the door (x) w/ 7 h.p., & a dagger & a crystal skull-shaped globe. As soon as any enters, the skeleton smashes the globe on the floor & this emits a large volume of oily smoke which limits vision to about 2 ft. except for infra-vision. This lasts for 1-10 ds.

It takes 1 rde for the whole place to fill up.

The skeleton carries a satchel w/ 3 more of the skulls.

51) This room is half-storeroom / half-guest room. The oak door is ajar. There is an old dusty bed piled w/ old clothes & paintings & drapes, old sheets etc. There is a bureau, a table and chair in here as well. These are filled & piled w/ odds & ends.

One small drawer of the bureau is filled w/ fake jewelry worth 10 g.p. in total, + a signet ring ~~or~~  
silver ring worth 5 g.p. w/ a 2-headed flying snake traced on the outside and a slogan on the inside:

"Faith to the emperor, loyalty to none". The ring is ancient & very worn.) and a fake gold ring w/ a large fake jewel on it (worth 50 g.p.). The jewel is hollow & a catch on it opens it. The inside is filled w/ a green powder - a poison that paralyzes the ~~the~~ nerves for 1-10 hours.

The bottom drawer of the bureau contains, among the clothes, 3 small scorpions. The window is high, small & barred.

52) Smoking room: There are comfortable chairs to steam about + various tables. The floor is thickly carpeted and the walls are wood-panelled. There are shelves w/ books etc. & many pipe-racks & selections of tobacco. The air in here ~~is~~ smells very strong & pleasant. There are 2 hookahs on tables w/ small jars lined w/ mild drugs here & there. Some snuff is available. All this stuff is pretty valuable. The windows are small, high, barred & curtained.

53) Breakfast/morning room - The windows are high but fairly large & unbarred. They have shutters which are open. A 4' high balustrade of carved wood surrounds the dining room on the floor below. This room has a bare salen floor. Tables w/ 3 chairs each are here & there. There are placemats & some cutlery

on the tables. Sniffing around here is a party of orcs - 8 in all - wearing leather armor & shields w/ shortswords & spears ( $\frac{1}{2}$  have shortswords,  $\frac{1}{2}$  have spears). On sight of the party, they will attack, yelling "foof! foof!".  $\frac{1}{2}$  are on one side,  $\frac{1}{2}$  on the other.

All doors to this room are closed. The orcs have the following hit points: (1, 5, 4, 3, 2, 1, 1, 1). The leader has a signet ring + 10 g.p. in a rough leather pouch around his neck & under his armor.

54) A guest room - the window is large & barred w/ smeared & broken glass.

Inside there is a bed, bureau, table bed-side table & chair. The floor is carpeted, the walls are wood panelled. There are curtains across the window which are open.

On the bed-side table is a non-melted wax candle. Under the bed is a family of bats. The room stinks of bat-shit.

55) Conservatory. The windows are narrow & tall.

The plants are on tables around the walls & in rows w/ walkways between. There are only a few plants left alive now: cactus etc - the others are dead & the soil has ~~soil~~ dried up.

56) Storage room - there are 15 braziers here + several sacks of coal, several dozen candles & torches, + a lot of dinnerware for breakfast. This door is locked.

57) Bedroom for one of the children or a guest.

Same as 54) basically only window is barred & shuttered.

58) Same as 57)

59) Linen closet. The pto linens are now old, dirty & somewhat moth-eaten.

## ENCOUNTERING MONSTERS FOR THE MANSE

60) Same as 57) ~~in~~ <sup>in</sup> room w/ no door off of

61) Same as 57), only a Frix (see page 27) is sitting  
on the bed.

62) This is the wife of Virilunojo's room. The windows  
are open & screened w/ lacy white curtains.  
The outer door is heavy oak & locked. There is a door  
between this room & Virilunojo's room. There is a single  
bed w/ a canopy & a bureau & a bedside table &  
a chair. The room is carpeted & ~~not~~ painted white  
w/ gold blocks.

63) The Virilunojo's room. The door to 68) is locked,  
but not to 64). A secret door ~~of~~ enters the hollow  
pillars to 25). The rest of the room: large double bed,  
bureau etc. All empty.

At one  
point, <sup>↗</sup>  
above the  
large  
boulder  
is the  
railing is  
smashed.

64) balcony, now open. There is a 3' railing. Curtains &  
a wiremesh screen can be drawn across the opening.  
2 chairs, a table & a lot of pillows are in the room.  
Also a liquor cabinet, ~~now~~ smashed open.

Both doors can be locked, but aren't ~~open~~

65) Entrance hall - The walls are hung w/ tapestries  
& the floor is polished wood. The big door is of oak  
banded w/ iron & spiked on the outside. It is locked.  
& very rusty & squeaky.

66) The office - Against the far wall is a large pine  
desk w/ various drawers which are filled w/  
yellowing papers. The desk top is clean. In front  
& behind are large plush chairs. There are paintings  
on the walls and the floor is tiled. A small desk is  
at X for the secretary. This is smaller but similar

to the big one. The papers in both are hard to read & deal w/ purchases, spies etc about 6 yrs. back. A person familiar to the area would glean something from them, but that's about it. The door is heavy & locked.

67) The landing - The floor & walls are polished wood & several empty torch brackets are here & there. There are some rugs on the floor & chairs along the walls, above which hang paintings.

68) A chair is in the corner, along the corridor are occasional tapestries & paintings. An old, battered ornate scimitar lies on the floor here.

69) The other landing - Same as 67) only less room, chairs & paintings.

70) Closet for mops, brushes, buckets etc. A skeleton is leaning against the door & will fall out & smash all over the place when opened. (skeleton in the closet - ha ha)

71) Connection chamber. Both doors are open - the floor is carpeted, the rest is stone.

72) The Records room - There is an old, shabby desk here + filing cabinets & shelves containing records etc. from 400 yrs. back in some cases, in ledgers, scrolls, books, tomes etc. All yellowed, some unreadable. They are in a variety of dialects & languages.

In one place are the 12 books of <sup>copies of</sup> deeds of the various people. These record all the significant events in the lives of the Virilungs - in their ancient tongue!

The rest is useless to the party but invaluable to historians & to people in the community. The door has a lock  
but is ~~ajar~~

## WANDERING MONSTERS FOR THE MANSE:

First floor: "1" on a D8 every 5 rounds.

Roll D8

- 1- T-4 Giant Rats
- 2- Frix<sup>2</sup>
- 3- t-2 Ghouls<sup>2</sup>
- 4- 1-8 Orcs<sup>3</sup> of various classes - sunlight
- 5- Vivilungs<sup>4</sup>
- 6- Gelatinous Cube
- 7- 1-4 Giant Ants<sup>5</sup>
- 8- 1-4 Giant Centipedes

- 1) Frix - see page 27
- 2) Ghouls: This is merely the best description for them:  
 Says They are AC 6, have ~~10~~<sup>1-3</sup> hit points, do 1-2/2/2/2 w/ teeth & claws. They have large, red eyes and they live on the blood & flesh of humans.  
 They are the ancient Vikings who were put to rest on the clay of their homeland. This is radioactive (magick) & transformed them into undead. It will do this to any creature resting on them in 1-8 weeks.  
 They are stopped & snarled w/ very pale & mottled flesh. They are uncannily strong.  
 They all wear personal jewelry - rings, bracelets, headbands etc worth 1-100 g.p. This is their burial finery. They avoid light & daylight, light or continuous light drives them away.  
 They can only survive 12 hours away from their coffins or else they will die. Thus, 1/2 are always roaming while 1/2 are resting. Those resting are still fully aware. They have a rudimentary intelligence & will organize against enemies. They can be killed by any means. 2 are dead - BRINAC & CARTASS, one is lost at sea & the other was killed outside by wolves.  
 They have infravision

## ZUAN THE ROYAL GUARD JOURNAL

3) - The Orcs - There are 33 of these left. A hunting party (such as in 53) will be in LA & shields w/  
shotswords & spears, the leader (of which there are 4)  
will have a signet ring & 1-10 g.p. Only the main leader  
& the dead orc in the courtyard have keys.

23  
12)

4) Urilung - occasionally he descends from his tower.  
He has been possessed by a Frix (you can see a  
green feather in his throat when he talks) and is  
huto anyway.

He is tall, but hunch-backed & de-formed.

Whenever he is abroad he casts a continual light  
on himself to keep away ghosts.

He too is a 3rd level fighter / 5th level Magic User  
He has 19 hit points.

He wears chainmail & a triangular shield  
w/ a black tunic over the mail w/ a flying 2-headed  
Snake in red on it. The same device is on his shield.

He wears a helm w/ an open face & he carries a  
dagger & longsword both of which are black w/ a  
silver tip.

He wears a ring of warmth on one hand, &  
the longsword is +1. He always carries one of the keys to the  
His belt is jewelled as is his scabbards. They are safe.  
worth 100 g.p. ea. He also wears a signet ring.

His spells are:

Spider Climb Continual Light Protection from normal  
Push Mirror Image misses

Jump

Hold Portal

Shadow Grasp His spell book is in his tower - that has more spells.

He is nuts: At sight of adventurers he will demand  
to know ~~them~~ why they are there, tell them to get out,  
and if they don't, attack. He will run if things start to go bad.

2T90R1 S-A3WOT TA39D EHT  
 5)- Giant Ants - These come from the dungeon below 33)  
 They are just looking for food.

### SECOND FLOOR

"1" on D10 - Every round at

#### ROLL D

1- Vulture

2- Frix

3- 1-2 Ghouls

4- 1-4 Giant Rats

5- 7-8 Orcs

6- 1-4 Giant Centipedes

## THE GREAT TOWER & CRYPTS

73) From the door, iron spiral stairs lead down (surrounded by rock & brick wall) for 60' (as shown) until an opening goes down into this room. The stairs continue on down.

The floor here is flagstoned soft & polished. The ceiling is 30' high, domed & carved into a huge 2-headed Flying Snake descending. The room is cold, damp & the stone is soft & slick.

Any sounds made here are echoed and magnified. There is no source of light.

On Set into ear wall <sup>long, high</sup> are 3 huge (20' by 10') iron doors w/ large wheels set into the center. Above the wheels are inscribed names: The 12 Virilungs.

D ✓ a:	BRINAC	g:	QUARIT	
D ✓ b:	CARTASS	h:	MEPHIS	<u>In Common</u>
c:	FIRTUNG	i:	KILTISS	
D ✓ d:	FALSTAF	j:	VERIAG	
D ✓ e:	GRINOC	k:	THOTH	
f:	SPERAB	l:	ADOLPHUS	

If the wheel is turned 3 times or more, a click can be heard. After this, the door can be pulled to the right, in ease case, w/ surprising ease as it is well-mounted.

In ear, on a ledge to the rear are 2 paintings of the Virilung when 10 & when 30. Also a mask made of the features of the Virilung upon death.

Around the walls are paintings of the Virilung in notable deeds etc. Also, at least one painting of the Virilung's wife.

On one wall, there is a rack on which hang the Virilung's weapons (none are magic). On the opposite wall is a recess on which stands the book of deeds - somewhat yellowed, but generally readable.

E

41

1

44

round to II base

In pots are the 7 or 8 ashes of the Virilung's favorite hawk, dove & wife, horse & wife. All are sealed. The pots are worth 10 g.p. ea. The weapons & scabbards are worth triple what normal.

Ea. Crypt is lighted by a soft yellow light from the eyes of a bas-relief of a 2-headed flying snake.

In ea crypt the floor is covered in a carpet of Arabic design. In the middle of ea. floor is a pot containing a white flower, ~~when the Virilung~~ symbolizing immortal life.

The flowers in a. & b. are withered, the others are in full bloom & will do so until the Virilung finally dies.

There is invariably a Ghoul Ghoul here, worshipping in front of his crypt. Roll 1-12 (a-1, b-2 etc.) to see which one.

74) Another 60' down is a room somewhat similar to (73). The floor, stairs & ceiling are exactly the same, only the door & stairs end here.

In ea of these alcoves (a-l) is a stone coffin or crypt w/ a copper plaque on the end saying who it is.

At the bottom of ea. coffin (8' by 4') is a liberal sprinkling of dirt, now hard-packed, 6" deep. This is the magic soil.

Ghouls are sleeping in: d, f; h, j, l.  
in a & b are the jewelry removed from the bodies, inside the coffins. There ~~were~~ were stone lids on the coffins which are now lying on the floor beside ea - very heavy - 30 strength pts.

There is no source of light here.

There is a 50% chance, a ghoul will be on guard duty here at x.

Level II of Tower

- 75) "Entrance Hall" - The main door (locked, barred etc.) leads to a brick room w/ carpeted floors lit by a glow-globe set in the ceiling.  
 A button near the secret door to 77 will activate a metal sheet falling on the dotted line & locking (a key is necessary to unlock it - hidden under the carpet at each corner). If this falls on someone it will do 1-8 h.p.  
 The door to 83) is made of light oak. The secret door to the stairs is the one normally used by the folks.

76) The room of the ex-servant. Rather austere. A bed, chair, bureau are here. The bureau is full of clothes although one drawer contains 50 g.p. & 100 s.p.

A longsword & dagger hang from one corner of the bed. This place looks unused. Walls & ceiling are wood-paneled. Floor is bare.

77) Guest room. Fairly plush. Carpeted floor, large bed, bureau, chair. The secret door is behind a man-sized mirror. It is 2-way. In the bed-side table is a glow-globe covered w/ a black cup. Removing the cup lights the room.

78) The Library. The walls are lined w/ shelves mostly filled w/ books (although a few momentos rest here & there.) on mostly arcane subjects - histories etc. - Some in unknown languages - some ancient. There are a few plush chairs here & there + some tables. At \* is a figure completely encased in plate armor - for Sir. Hissa Orc. Inside is a skeleton (4 h.p.) Anyone other than Virilang or his servant entering will be immediately set upon. The Skeleton uses a spear. On the ceiling is a glow-globe.

79) The lounge. 2<sup>nd</sup> story. 2<sup>nd</sup> chairs w/ a table in between are here. There is a bookshelf on the table w/ some hemp inside.

There are pipe racks etc around. The floor is carpeted, the walls panelled. A much-dulled glow-globe revolves on the ceiling, casting eerie shapes & patterns, adding to the effect. A heavy odour hangs in the air. There are heavy drapes cutting this room off from the corridor.

Entering the room there is a 50% chance the person will trip a light wire across the entrance (02% of noticing when tripped), releasing a subtle gas into the room. Everyone must make their saving throws or swiftly fall asleep for 8-24 hours.

Note: This wire is low so that anyone who knows about it can avoid it.

The secret door encloses a cache of mind-drugs & very dangerous ones also - these are labelled but the labels won't mean anything to the players. Also here is a doo poisoned dagger & needle:

5 vials of Clothie: the ultimate gross-out. Roll D6 for effects:

1) Increase wisdom by 1 after a week day-long trip starting immediately.

2) increase intelligence by 1 "

3) decrease wisdom by 1 "

4) decrease intelligence by 1 "

5) Excellent trip - that's all

6) Bad trip - left grossed out for 1-8 days.

6 vials of the purple lotus - milder than above - a mere trip for a day or so. 1 day after to effect.

2 vials of Tarantella - will increase dexterity by 1 or decrease by 1. This after an hour of violent spasms & gyrations.

Level II & Tower

3 tubes of Vorgul - an ointment - when rubbed on, stimulates nerve endings to a huge degree making pain unbearable but pleasure ecstasy.

1 syringe full of Decaros - 1 week of ecstasy but leaves someone a vegetable.

80) Stairs (narrow, circular) down to 46)

81) Stone stairs up to Level III. At both ends the entrance is open, a carpet runs up the middle.

82) A Secret passage. Stairs set into the wall go up to level III. The library end is part of a bookcase which, when heavily leaned upon, falls open. The other is a 3' by 3' wood panel near floor.

83) Corridors - carpeted thinly. Wood-paneled to 8'-brick the rest. All is dark.

84) Secret passage looking into guest room + a ladder going up to level III.

Level III of Tower

85)- Large, evil-seeming room. In the center, sunk 1 ft., is a huge pentagram inside a circle w/ black, untouched candles at each corner. The lines are composed of inlaid silver. There are mystic runes just inside the circle.

The floor is black marble, the walls and ceiling are black tiles on brick.

At X there is a brazier w/ burnt coals next to an ancient tome on a stand.

The book is incredibly complicated & deals w/ summoning ~~this~~ an ancient prince from the dead - a very powerful vampire.

It takes at least a 3<sup>rd</sup> level Cleric or MU to understand it.

From 3<sup>rd</sup> & up there is a 5% chance for success + 5% per level.

It takes a complicated & expensive set-up like this one to even attempt it.

86)- Tunnel going up & down. Iron rings are attached to the walls. A 2' by 3' section of tiles is the door.

87)- The same as above

88)- The library. The floor is of polished dark wood, the walls are bare stone & the ceiling is smoky cedar.

A glow-globe hangs from a chain from the ceiling to light the place dimly - a wire mesh covers the globe blocking out most of the light.

Around the room are shelves containing massive tomes etc. + a few odds & ends - a marble elephant, 2 scarab beetles etc.

The books are old history, magical references etc. but in a secret compartment behind the marble elephant

46

24

which is affixed to a stand - twist the stand, the compartment opens - is his book of spells:

1<sup>st</sup>

2<sup>nd</sup>

3<sup>rd</sup>

Spider Climb	Continual Light	Protection from normal
Push	Mirror Image	missles.
Jump	Audible Glamour	Blink
Hold Portal	Forget	
Affect Normal Fires		
Detect Magic	Also in the compartment is one	
Friends	of the keys to the safe.	
Nastul's Magic Aura		

8g) Passage, unlit - paintings line the bare walls depicting torture scenes, witch-burnings, rapes etc.

9g) The laboratory (chuckle, drool).

Stands are set up here w/ test-tubes etc. all over them, shelves contain various liquids, powders. Among flasks of various acids (? in all) labelled as such, is a flask unnamed but marked w/ a large red X - this is a potion of strength.

To one side is a slab upon which a brain is pinned to it just for show. A human brain floats in nearby water.

On the other side, set in earth and all else jumbled together, is a very squat, abominable A with its arms. Inside are a plant and a frog. The frog is a large green potrait. Its eye is closed and it twitches all over at hasty movements made by me.

LEVEL IV

91) Untilt corridor - rugs here & there over pine flooring. Walls are wood-panelled. A battered suit of armor stands opposite the secret door holding a halberd. It is on a rack & empty.

92) Anteroom to the safe/valuables room. The corridor-door is normal but the w<sup>o</sup> door to the safe is special - it is steel (3' by 4') sunk into stone. There are 2 locks needing keys. This door is hidden in that the walls are wood-panelled and this is a panel which swings outwards. The keys necessary are as follows: one is on the person of Virilung, the other is hidden w/ the magic book.

93) This large room is full of valuables: On racks at the back are jars of rare spices - sealed for 150 years - worth 200 g.p. in total.

In a small alcove in a ~~rack~~ are 5 casks of brandy - old & valuable, looted from the hall of Seelung 100 yrs. ago - worth 150 g.p.

On a shelf, layered in brown paper, is one of the 5 manuscripts of the mad poet, Narvath, worth 300 g.p. to a collector.

Against one wall is a round shield of great superb manufacture. It is of steel but is light as a feather as it is +1. It has a yellow disc or emblem on the front with the words in runes around as follows: We follow the Moon. At its height it gives us might. These ~~say~~ are in a foreign tongue - far northern.

If outside, using this <sup>under the moon</sup> on a full moon, it becomes it gives +3 and turns the wearer semi-ethereal making him 40% ghostly & awesome.

2 ivory tusks are on a platform here as well, worth 50 g.p. each and valuable, drawing on behalf of

Finally, 3 sealed vths in a row line part of one wall - one contains 500 copper pieces, one 500 silver pieces, the other contains the equivalent of 10 potions of healing.

The vths are worth 10 g.p.e.a.  
In the center of the room is a giant lizard (the room is kept artificially warm by magical means) w/ 10 hipio. It will attack any besides the Virilung.

94} The Virilung's bedroom. A large double bed is here & a bureau made of fancy carved wood a chair & a bedside table. Set into the table is a glow-globe covered by a black cover. The bureau has a mirror on top & is full of fancy & expensive clothing.

The bed is 4-poster & canopied; Under one pillow is a dagger in a sheath.

The floor is thickly carpeted & the walls & ceiling are covered in stained wood panels.

95} The observation room. Contains the one window in the tower - small, deep, barred & w/ shutters, it is there to provide a view of the town. A small but good telescope is on a stand to one side. With it you can see 60% of the town & harbors. Besides that the room is bare.

96} The Dining Room area. A large table is in the middle, surrounded by plain chairs. A sideboard is at the far end. The floor etc. are varnished wood.

97} The 'Trophies' room. At the x's are 2 skeletons to kill anyone who enters who is not the Virilung. Both are naked & carry shot-snacks. is the Virilung's Quasit (12 h.p.)

Beyond is a series of stands & shelves displaying stuffed crits, animal skins, shrunken heads, skins, & captured 25% MR disguised as a bat

49

07

weapons & armor, one pendant worth 90 g.p.  
In a glass case is his book of deeds - as yet unfinished.  
It chronicles his life to the present but stops about 1½ years  
ago - when he was possessed by the Frix. All is  
covered in dust.

98) The weapons room - Racks of weapons are around the  
room - 10 long swords - rapiers etc., a Sabre, scimitar,  
daggers, hunting spears & javelins, a short bow & <sup>50</sup> arrows,  
a sling & 20 bullets, 2 hammers, a 2-handed sword +  
a set of LA & 2 sets of full chain + helm & shield for  
a person 6 ft. - 6 ft. 1".

### THE MOVEMENTS OF VIRILUNG

ROLL A <sup>D100</sup> UPON ENTERING THE TOWER:

1-10% - sleeping in bedroom w/ stool nearby.

11-20% - eating in dining room

21-30% - in zen room, meditating

31-40% - in library, researching stuff

41-50% - studying spells.

51-60% - looking at trophies.

61-70% - creeping about the secret places

71-80% - poking about in the lab

81-90% - out in the Manse

91-100% - observing town.

- 50% attack,  
- 50% find Virilung

DUNGEON #1: PASSAGES & BARRACKS

99) The trap door in 32) is → (see page 26-27)  
opens straight down for 100 feet (it gradually widens  
out to 10' by 10' at the bottom) w/ iron rungs set into the  
wall for climbing. At the bottom is a 10' by 10' bare stone  
cubicle w/ stairs leading away West. & down.  
The remains of a fire are at the bottom. A spear  
rests against the wall. From the top of the shaft, a dim  
waverung light can be seen at the bottom + occasional snatches of a  
100) The entrance hall. A large room w/ low stone benches  
along the N & S walls. Torch brackets as marked. Sputtering  
torches light the room.

2 orcs are on guard here, one on each bench, sitting  
wrapped in a cloak w/ a spear, shield & LA. (2,6)

A pile of extra torches wrapped in oiled cloth lie at x.

One has a ram's horn which he will blow in case of  
trouble + 10 g.p.

There is a 10% chance that the orcs are asleep.

101) A barracks room. The roof is low - 7' & curved.  
There are 10 iron cots - all old & dusty - w/ raggedy mattresses  
on them. A few orcish personal possessions lie on beds  
here & there.

2 orcs lie asleep in their armour here. A noise will  
wake them 4 out of 6 times. They have spears, shields &  
daggers handy. The room is filthy & stinky. Their  
hit points are: (4,8).

102) same as above, only 1 orc is sleeping & 2 are  
playing knucklebones.

103) Same as above only there are no orcs at all

104) Same as above (barracks room). 2 wide-awake arcs here, w/ dull armour etc. The secret door is not too well concealed (3 in 6 to find).

105) large storeroom & armory. There are racks of weapons here - 20 short swords, 5 whips, 10 clubs, 50 daggers, 20 spears. 5 extra suits LA & helmets + 10 shields.

Also here are 2 small barrels of oil, 100 torches, 5 lanterns & tinderboxes, 500 ft. of rope (in one coil).

The roof here is only 6' high & the walls are craggy.

106) Contains weapons as above but nothing else except 2 brass (very cheap) gongs & stands.

107) The other  $\frac{1}{2}$  of the entrance hall.

This is much finer than the first  $\frac{1}{2}$ . The floor is tiled. The shaded  $\frac{1}{2}$  you are made of black tiles while the triangle is composed of white ~~black~~ tiles. The walls & ceiling are polished & smooth. Light is emitted ~~now~~ from the line of the triangle (heavy pen) as if pointing the way downwards.

At x are 2 statues of famous Virilungs in full

war-gear. The light does not carry beyond the room.

108)

The start of an escape tunnel - low, twisting, narrow & craggy. Only occasionally is it worked on. The deposits are used to reinforce the barricade at 107. A hammer & chisel lie in the dust.

109) Stairs descend slightly steeply to & from here - this is really only a landing. About 2' from back from the lip of the stairs down ~~are~~ is a rough barricade

about  $3\frac{1}{2}$ ' - 4' high. It is composed of dead orcs & humans (villagers), rocks & dirt, broken furniture etc.

2 poles stand up from the wall on top of which burns 2 torches. A supply of torches & a barrel of oil stand nearby. The whole place stinks. T

The ceiling here is 20' high but on the stairs it is 10' high.

4 orcs in full armour man the barricades w/ spears, daggers, LA & shield & shortswords. They look downwards only from where can be heard occasional moans, clickings, clatterings or slithering sounds.

These will not abandon their post for trouble up above.

110, 111, 112) - storage rooms for food of various sorts - meat, dry crap, leaves, feed etc. The doors are all now smashed in & everything is scattered everywhere. A lot is nibbled or eaten.

in 110) is a gorilla, asleep on a pile of very ripe bananas. (17 h.p.). He is surrounded by banana skins - (1 in 6 will slip).

113) The secret treasure room - now nearly empty - only 200 g.p. in small socks & a box full of cheap jewellery are here (100 g.p.). However, the guardian remains:

A troglodyte who is now in a state of considerable emaciation (8 h.p.). He carries no weapons. His chain is attached to the wall at X & his radius of action is to the dotted line. Usually he will hide & attack w/ surprise using his camouflage powers.

Normally he is fed at regular intervals but not for some time now,

114) The ante-room to the chambers of Virilung. The floor is carpeted & there is an empty lantern hanging from the ceiling. All doors are locked inc. the door to the ante-room.

115) Storage room - fresh linen, a barrel of oil, a lantern & tinder box, some iron rations, some cleaning equipment are here + 2 buckets.

116) The main rooms of Virilung are here - the walls are covered in tapestries, the floor in rich carpets.

A dining table & chairs are here + a book case full of books (something the Virilungs have no lack of), an easy-chair or coffee-table, pipe-rack - all artfully arranged around the place.

The door between 116) & 117) is always open

117) The bedroom - a large soft canopied bed w/ satin sheets is in the NE corner. This is broken & stretched in the middle to provide a concave resting place for Ludiroc - the Beholder who now lives here. He is 50% of the time here asleep, 10% in the rooms, 40% out hunting.

Ludiroc has 35 h.p. but has all of his eye-stalks cut off & cauterized so that they will never grow again.

He has only his central eye w/ its anti-magic ray & his teeth to use now.

an ex-prisoner - Balin Durdin is now his slave.

B.D. is ~~some~~ weak & constantly in pain - he has a wooden leg so that he can't escape. He is a 5th lighter w/ 35 h.p. although now he is down to 10.

If given a weapon he will fight like hell,

especially against Ludivoc, but he is -4 to hit & -1 damage. He carries keys to all the locks on the doors & he knows (or Ludivoc) of the secret door to 118) but not to 113.

Also in the bedroom is a chair, a dresser w/ a cracked mirror on top & full of rather old clothes of fine cut.

118-123) This central room is supported by a pillar of great bulk. The roof is domed. There are steel doors (locked) w/ shutters across them around the room (119-123).

Inside ea. is a bedroom of modest quality which originally contained a kidnapped girl for the pleasure of Virilung.

Now only 119 is alive, and she is very hungry & thirsty. All the others have gone to feed Ludivoc. Their rooms are spattered w/ gore & bits of bone & brain.

119) is too weak to call out & will die in a day if not taken care of. She has 14 charisma but now is thin & anemic & scared out of her wits.

She is the daughter of a Carrot underworld who will pay handsomely to get her back (up to 200 gold).

She was stolen by agents of Virilung.

124) A natural cavern broken into by Virilung's diggers.

The centrepiece is a bubbling fountain in a pool which drains out to the NW into a tunnel thru solid rock. The pool is 3' deep, the water comes up from a deep source.

The water is clear & very tasty - it has special powers - one drink will cure 1 hump & minor diseases, it will replace the need for food & water for 1 day, ease pain & weariness.

however more than 1 drink is impossible - it is too 'rich'. A giant ant tunnel enters from 6' up near

the pool. Check automatically for wandering  
monsters when entering here.

Otherwise, the cavern has a gravelly floor, & rough  
walls & ceiling (15-20'). Broken bits of pottery &  
a smashed orc skull lie near by the pool.

125) Laboratory - This is for rats, rats & dogs rather  
than natural creatures. Along the N wall are  
cubby-holes cut into the rock, of various sizes  
fitted w/ wire & wood ~~mesh~~ mesh coverings w/  
hinges & latches.

The door here is ajar (there is a lock).  
Some of the cubby-holes are still closed & contain  
skeletons, bodies or nearly dead animals, the others  
are empty & have had the doors ripped off the hinges.  
2 long narrow tables w/ stools & pot marble tops  
fill the rest of the room except for shelves at E & W  
end w/ various tools & jars of alcohol filled w/  
grogs etc & basins as well.

A naked Hobgoblin lies asleep in x corner, surrounded  
by various small bones & lying in his own  
shit & piss (very unattractive). He has 10 h.p.

He is unarmed except for a stool leg he uses  
as a club. 50% chance of waking him coming  
down the hall & 65% chance upon entering room.

tiled floor empty torch brackets. generally dusty.

126) Similar laboratory type place, tiled floors etc.

The marked 10' by 5' spaces are  $\frac{1}{4}$  high marble  
slabs held up by wooden supports. On it is  
a hollowed out Umber Hulk shell w/ various jars  
around the sides marked "intestines", "heart", "liver"  
& "lungs" etc. w/ the appropriate bits of Umber Hulk  
within. All except brain, which is elsewhere.

On the other slab is a frankenstein-type monster

made up of various parts: legs of an orc, torso of a man, arms of an ogre, head of a Tiger - all labelled. The skull is open and empty. Tubes run from jars filled w/ alcohol into veins. On a stand, nearby is a large pot marked "brain of an Umber Hulk". Inside is a brain w/ alcohol.

Nearby, on a cart, is a metal block w/ wires coming out, attached to various parts of the body, inc. the brain cavity. There is a 1% chance all this will work. (!)  
The door here is locked.

(27) Storage room - filled w/ sacks of food & tools, most are empty & scattered, the door is open.  
This is now a lair of a Pseudo-dragon who has 8 h.p. and is very hard to see (80% undetected). So do of the time he will be here. He will want to befriend someone to get out & will contact likely people telepathically. He has a platinum collar worth 100 g.p. 50% of the time he is asleep.

(28) In the following complex (128-135), the dotted lines are metal doors made up of vertical bars 6" apart which slide sideways. All are locked at present. All doors are reinforced w/ copper bracing w/ small metal grilles at eye-level about 3" by 3". The complex is now ruled by the Frix. All the doors except the outside one are open.

(28) This is the old office. A desk, 2 chairs, files are here. There are pictures on the wall. An empty lantern sits on the desk. Various papers are on the desk along w/ a dagger & a coiled whip.

There ~~are~~ is one set of keys here.

(29) This is the torture room. There are manacles on the wall. Whips hang on the wall + pokers,

57. vi

Answers  
left over  
at go  
stay back

82

Clamps & other nasty items. A brazier is here filled w/ coals, a rack & an iron maiden. Also equipment to attach an iron mask to someone permanently.

(130) This is where food was kept & other things. now less disused.

(131) A Frix is on watch here, anyone coming in will hear a faint skittering as he runs to tell his fellows. Otherwise, the plate is empty.

After 5 min., a Frix in a corpse will come to investigate. Outside door is closed but not locked.

(132-135) Each cell has a bench, basin & sink-hole.

A corpse is in each. Each is occupied by a Frix - 4 in all. They can manipulate these corpses from inside the skulls - move at 6", P-3 w/ ea. fist.

These can only be stopped by a head-thrust (20%) or cutting off an arm or a leg (10%).

Frix's hit points: 1, 2, 3, 4 (See P. 27)

ROLL 1-4 to see how many Frix are in, 50% chance inside their corpse, 50% not.

A pot of gold is at x, containing 50 g.p.

(136) A huge natural cavern w/ stalagmites (hanging from ceiling) & many nooks & crannies along the walls. The floor is rough but basically level. Water drips here & there, forming small pools. Fungus of various hues, some luminescent, grows in many places, & a few mushrooms.

At A is a huge natural pillar, split into 2 at the bottom.

The ceiling of the cavern is 30+ feet high.

Between 136 & 137 there is a narrow (3"-1")

58

carion crawler  
Elven thief  
large spider  
Giant rats

W F2

crack & fault, making 137 8-10' lower than 136.

At B, a man-made (partly) ramp goes down.

At X is the nest of a carion-crawler who is 50% there, 50% wandering around.

He has 12 h.p. The nest consists of bits of bone, dung, armor & possessions strewn about. In the mess is 37 g.p., 15 s.p. & a scroll of lightning bolt - 7<sup>th</sup> level.

137} Much the same as 136), At X, in a tiny nook, hides an emaciated 4<sup>th</sup> level Elven thief, armed only w/ a dagger & in tatters. He only creeps out to get food but he rarely gets the chance.

He originally had 18 h.p. but now has only 10 due to starvation. He will be very grateful to rescuers but won't be of too much help, except against orcs.

There is only a 20% chance he will fight against anything else.

He is of noble blood, his name is Arisimus. He has 17 dext. & 16 const.

At C (the passageway down to 138) is choked w/ spider webs. At the corner hides a large spider (6 h.p.) w/ +3 poison, lurking for prey.

The passageway is about 6' high & 6' wide - narrow & rocky enough.

138} This cavern is ruled by Stirges (139) who generally (60% 1-3 will attack) attack anything that enters. Otherwise, the cavern is empty, except for the odd bone & a heap of dung & bones at the foot of 139. 139 is about 25' up & is an opening into another room about 6' high & 20' long.

139)- The whole room is covered in St. & dung, bones, moss & rotting flesh. 1-3 stingers are here (5, 6, 3 h.p.) waiting for prey. In the wreckage is a letter (the gnome was carrying it) from Nosferatu & Grimbly, the younger brothers of Virilung saying they were about to investigate a proposition made to them by a Southlander who was plagued by 'Merlings' - underwater creatures - who lived in or under a ruined castle on an island in a lake called Fox Bramble Waters. After that they were returning home. They had talked w/ someone known as "Jack of Shadows" or "Shadowjack". and it is hard to read.

140)- The following complex was the place where Virilung held captive his victims for experimentation. Once possessed by a Frix, Virilung released them all to wander the dungeon & threaten the orcs. All doors are open

140)- Inner corridor. All doors are open. Torch brackets (empty) are here & there on the wall. The doors are heavy oak banded w/ iron. Grimy & rough.

141, 142, 143)- All empty, but covered w/ old dung & w/ chains against far wall. All have bowls & traps lying on the floor, which is 6" dirt covered w/ straw.

144)- Lying  $\frac{1}{2}$  out of the room is a black bear w/ its throat & belly claws ripped open. Otherwise the place is the same.

50

comes with  
Elven thief  
has spikes  
but falls

p2

145 - 148) - All have stone benches, sink-holes etc.

There is a space at the bottom of the door to push traps of food in.

All are empty save 147 which contains a dead Gnome, hacked up w/ orc swords.

149) - The outer corridor - same as inner corridor only it is flagstoned & smooth whereas the other is gritty & rough.

### WANDERING MONSTERS FOR DUNGEON #1

Roll "1" on D8 - Monster

Roll D

- 1- Ludivoc, hunting food (rooms 113-117) - see page
- 2- Elven thief (room 137) - see page
- 3- Giant Rats (1-4)
- 4- Giant Ants (1-4) (room 124)
- 5- Sally of Orcs (1-8)
- 6- Carrion Crawler (room 136) - see page
- 7- Frix alone (rooms 132-135) - see page
- 8- Frix in corpse (rooms 132-135) - see page
- 9- Hobgoblin (room 125) - see page
- 10- 1-3 Stirges (room 139) - see page
- 11- Pseudo-Dragon (room 127) - see page
- 12- 1-8 giant centipedes

Through the glow  
and past the raw

(just follow me  
to reach the sea)

To the Simbilis  
who rests in bliss  
and guards the blades  
that were never made

61

62

## Dungeon #2: The Ancient Palace of ~~Simbilis~~ Simbilis.

This is in 3 parts - the storerooms dug by the first Virilung; the 'above-ground' entrance to the palace of Simbilis (an ancient Demon or Wizard of great repute); and the palace itself, slightly above sea-level.

(150) A The stairs down to this are rough-hewn & worn. At each landing is an iron-bracket. The stairs go down altogether 18' 60'.

150 is a rough-hewn room w/ a ceiling 10' high. A dead Orc now lies dead at x, as if he & his armour were melted or dissolved - a gresome sight.

Apart from that the room is empty. The doors are oak & very rusty. A very faint light can be seen under them (it looked for).

151) a Some sort of guard room. - 2 cots are here, a table & two chairs. A lantern & a dagger are on the table, but nothing else. Under one of the beds is a human skull.

152) a huge cavern, partially natural, partly man-made. The ceiling is 20' high roughly.

A- In this corner, a table & chairs have been set up: On the table are ~~two~~ maps & a candle set on a skull, burning fitfully (source of light seen from under door).

Standing around the table, gesticulating & murmuring are 3 men in black, hooded cloaks. They are arguing over something on the charts.

When anybody enters, they glance at them, then continue the discussion. Glowing red eyes can be seen. If approached within 30', they look <sup>turn to face</sup> around.

. 21 idm? .  
. . . . . To end? turn off : S\* power? .

the intruder(s), laugh & whirl their cloaks suddenly.  
At this, all light within 60' goes out automatically. -dotted line roughly

\* At this point, breaking noises can be heard from  
C (barrels) as 1-12 skeletons break out & slowly  
advance on the players.

Once a light is back on, a small wooden rod  
capped w/ ivory ~~decorations~~ has appeared on the table  
w/ a scroll wrapped around it. It says (in common):  
Very useful in the present situation.

- Simbilis -

Simbilis is the operative word, the rod, if pointed  
at an undead creature, shoots a bright red ray  
which will destroy the creature utterly if the number  
or over is rolled as a 6<sup>th</sup> level cleric turns.

It has 27 charges, 1 per creature destroyed.

The maps are ancient (crumble at touch) charts  
of the island & area around it, showing all wilderness  
except for a road, bridge & x where the Mause  
now is. by the x see is the legend "Palace of Simbilis"  
Nothing harms the ghosts, except a dispel magic,  
which is against a 17<sup>th</sup> M.V.

If the skeletons die first, the wand does not appear.

B - A well, paved around, is here. It smells  
fetid & water is about 100' below. Actually,  
50 dead bodies are just beneath the water, causing  
the gross smell.

C - A group of 20 barrels, piled hap hazardly  
are here. 12 contain, under a layer of straw,  
a skeleton in a tattered green cloak & hood, scrunched  
up, waiting to be released, 1-12 will up, the others  
remain sitting. The other barrels contain now gross

salt beef.

<sup>ne</sup>  
roughly

D- A pile of broken & rotting wood is here.  
A lot of insects are within.

153) Another, smaller but similar cavern.

At E, many crates (some smashed) are piled.  
All but a few are empty. The few contain pots,  
knives, tools etc.

At X is a small stone pedestal w/ the statue  
& what seems to be a small, fat demon took in  
a rather ludicrous pose.

Scrawled on the front is the following - "For  
your own sake, don't pull this lever" w/ an arrow  
pointing to a lever, which, when pulled, will  
release the Braggart from his stone status.

He will immediately say "Oh where was I" &  
start off on a huge speech about his EVIL deeds.  
he will trail the party to their doom unless  
a bigger saps come along.

If he can be tricked back on the pedestal  
& the lever is pulled, he will turn back to stone.

154) Ante-room. The door here is dissolved & gooked.  
strewn about are bones & goreness. This is the  
lair of the G-Cube (hides at X). Inside him is  
a scroll in a ivory case - Faerie Fire.  
He has 15 h.p.

155) This is a pile of old bricks & dust pulled down  
by workmen. In the pile is a old brass plaque  
w/ the following engraved on it -

- BEYOND IS THE PALACE OF SIMBILIS - FEAR FOR  
YOUR LIVES AND SANITY ALL THOSE WHO ENTER!  
PASS THIS WALL.-

A human skull is also in the pile.

To

156} A huge pile of brick dust is strewn about before  
a huge iron bas-relief of a mouth & eyes. Both  
are closed. It ~~covers~~ covers 10' by 10'.

If approached, the eyes open (shine a dull red)  
& the mouth contracts into a hideous smile. It will  
say: So! You wish to enter the palace of Simbilis.  
There is only one way & that is thru between my  
lips!

At this, his huge mouth yawns open & a 5'  
by 5' opening appears. a large red tongue slides  
out to form a ramp.

All the time this remains solid iron.

Nothing happens to those who pass thru.  
The next 20' are composed of an iron tube  
5' diameter.

As the last passes thru, the mouth closes w/  
a clang & a mocking laugh can be heard.

On this side, the wall looks to be solid iron.  
There is no way back this way. To go back,  
you must say 'Ego' loudly, whereupon the mouth will open.

157} The walls here are lined w/ scenes of Simbilis'  
exploits & deeds - felling demons, summoning elementals,  
razing towns, destroying armies, making love to demons  
etc. All in bas-relief & very vivid. The ceiling & floor is  
made of faded tile.

158} The dotted line area is empty - the walls are  
bricked, the floor flagstoned, the ceiling smooth rock.  
After passing the imaginary dotted line, a figure appears

at x, emitting a ghostly radiance & humming.  
It is a projection of Simbilis - A tall, strange-looking ( $\frac{1}{4}$ demon) man in Green robes & carrying a bronze staff. He is translucent & obviously a projection.

He repeats the following rhyme,  
PAST THE ROW  
AND THRU THE GLOW,

TO SIMBILIS  
WHO RESTS IN BLISS,  
AND GUARDS THE BLADES  
THAT WERE NEVER MADE,

JUST FOLLOW ME FOL  
TO REACH THE SEA.

The projection then beckons, turns w/ a flourish & begins to pace down to 159 & 160.  
He will go through 160 & disappear.  
At 159) - he will turn his head & glance from side to side then chuckle.

(159) The walls & ceiling are tiled but the walls are unusual.

At 10' intervals (roughly) is a alcove which is bricked up to neck height (5' or whatever) on the outside, w/ a man placed inside. He was then covered in mortar up to his neck & left to harden & die. The heads & bits of neck visible are now just skulls w/ bits of skin adhering.  
It is fairly obvious what happened.

160) The end is a wall of crackling glow - shifting from red to purple occasionally.

People can step back & forth to 161 not realizing they are teleporting to the palace, several hundred feet below, 30' or so above sea level.

161) This room is lit by licks of flame & glowing gases coming from 2 slits in the middle of the floor (marked). Very eerie & shifting light.

The walls, floor & ceiling are black, polished rock. The middle 10' of the room is a corridor <sup>out</sup> w/ a rich blue carpet running along it. On both sides are lined skeletons in dark blue robes, each holding a spear. No part of them can be seen - they don't particularly look like skeletons, 7 ~~each~~ ea. side. They will defend themselves if attacked. They have 5 h.p. ea.

As soon as anyone has entered, the 2 skeletons on the stairs

The ceiling is 20' high. At the far end is a 10' dias w/ stairs on both sides leading up.

On the dias (10' by 30') are 2 huge bronze gongs. As soon as anyone enters, the 2 skeletons up there will swing huge beaters & hit the gongs (8 h.p. ea.) This will be a tremendous sound, filling all of the palace.

The doors set into the wall of the dias will then open slowly, revealing stairs going down to a reddish, flickering glow.

The doors remain open for 5 rounds, then close again. Will not open unless someone else goes thru the glow.

The stairs go down 40' (20' actually down) to a long corridor lit by slits in the floor as above. The walls, ceiling etc. are blank.

162} This room is empty. On the door, in silver Elven curves are the words - "To the Sea".

In the NE corner, stairs go down a short ways to a long, gradually sloping corridor w/ rough walls & ceilings but a smooth floor. A faint whiff of the sea can be smelled here & a slight breeze upon the face.

An Elf might (30%) hear waves or murmuring water.

163} This room is blank except for 3 doors.

a- The door is ordinary wood, but in the center is an silver engraved silver eye & eye-socket in bas-relief & in great detail. This eye 'sees' people & close observation will tell that the eyeball follows people around. Elves will feel watched in this room.

The door has a 17<sup>th</sup> level WL on it & a ring to pull it open. The WL will only open to Sinduilis or his colleagues or 5% per PC (slightly defective).

~~Thieves~~ Anyone who is not supposed to enter will take 1-6 h.p. of electrical damage from touching the door ring.

The door is fairly easy to bash in otherwise - 10 minutes day.

b- This door is the same (ring etc.) but when approached a magic mouth says: "Beyond are the were-blades, go forward of your own free will". It will open easily.

~~6~~ - same as ~~a~~

164) Simbilis' personal breakfast/dining room.

Everything very old and dusty but well-preserved

A small wooden table w/ 2 chairs & places.

A sideboard contains cutlery etc.

Small paintings of unknown people hang here & there while an expensive (100 g.p.) but small rug covers part of the floor.

A glowing skull sits on the table, lighting up the room decently.

A cracked leather briefcase containing crumpled paper lies on top of the sideboard.

165) Simbilis' study: Wall to wall carpet - thick &

shaggy. Against far wall is a wooden desk carved intricately w/ many nooks & crannies crammed w/ crumpling paper. A few books lie here & there, also pots of dried ink & old quills etc. A glowing skull sits on the desk.

A small bookcase is on E wall containing ancient works of history & magic - all well handled & in pretty good shape considering the age. Almost unreadable due to the language (which is 700 years or more old).

Large paintings of arcane scenes - witch-burnings, demon-raising etc. on all walls.

166) Simbilis' bedroom: A plush & large bed ~~ties~~

sits against far wall - silk sheets etc. It is cracked & rotted <sup>- ready to fall apart</sup> A small side-table here w/ glowing skull covered in <sup>apart</sup> a wood cap blocking out light - a skull cap (gross!).

Walls & floor carpeted & ceiling is covered in antique wood carved grotesquely. There is a trunk at the foot of the bed which has a 17<sup>th</sup> level WL but contains only ~~50~~ 50 g.p. & 100 c.p.

69 167) Crest room - similar to Simbilis' only no trunk & has a closet against far wall,

168) broad steps of polished stone go down to this room lit only by two constantly glowing braziers on either side of a large bronze sarcophagus - now green w/ age. The top is carved w/ the likeness of Simbilis (recognize ghostly figure.)

Inside is Simbilis - mummified but whole His head lies on a great tome - his magic book (see attached sheet) edged w/ gold & locked. The lock is under Simbilis' tongue. It is WL-17, but the lock will always open it.

In the crook of his arm is a staff of polished metal w/ a troll crystal miniature troll's skull set on top, the bottom is capped w/ bronze - well rounded. It is ~~carved w/ mystic runes which say~~ It is the Troll-staff - anyone w/ this in their possession regenerates 3 hp. per round after being 3 rounds after being hit. If the bottom is slammed hard on the floor/ground, the eyes in the skull blaze w/ light, & lighting the way in front for 60'. With it one can understand Troll language.

The staff is wrapped in gauge.

On one finger is a ring which has a large fake jewel & a small stud on the bottom which has to be pressed hard inwards to spring open the top of the jewel. Inside is shown the points of 9 tiny darts glistening w/ blue poison. If the stud is pressed again, one after another is fired. Max. range is 30'. 2 more than 10' is -2 to hit, more than 20' is -5.

There is a +2 on saving throws w/ this because of small size.

At the foot of the sarcophagus is a small ivory chest which contains 3 scrolls: <sup>(worth 100 g.p.)</sup> of disintegrate, pass wall & teleport at 12<sup>th</sup> levels. Also 100 PP in a leather purse,

a Jade statuette of a frog worth 500 g.p. & 10,000 GP in 1000 GP pearls (huge & pink). The lid is WL.

If the sarcophagus is opened, a wraith arises from the <sup>Past the secret door</sup> dead Simbilis (it looks exactly like the apparition in the corridor) and attacks w/ its staff which if hits does ev. drain. It has 22 hp.

70

15

187 On a Inside the sarcophagus is Simbilis' diary at his feet. It is written in a crabbed hand, on yellowing paper, in a strange dialect. Impossible for characters to read. It is dated 2621-2643. It tells of Simbilis' life after 1st establishing this stronghold w/ 2 fellow adventurers - a durven thief & a durven fighter.

They fought and Simbilis eventually transformed them into the guardians of the Were-blades (which they once possessed). The Were-blades do double damage against the Wraith of Simbilis.

He tells of his experiments, his meetings w/ Mur and Castille - inconclusive, etc. etc. Only a sage will can read this. Very valuable & interesting. He died of old age at age 68.

169) The Dining Room - a rotted cracked oak table is down the center lined w/ plush chairs in much better shape. The floor is varnished hardwood. The varnish is cracked & brittle. The walls are covered w/ faded hangings depicting the adventures of Simbilis & the 2 durves.

Dinner (durven) is setting up about 11 p.m.

71

170) The conference room. The stairs go down 16' to a splendid room. This in the center is a table carved out of a solid, vaguely glowing jewel brought on an adventure from the jewelled lands (the players have heard vaguely of this place).

It is carved intricately. 3 chairs are placed at equal intervals around the table. These are of solid oak and age hasn't affected them much. They are carved & inlaid w/ semi-precious stones.

The walls, ceiling & floor are of made of marble slabs cemented on & together.

171) The library. On all walls are bookcases filled w/ books & here & there ornaments.

The floor is hardwood. Chairs, small tables & stands are here & there - cracked & old & dusty.

The books are history, language, customs, geography, people, magic, demons etc. On one table is a huge book entitled: Possession, Ghosts & Exorcism.

Whoever opens this - a gray, formless man-like ghostly figure of billows out to enter the open's head. It is a harmless illusion. The book is hollowed out & empty.

On a stand, an ancient-seeming book is open about  $\frac{1}{2}$  way - it is open to page 168. On it are, printed large, the names of the PCs. The pages after are empty. The previous pages are full of names of previous visitors, inc. the dwarves, lots of times Mur & Castille several times, & just before the PCs - ~~Shadowjack~~, Gargan Virilung and Milo Virilung.

Most of the books are written in ~~Garganty~~ Common

72

ET

but of 550 years ago - thus it is hard to read. The MUs can do it best.

There is a secret door (see map).

It is opened by pulling out a copy of Secret Doors and Passages by

E.Scape. The book is heavy, large & noticeable (15 lbs per char.) It is on rollers. It is filled w/ iron shot & hollow.

... all the rooms around it have  
... a secret door.

also there is a room for vast ci antoil part A -  
it is dark & quiet & it is a multi level room at the  
bottom of a well, descending from 6 ft below  
to two or more other rooms at various elevations.  
at the bottom there is a "secret" wall on the  
right, and a doorway just past that the floor  
has all 4000 - foot thick walls to the outside  
so ambient noise does not leak up or down  
into the rooms.

b) 3rd of each end of each too part A - 0  
and last a 5th the side & other rooms bld out the  
... you pass a hallway & go before a tower +

172)- The secret laboratory (insane laughter, lightning, heavy rain).

The room is large & cavernous & rough-cut. It is reached by broad stone stairs curving around.

A - bookshelves - contains forbidden & pertinent works on alchemy & magic & various gross rites etc. All are very old, yellowing & crumbling, though still mostly readable (in the old tongue).

... a secret door with soft mats on the floor  
... write all to tell all to about books (part 2)

B- Benches of stone & wood line this wall covered in notes, paraphanelia - flasks, beakers, various apparatus. He was working on a new spell when he finished died - a spell whereby small fireballs of great number were ~~was~~ shot forward from the hands to consume enemies. It was 6<sup>th</sup>. Most of the preparatory work is done.

C- A large fireplace is here w/ many attachments, hooks etc. to suspend stuff over & in it. It is huge & brick & flanked by 2 brass gargoyles. When a fire is lit & smoke emerges, the statues' mouths open & suck it all in. Setting "Smoke" in Elven will cause them to bellow out all that they have consumed so far. They are moveable but exceedingly heavy - 500+ lbs. each. There is a copper bucket of coal nearby standing on ornate copper cat legs. This is just ornamentation

D- A huge oak desk is here where he has filed all his old experiments & notes etc. It is a total mess & most is curled up & yellowed now anyway.

The rest of the room is flagstoned & dusty. Torch holders are here & there on the wall w/ burnt out torches. At X, one of the flagstones has a dull copper ring set in it. Due to dust etc. there is only a 25% chance this will be noticed per char. This is very heavy & stairs go down to a storage room w/ 20 piles of coal, wood, torches, barrels of oil, etc lab equipment & 3 preserved human skeletons. Also down here is a Zombie (12 h.p.) which stands at the foot of the stairs.

74

CT

old and about 100' long and is about 10'-12' tall & about 10' wide & has a smooth floor & ceiling & walls w/ rough texture & rough & uneven floor.

173} This long, ancient tunnel goes to the sea w/ rough walls & ceiling but a smooth floor. A faint whiff of the sea can be smelled, getting stronger as you go closer + a slight breeze on the face. On Elf night (30%) hear waves or murmuring water. The chance gets higher as you go closer.

It goes 60' down & 3000 ft. or  $\frac{2}{3}$  a mile long. It ends in a small cavern full of sea-water about 50' by 50', partly natural & partly man-made. A small brick dock is here w/ a wooden logged & partially submerged two rowboat tied up. There is a 30% chance that there will be 1-4 mer men here. An entrance out to sea is on the opposite wall - small & slightly tunnely, from the outside it is effectively hidden. At high tide, the water comes up to about 6" away from the top of the wharf. At any time, one can get out. It is part of a rocky & jumbled wall sloping down to the sea. It is very old.

174) This is a huge cavern filled w/ bubbling hot mud occasionally oozing out of cracks in the walls & lighting the room w/ an odd glow.

In front of the opening is a stone platform on which stands 2 figures in chain & bearskin Chak, armed w/ battleaxes, shields (AC:3) of dwarven stature. The clothing is empty - inside is only a blackness & 2 glowing red eyes. They are wraiths having 35 h.p. ea.

They do +1 damage. Iron, silver or magic will hurt them. They will not go beyond the upper door to fight.

They attack on sight w/ a sudden scream of agony.

If they die, a sigh of relief is heard & the weapons etc will crumble to the ground.

A stone walkway goes across the mud w/ stone posts at regular intervals, topped w/ gargoyle heads of stone.

At the other end is another stone platform which has on it two stone coffins w/ name-plates & a platform w/ 2 glowing bastard-sabers on it - The Were-blades.

On the name-plates of the coffins are Oin & Gloin the 2 dwarven brothers mentioned in Smaug's diary - his ex-partners. The Wraiths are of them.

The Were-blades are crossed and are made of a silvery metal w/ carved runes on the blade & on one pommel, a carved gold wolf on the end, on the other a bristly bear. They glow (light for 20'). Both are +2, +4 against septarian creatures. The swords are telepathic but can't take over. Once a day, for as many turns as equal PC's level,

the holder can turn into a Wolf or bear (depending on the sw) or a Were-bear or Were-Wolf. As such, however, the holder goes mad

76

FF

(for as many turns... etc. or berserk. If in battle, he will fight till all foes are dead etc., disregarding damage. Only silver or magic can hit people in this state. They cannot be communicated with as ~~they are not real among us~~ <sup>they are not among us</sup> 11A)

Every full moon (every 2 weeks), there is a 25% chance that the holder will turn into the were-creature, unable to control himself. The Were-Wolf will go to kill the Were-bear to hunt in the forest or prowls.

The bears & wolves, w/ the help of the sword, the owner can understand the language & smell & hear as bears & wolves. All possessions such as rings, necklaces will be transmuted. Clothes, carried items however, will not.

Attacks get +1 as animals, & +1 damage.

History: The Swords were forged as a pair for an ancient berserker king - Sveden by one his wizard-priest around 2580. His island fortress was overcome & sacked 30 years later and the swords were brought to the mainland.

After various adventures it ended up being owned by a bandit baron of the great forest who in 2613 was attacked by Simbilis, Jin & Glaive & the swords were taken by the 2 dwarves then. Since 2625 they have lain here.

Also the possessors of the swords are in telepathic contact if they want to be as long as the swords are in possession.

The various changes take ~~about~~ 5 segments.

77

Simbilis' magic book

Simbilis' magic book

All pages are torn out save for the following spells:  
(looks recent)

① Shocking Grasp  
Sleep  
Spider Climb

Tenser's Floating Disc

Unseen Servant

Ventriliquism

② Knock

③ Gust of Wind  
Haste

These were torn out by the Virilungs & Shadowjack  
who are off bumbling around to the South.  
When they hear their brother was killed, they will  
come straight away.