

# DELVER

LOST ADVENTURES



DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

# DELVER

## LOST ADVENTURES

Created by James Floyd Kelly  
1st Printing

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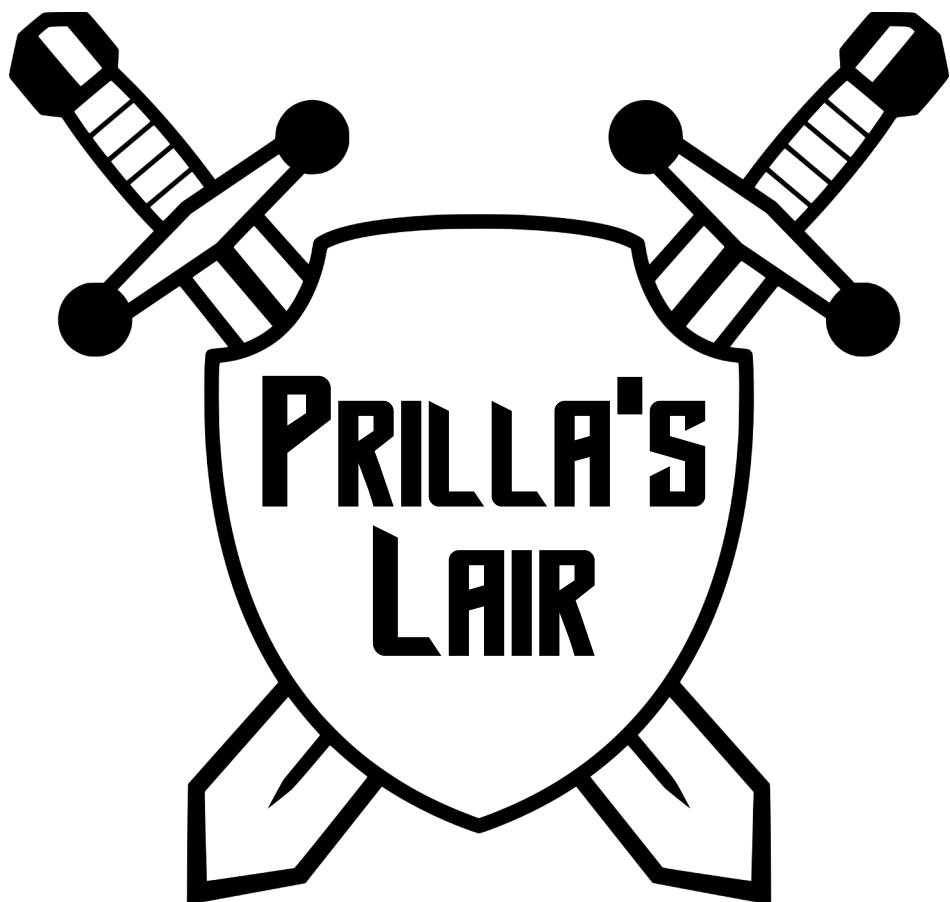
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# DELVER

## LOST ADVENTURES

Adventure Title	Page
Prilla's Lair (Levels 1-2)	2
Sisters of the Blade (Level 3)	8
Prisoners of Blood Fog Cult (Level 4)	14
The Angry Ogre (Level 4)	21
Lair of the Red Orc (Level 4)	28
The Brinder Brothers (Level 5)	33
The Blood Cabal (Level 6)	39
Prisoner of the Blood Cabal (Level 6)	46
Summoning the Exsanguin (Level 7)	53
Abomination Brother (Level 8)	60
Prison of the Blue Ettin (Level 9)	68
Lair of the Grayscar Liches (Level 10)	75



**An Old School Mini-Adventure  
for 4 to 6 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*Prilla has never had much use for the Thieves Guild and chooses to plan and implement thefts of her own choosing. For this reason, she has to stay hidden lest the Guild deliver a punishment for her disloyalty. Her lair has everything she needs (except for a kitchen... she would love a kitchen) when she needs to hideout for a while and let things cool down...*

# Area 1

*Storage.* Door (unlocked, north).

Prilla uses this room to store the larger prizes she manages to steal from her victims. A number of crates are stacked here, and Prilla has set no traps in this room.

There is a statue outside the door (on the west wall) that faces the hallway running west to east. This statue has a magical ward that alerts Prilla (a bell rings in **Area 5**) to any trespassers that are within 30 feet of the statue. There is a 1-in-6 chance that a thief or magic-user will spot the magical nature of the statue; the ward can be dispelled.

Roll 3x on the table below to determine the contents of the crates (re-roll duplicates).

## d6 - Crate Contents

1	Fancy dinnerware (100gp)
2	3d8 lanterns
3	1d6 shields
4	3d8 blank journals (2gp each)
5	Suit of Plate Mail (human)
6	4d10 coils of rope (50')

# Area 2

*Storage.* Door (unlocked, north).

Another storage room, this one is filled with 2d8 bags of flour (3gp each). Prilla has hidden two daggers underneath the bags. Unknown to Prilla, one of the stolen bags of flour was used for smuggling purposes. There is a 2-in-6 chance that sticking a bag with a sword or dagger will hit the small wood box hidden inside one of the bags.

The contents of that box can be determined by rolling once on the following table.

## d6 - Box Contents

1	Jewelry (3d8x10gp)
2	Gold ring (2d8x20gp)
3	2x poison vials (50gp each)
4	Random magic ring
5	Rare wine cask (200gp)
6	+1 Dagger (Jolm's Bite)

# Area 3

*Storage.* Door (unlocked, south).

A pile of logs is stacked here for the fireplace in Area 7. Prilla has hidden one dagger and a vial of poison in the pile of wood.

## Area 4

*Vault.* Door (locked, south).

Prilla keeps some of her most valued treasures in a locked chest in this room. The lock on the outer door, however, is a stronger variety that Prilla installed herself; attempting to pick the lock will require any thief to roll as if they are one level lower (a level 3 thief will roll as a level 2 thief, for example).

The contents of the unlocked chest can be determined by rolling 4x times on the following table (re-roll duplicates).

**d6 - Chest Contents**

1	Random magic item
2	Random magic ring
3	Bag of jewels (3d10x10gp)
4	Random magic weapon
5	3x Random potions
6	2x Random spell scrolls

Behind the chest (north wall) is a secret compartment. It is trapped (poison) and contains the following:

1d6x100gp  
2d6x100sp  
3d4x200cp

## Area 5

*Dining & Work Area.* 3x doors (unlocked east, unlocked northeast, and locked north).

To enter this room, you must say the phrase "Let me in" or a spear trap will trigger (non-poison).

The room contains a dining table and six chairs. On the north wall is a thief's diagram of an unknown building (Prilla's next robbery - if the PCs take the map, they may be able to determine the target and offer it for a reward since it shows a secret entrance and notes on how a thief might enter the premises).

Two unlocked heavy chests rest on the floor in the northeast corner of the room; they contain 1d4+2 disguises (15gp each) used by Prilla and two sets of Thieves' tools (25gp each).

If the suit of armor in the hallway between **Area 1** and **Area 3** has not triggered the alarm, then Prilla is in **Area 7**. Otherwise, Prilla will be hiding in the secret compartment on the west wall, preparing to ambush the trespassers and armed with two axes. The food on the table is fresh and warm, indicating someone has been here recently.

The door to the north is locked (no trap) and leads to **Area 6**.



## Area 6

*Library.* Door (locked, south).

Prilla enjoys collecting rare volumes, including spellbooks. There is a 1-in-6 chance that a book on a shelf will contain a spell that a magic-user will have been looking to copy to their spellbook.

Prilla has scattered the 2d8 valuable books on the two shelves to hide them among books of almost no value. There are approximately 200 books (weight - 2000 coins), and an expert can examine a book to determine its value for a fee of 5gp per book reviewed. A valuable book, if recovered, is valued at 3d4x10gp.

## Area 7

*Living Room.* Door (unlocked west).

A comfortable fire is going in the fireplace. Two chairs are placed in front of the fire with a small sidetable on which rests an open book (value 3d4x10gp).

If the alarm was not triggered (by the suit of armor outside **Area 1**), then Prilla can be found in this room reading near the fire. (Otherwise, she is hiding and waiting to ambush in the secret room in **Area 5**).

A switch on the north wall will turn the spear trap (outside the

entrance to Area 5) on and off. When Prilla returns to her lair, she enables the trap after disabling it with the phrase "Let me in."

Prilla will be armed with only a dagger if she is surprised. If she feels she is at risk (either by party strength or sheer numbers), she will attempt to negotiate first, offering a bribe or two for the trespassers to leave. If this doesn't work, she will mix the phrase "I am obviously outnumbered" which will trigger the Armored Guardian outside Area 1 to immediately come to her aid; she will delay as long as possible to allow her guardian to reach her.

Prilla will not fight to the death; instead, she will do her best to flee and lock herself in her vault and allow the Armored Guardian to do its duty. If the guardian is successful, it will knock five times on the vault door to let Prilla know it is safe to exit. Otherwise, Prilla will wait inside until the PCs find a way to get her to leave or three days have elapsed where she will fight her way out and attempt to flee her lair.

## Prilla Silverflag

Prilla is a professional burglar. She may offer her services in exchange for her life, but she will always be looking for a good excuse to flee.

**AC** 4 [15], **HD** 6 (21hp), **Att** 1 x weapon, **THACO** 16 [+3], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (6), **ML** 7, **AL** Chaotic, **XP** 400, **NA** 1, **TT** see lair.

## Armored Guardian

**AC** 5 [14], **HD** 4+1 (19hp), **Att** 1 x weapon, **THACO** 15 [+4], **MV** 60' (20'), **SV** D10 W11 P12 B14 S14 (4), **ML** 12, **AL** Neutral, **XP** 130, **NA** 1, **TT** none

**Guard:** When within 10' of its owner, guardian will provide +1 AC to owner (shield and/or body deflection).

**Magic plan:** With the right command word, can be given up to ten unique directions to follow and their trigger.

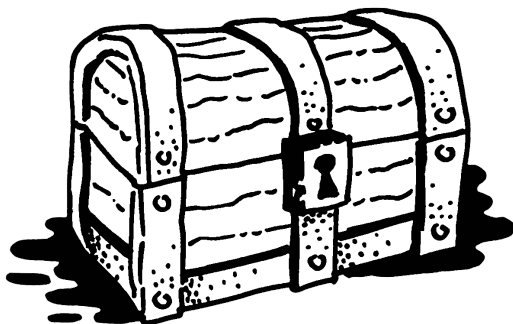
## Referee Notes

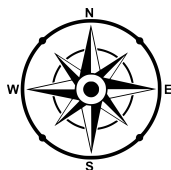
Referees are encouraged to modify either Prilla or the Armored Guardian to keep the mini-adventure balanced; however, there is nothing wrong with running the encounter as is, with low-level characters possibly getting taught a lesson by Prilla...

or Prilla finding herself in trouble against some more powerful PCs.

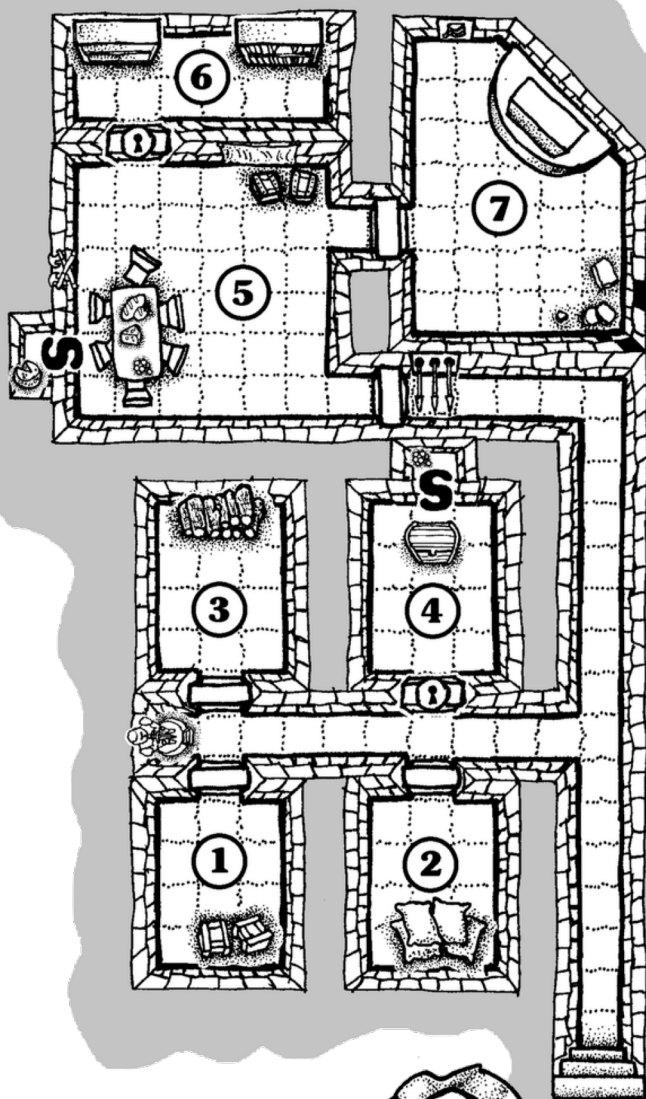
The mini-adventure can easily be dropped in as a one-off -- maybe a local merchant is offering a reward for some stolen loot to be returned... or maybe the Thieves Guild has had enough of Prilla and offers up her hideout to the PCs.

Enjoy the mini-adventure!





# PRILLA'S LAIR





**An Old School Mini-Adventure  
for 4 to 6 Level 3 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*You bought a few rounds for the guard of the Sisters of the Blade's final resting place, and he proceeded to tell you how he has quit (strange sights and sounds), leaving the underground structure open to exploration... and maybe plunder. The rumors of the sisters' wealth are known, but so are the rumors of the sisters' viciousness. The entrance is nearby and the darkness of night should conceal your trespassing...*



# Area 1

*Entry Room.* 3x doors (all unlocked, north, west, south), entrance/exit (stairs, east)

Crumbling stones and dirty floors greet anyone who enters. Sitting in the northwest corner is the skull of a giant, probably placed to scare away trespassers.

No sounds can be heard. Searching the giant's skull reveals a hidden item placed inside by one of the two guards. (One guard has fled and will not return, the other died after being injured in **Area 6** and then fleeing to **Area 4**.)

## d6 - Giant Skull Contents

1	Large gemstone (50gp)
2	1d4 small gemstones in a pouch (10gp each)
3	Small pouch (35gp)
4	Potion of Healing
5	Scroll - random spell
6	Iron rations - 2 days

There is a spear wall trap just outside the door to **Area 3**. Disabling the trap requires removing one of the teeth from the skull. There is a 2-in-6 chance a search of the skull will reveal the correct tooth.

# Area 2

*Guard Living Quarters.* Door (unlocked, north)

Guards have always been hired by the family of Hedra and Kalsey Fellshield to patrol the women's tomb; at any given time, there was a 3-in-6 chance one guard would be resting here. A single bed, a small storage closet, and a table and two chairs are here and in good condition. A small pile of debris is in the northwest corner.

The contents of the closet can be determined by rolling three on the following table (re-roll duplicates).

## d6 - Closet Contents

1	Moldy rations
2	Human male tunic (1 gp)
3	3x torches
4	25' coil of rope
5	Bottle of wine (3gp)
6	A silver dagger (new, 15gp)

A search of the bed will turn up nothing of interest. If the debris is examined, it will be apparent it is from a shattered urn. One piece has the words "Two of Three for Fellshield Family" etched into the clay by its maker.

# Area 3

*Storage.* Door (unlocked, south)

1d6+2 barrels of water are stacked here; one barrel is empty and another is half empty and contains ale. One barrel is heavy but does not slosh when moved - there is a 50% chance that a carved X will be seen on the side of the barrel.

A single bedroll rests on the floor and a small pile of stones rests in the northeast corner. (The guards would collect the stones each day and use them to track their patrols of the tomb that would end in this room.)

If the heavy barrel is opened, a victim of the sisters will be revealed - a **Wight** named Tuslin has been locked in the barrel for years and only wishes to escape. Any PCs between Tuslin and the door are open to attack; the wight, in its anger, will slash out at the PC who opened the barrel before attempting to flee. If no attempt to fight the wight is made, the creature will flee if the door has been left open. Otherwise, it will fight until the door is opened.

# Looping Hallway

A looping hallway is found through the unlocked west door in **Area 1**.

A spike pit is concealed outside **Area 5**. It will reset after two minutes have passed.

Doors to the north and south (to **Area 4** and **Area 5**) are unlocked.

There is a secret door just to the west of the door that leads to **Area 1**. Opening the secret door will reveal a small storage area that contains two urns. (The third urn was broken by the guard who discovered the secret door. Inside the urn was a key to open the locked door to **Area 6**.)

Roll 2x on the following table (re-roll duplicates) for the contents of each of the two intact urns.

d6 - Urn Contents

1	Empty leather pouch
2	400sp
3	100gp & 1d4 gems (50gp each)
4	Broken gold statue (40gp)
5	200gp & jewelry (75gp)
6	300gp

The door to Area 6 is unlocked - a key can be found in the keyhole. (The dead guard in Area 4 found the key in one of the urns.)

## Area 4

*Empty Crypt.* Door (unlocked, north).

This room is intended to be used by one of the children of the Fellshield sisters upon their death.

For now, it contains the skeleton of the guard who entered **Area 6**.

A search of the skeleton will reveal no signs of injury. Interestingly, there is also no indication of rotting flesh even though the clothing on the skeleton is relatively clean and new.

A secret door on the south wall hides 1d4+1 sacks of 100 gold coins each.

## Area 5

*Empty Crypt.* Door (unlocked, south)

This room is intended to be used by one of the children of the Fellshield sisters upon their death.

For now, it contains a single sack of gold coins (300gp) and a pile of debris from a portion of the ceiling that has collapsed.

Entering the room will awaken the 1d6 sleeping **Blink Dogs** that teleported in. The blink dogs will attack (as they are hungry) and teleport away if one or more of their number are killed.

## Area 6

*Fellshield Sisters' Crypt.* Door (unlocked, east)

Two coffins on stone blocks are surrounded by four stone pillars (8' tall) that form a square in the center of the octagonal room. Four urns are placed to form a larger square outside the stone pillars.

Opening either of the coffins will automatically trigger the opening of the other coffin and the release the spirits of both sisters. They have taken the form of wraiths, and will attack all trespassers in Area 6, but will not leave the room to chase anyone who flees.

The four urns are filled with an oily liquid; if released from the coffins, one wraith will use an action to move through the urn to charge up a special ability (see **Flame Wraith** stat block). Only one flame wraith may be charged at a time. After the flame wraith has used its special ability, the other Wraith will use an action to move through an urn.

If the flame wraiths are defeated, a search of their coffins will reveal a cache of treasure (see Flame Wraith Sisters Treasure List).

## Flame Wraith

**AC** 3 [16], **HD** 4\*\* (18hp), **Att** 1 x touch (energy/level drain), **THACO** 16 [+3], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Chaotic, XP 155, **NA** 2, **TT** see list

GM: It is suggested you use your standard stat block for wraiths (based on the OSR game of your choice) but add in the special ability below:

**Ectoplasmic Flame:** When a standard wraith moves through ectoplasmic oil (rare, 100gp for a vial), the wraith becomes a flame-filled spirit that adds 1d8 damage on each touch. One vial will charge a wraith for two attacks.

## Flame Wraith Sisters Treasure List

### Coffin 1:

1d4+2 giant gemstones (200gp each)

Conjurer's Dagger - +1 silvered dagger

Cloak of Shadows - +1 AC

### Coffin 2:

1d8+3 giant gold coins (50gp each)

Janjell's Blade of Sorrow (+1 Short Sword)

Hunter's Helm - +1 AC

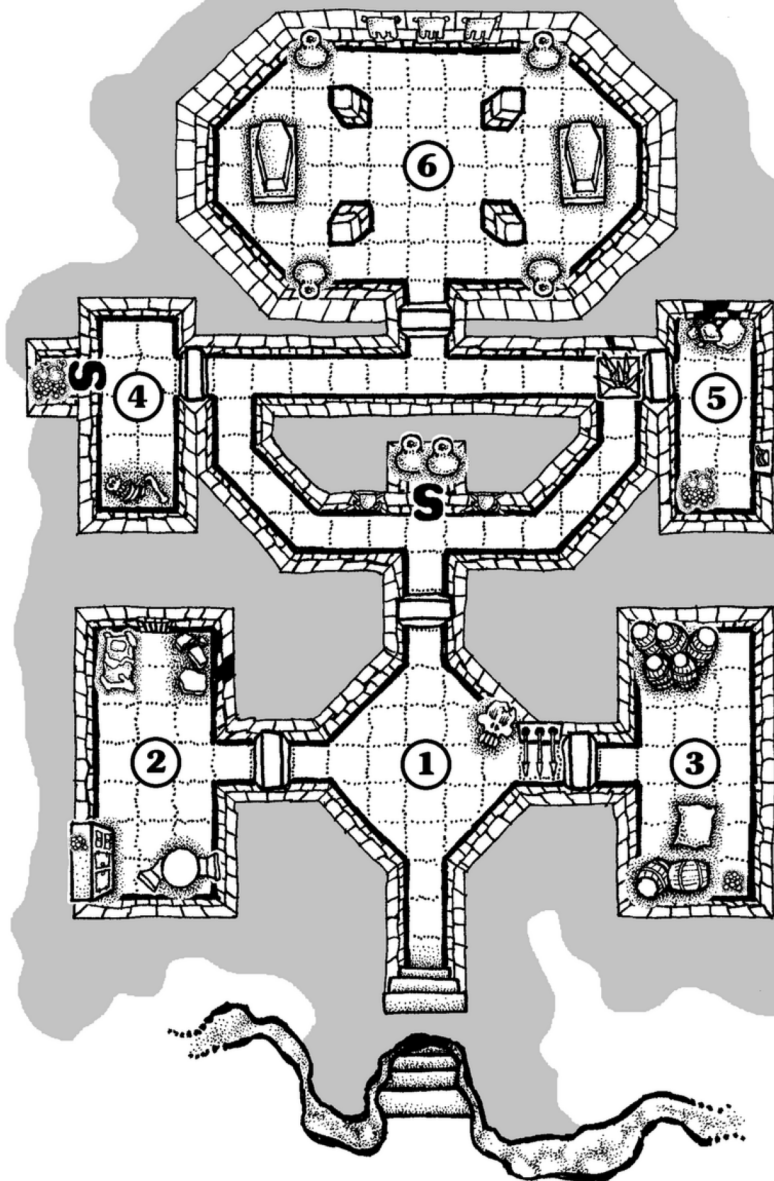
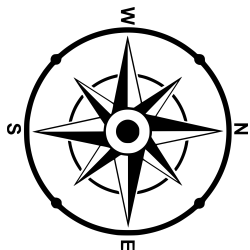
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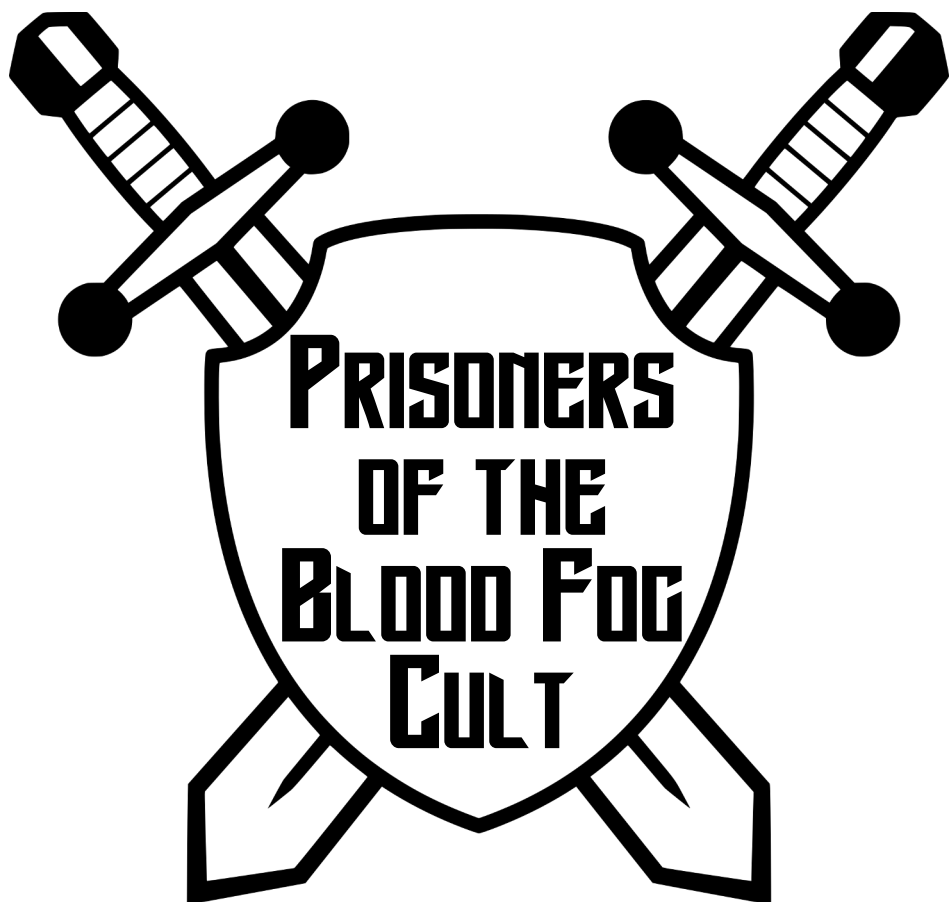
Wraiths are never fun to encounter, no matter the level. A single touch is all it takes, and only magic weapons or silvered weapons can damage them. There is a single silver dagger to be found elsewhere in the tomb, but if the players don't find it... they better get used to the idea of running.

It is up to you to determine how much time it takes for the sisters to return to their coffins. The magic items found inside their may be too much of a temptation for PCs, so plan on running the combat in case the players refuse to run away!



# SISTERS OF THE BLADE





**An Old School Mini-Adventure  
for 4 to 6 Level 4 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*Reports of individuals disappearing from the Winter March Trail between the towns of Black Stream and Carver's Mark have increased, and now a friend of the King has gone missing. A Royal Ranger sent word to the king that a cult operating in the maze-like hills north of Black Stream is responsible, but then the ranger disappeared along with any further information. The king wants the cult found and stopped at all costs.*

## Area 1

*Entry Hall.* 2x doors (all unlocked, east, west), double-doors (unlocked, north)

A large circular grate covers a natural drainage crevice in the center of the floor that leads to a series of caverns below that are not explored.

Four suits of armor stand at the four corners of the room. All are human plate and in excellent condition but any spellcaster will be able to detect a dark magic associated with the armor.

The armor stands have all been in the presence of the Blood Fog and are cursed. Any wearer that has not sworn allegiance to the **Blood Fog** will lose 1d4 hp per day (non-healable) until the curse is removed or the wearer dies. If the wearer dies, the Blood Fog permanently increases its hp by the amount lost by the wearer.

## Area 2

Storage. Door (unlocked, east)

The cult uses this room for storage. Two crates rest against the northern wall, and a broken sword is visible near the western wall. A small cloth rests in the northwest corner with 2d8+10 dried mushrooms.

The mushrooms are edible but the cult uses them in rituals because of the effect they have on humans. Any human eating a mushroom has a 4-in-6 chance of seeing shadows and lights that are not there. The effect lasts for 30 minutes and in combat makes all attacks at -2 to hit. The effects are not magical and cannot be removed by a healing.

The contents of the each crate can be found by rolling twice on the table below (four rolls in all).

### d6 - Crate Contents

1	Fancy dinnerware (5gp)
2	Cooking utensils (2gp)
3	Standard rations (20 days)
4	Quiver of arrows (25)
5	2x short swords
6	Candles (30x, 1gp)

If the broken sword is taken to a blacksmith, it can be repaired. It is not magical, but during the repair the blacksmith will discover a hidden compartment in the grip that contains 1x **random magic ring**.

# Area 3

*Firewood Storage.* Door (unlocked, west)

Three piles of firewood are found here. Each is piled up against a wall 5' high. Moving the wood is an easy task, but time consuming. There is a 1-in-6 chance one of the **Blood Fog Cultists** will come into this room while the piles are being moved.

The pile against the eastern wall hides a secret compartment where the cultists keep their coins. Roll once on the table below for the contents if the hidden cache is discovered.

d6 - Hidden Cache

1	2d4 x 100sp
2	1d8 x 500sp
3	2d4 x 200gp
4	2d8 x 100gp
5	2d8 x 200gp
6	2d8 x 300gp

# Area 4

*Prison Commons Area.* 2x double-doors (stone, sound-proof, unlocked, north and south)

The entire prison area is divided into three sections (**Area 4, Area**

**5, and Area 6**). Area 4 is where the cultist guards eat and rest.

Eight barrels of water rest in alcoves in the center of **Area 4**. If the PCs have not yet encountered any Blood Fog Cultists, there will be 1d4 of them here. (If a cultist was met in **Area 3**, subtract one guard from the total.)

## Blood Fog Cultist

**AC** 7 [12], **HD** 3 (13hp), **Att** 1 x weapon (1d6), **THACO** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Chaotic, **XP** 40, **NA** 1d4, **TT** none

**Blood Fog Touch:** If an attack is successful against a target with the cultist's weapon, there is a 2-in-6 chance the cultist will touch the target. Target must save versus spell or become cursed with the **Blood Fog Curse**.

One of the cultists has the keys to the cells in **Area 5** and **Area 6**.

## Blood Fog Curse

A target cursed by the Blood Fog will lose 1d2 hp per day until the curse is removed or the wearer dies. If the wearer dies, the Blood Fog permanently increases its hp by the amount lost by the wearer. The curse may be removed with a *Remove Curse* spell or if the Blood Fog is destroyed.



## Area 5

## Dellin Heartpalm

*Prison Cell West.* 4x locked iron-bar doors.

These cells are empty except for the one in the southwest corner. Inside that cell is a young man named Dellin Heartpalm who will attempt to get the PCs attention if they survive the encounter with the Blood Fog Cultists.

There is a secret room on the west wall in the northwest cell. To access it, the bed must be moved. Inside the secret room is a chest. This does not belong to the cultist and has been forgotten for decades. Roll twice on the following table to determine the contents of the chest.

**d8 - Chest Contents**

1	1x random magic ring
2	2x random scroll spells
3	3d8 x 100gp
4	1x random magic wand
5	2d4 x 50pp
6	1x magic staff
7	1x magic sword
8	1d10 gems (50gp each)

Human, male, merchant, age 29

Dellin and two companions were plucked from the road by the cultists and their wagon and supplies were sold by the cultist leader. He has been held for two days and only knows that his two companions were taken beyond the stone doors to the north of Area 4 and have not returned. One was taken two days ago, the other yesterday. If he is rescued, he will offer up a small reward if the PCs can find and rescue his two friends.

Dellin can verify that he has only seen four cultists during his time in the cell but he has heard them speak of Ruffern, the cultist leader and something they call the "Blood Fog."

## Area 6

If Dellin is released, he will ask to leave the area and wait for the PCs and news of his friends

*Prison Cell East.* 3x locked iron-bar doors.

Three of the cells are empty; the fourth has been destroyed by a partial collapse of the stone wall; the remains of an unfortunate prisoner are found in the rubble.

## Area 7

*Fog Containment Room.* 1x stone double-doors (unlocked, south).

Two more armor stands frame a large chest against the north wall.

Open doorways (east and west) allow movement and viewing of

**Areas 8 and 9.**

The chest is locked and trapped (poison). Opening the chest will release the Blood Fog and awaken Ruffern who is resting in the coffin in **Area 9**. (Ruffern has the key hidden in the room for the chest.)

The two armor stands contain plate mail that are also cursed like those in **Area 1**.

## Area 8

*Sacrifice Room.* Hallway (east).

Two piles of crushed bones are found in this room along with a single coffin. Inside the coffin is the drained body of one of Dellin's companions. All muscle and blood are gone, leaving only dried bone that will shatter if picked up and thrown. There is no indication for what caused the death.

## Area 9

*Empowering Room.* Hallway (west).

Two crates are here that contain nothing but dirty clothing. A single

coffin sits in the southeast corner. If the chest in **Area 7** has not been opened, opening the coffin will awaken Ruffern. Ruffern will pretend to be a kidnapped victim who was placed in the coffin as a sacrifice. He will tell the PCs his name is Maltow and he was captured along with his fellow merchants. He will insist the PCs hurry and try to help him escape, but then tell them they should try to grab the magic items the cultists use from the locked chest in **Area 7**. He tells them he knows where the key is located.

If the chest in **Area 7** is opened before Ruffern is found in the coffin, the Blood Fog will release and Ruffern will leave the coffin and attack the PCs. The Blood Fog will attempt to envelop one PC at a time, while Ruffern screams "your life essence will add to its own!"

If Ruffern is defeated, the Blood Fog will retreat to the chest to recover. If the chest is burned within 24 hours, the Blood Fog will be destroyed. Otherwise, any PCs cursed by the Blood Fog will continue to take damage until they die and their hit points are absorbed by the Blood Fog that will remain in the chest until further cultists are summoned to continue its work.

## Ruffern, Cult Leader

**AC** 5 [14], **HD** 5 (22hp), **Att** 2 x touch (curse), **THACO** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (4), **ML** 12, **AL** Chaotic, XP 145, **NA** 1 **TT** none

**Blood Fog Touch:** A successful attack (touch) on a target will cause the target to lose 1d3 hp per day until the curse is removed or the wearer dies. If the wearer dies, the Blood Fog permanently increases its hp by the amount lost by the wearer.

The curse may be removed with a *Remove Curse* spell or if the Blood Fog is destroyed.

## The Blood Fog

The Blood Fog is not a creature that can be fought. Instead, it will attempt to envelop one person at a time and apply its curse. The Blood fog will appear as a mist of red with **MV** 30' (10').

When it envelops a random PC, that PC must save versus breath or become cursed and take an immediate 1d4 damage. When the Blood Fog leaves the individual, that person is cursed (see **Blood Fog Curse**).

The fog will move immediately away from any source of heat such as a torch or lantern and

towards the nearest PC. The Blood Fog will not return to the chest until Ruffern is killed or all the PCs are defeated. The Blood Fog can be destroyed if the chest is burned with the Blood Fog in it.

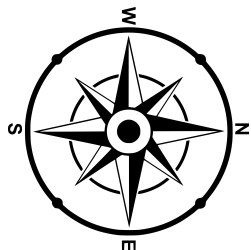
## Referee Notes

The placement of the cultist prison site is up to the GM, but the ranger found it in the hills so placing it in an excavated portion of a hill would be a good place for the PCs to start.

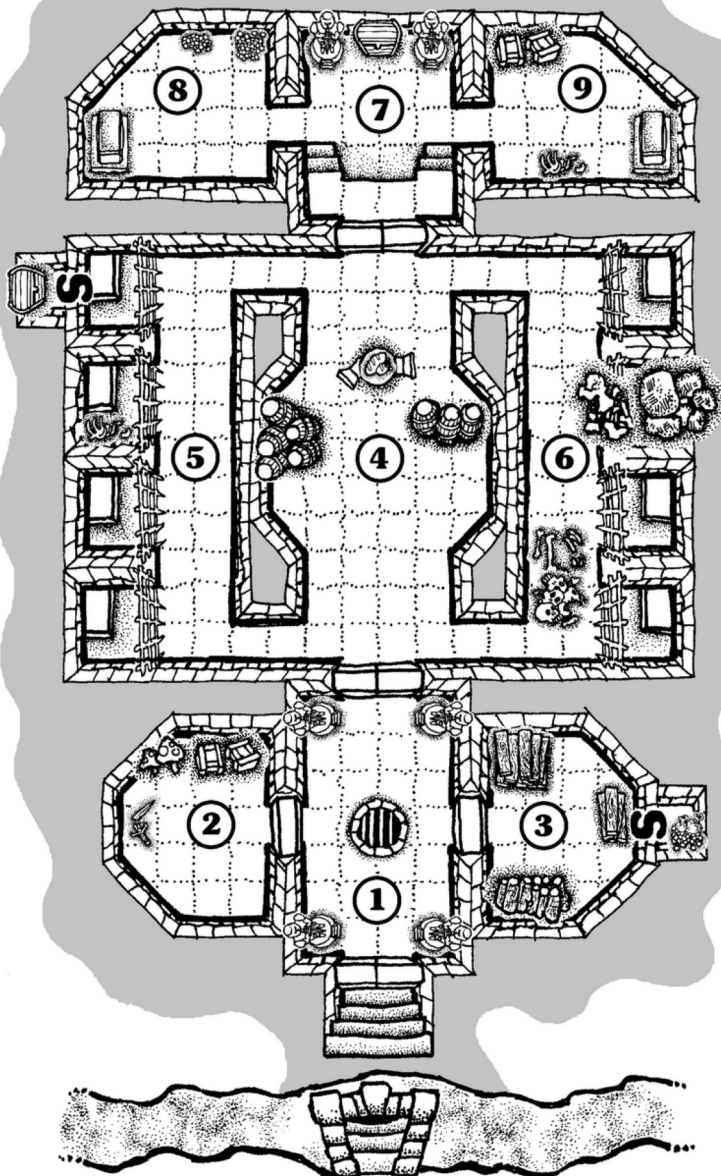
The ranger that disappeared is the body in the collapsed cell in **Area 6**.

If the chest is not burned with the Blood Fog inside, it is possible the cultists may mark the PCs for future attacks and provide the GM with a possible new adventure.

Add or decrease the number of cultists as needed to make the adventure easier or harder, based on your campaign style and the players' expectations.



# PRISONERS OF THE BLOOD FOG CULT





**An Old School Mini-Adventure  
for 4 to 6 Level 4 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*The little town of Maiden's Hope has had enough! For over a year, the townsfolk have tolerated the cow thefts and boulder tosses of an ogre that dwells in a nearby cave. A reward has been set and the townsfolk have decided to approach the next set of adventurers that move through the town with an offer. And guess who just arrived in town?*

# Area 1

*Entry Chamber.* Corridor to the north (to **Area 2**).

Skulls are scattered about this chamber, no doubt left behind by the ogre as a very easy to interpret message to **"Go Away!"**

A large pile of skulls of various sizes and creatures is piled high in front of a corridor that heads north. Undisturbed, the pile of skulls is a clear indication that the ogre is home.

A pile of large boulders on the south wall of the chamber. Used as weapons (if the ogre catches anyone in **Area 1**), the boulders also hide a small cache of random objects that the ogre has collected over the years. Roll 3x times on the Cache Contents chart.

## d6 - Cache Contents

1	Cow carving (cow dung)
2	Pouch of 1d8 dried cow tongues
3	1d4 cow bells
4	1d8 cow hooves strung on a leather cord
5	Bag of 1d12 fresh cow ears
6	Homemade whip made of 2x cow tails

Clearing the skulls blocking movement to Area 2 takes five minutes ito avoid making noise. Even if careful, there is a 1-in-6 chance the ogre will hear the scraping and movement of bone.

# Area 2

*Living Room Cave.* Corridor to the north (to **Areas 3-6**). Corridor to the south (to **Area 1**).

There aren't near as many skulls here as there are in Area 1, but the ogre has definitely left a few (northwest corner) as yet another reminder to **"Go Away!"**

On the eastern wall, there is a small alcove where it appears the ogre rests between the instances of cow rustling and boulder tossing. This is easily spotted by anyone walking by it as it smells horribly and contains two armrests that have been chiseled out of the rock. Ogre fingernail chewings are collected and piled up on both armrests.

A creative (or mad) alchemist would pay handsomely for the clippings - 25 gold for a bag.

## Area 3

*Mushroom Cavern.* Corridor to the east (to **Areas 1-6**).

Scattered across this cavern are hundreds of unusual mushrooms. A large pile of half-eaten and rotting mushrooms can be found at the rear of the cavern.

The mushrooms are a rare type often referred to as Halfling Dreams. When consumed, the eater will experience the most vivid and hilarious hallucinations involving the mushrooms and any living creatures in line of sight.

The mushrooms will dance and sing, some will re-enact ancient historical battles, and some will put on full productions of the most famous of plays.

As the hallucination effect wears off, the mushrooms will relax a bit and ponder on the meaning of the universe and have a thoughtful discussion with the (now) weary consumer about his or her consumption of the (surviving) mushrooms' family member that was just eaten.

Combat while under the influence of the mushrooms is at -2 to hit, but AC is +1 as the wild gyrations and random stumblings of the consumer make it all much more difficult to be hit.

A bag of the mushrooms can be sold to any city-dwelling rogue for 5gp a bag. (There are approximately 30 bags worth of mushrooms in **Area 3**.)

As indicated by the pile of half-eaten mushrooms near the rear of the cavern, the ogre has had many discussions with the cavern's mushroom population.

## Area 4

*Cavern Privy.* Corridor to the west (to **Areas 1-6**).

The smell of this cavern easily assaults the nostrils of any adventurers well before they stumble into the room. Apparently the ogre has designated this cavern for a very specific function that need not be described in any further detail.

**Note:** The ogre has had its share of meals that involved the consumption of the occasional live creature carrying treasure. Because metals are not easily digestible, any adventurer who chooses to give this room a thorough inspection will find a maximum of 2d8 x 10 gold coins. That same adventurer has a 3-in-6 chance of catching a disease that will require *cure disease* or the services of a skilled herbalist who will charge 4d8 x 10 gold coins for the cure.

## Area 5

*Cavern Play Room.* Corridor to the west (to **Areas 6**). Corridor to the south (to **Areas 1-4**).

The ogre seems to enjoy going back and forth between two games in this room - "**Throw Rock in Jar**" and "**Shatter Jar Against Wall**."

Scattered around the room are a number of different sized jars and containers in various conditions. Those in good condition are filled with small rocks. Other jars and containers are found shattered around the cavern.

Two crates are also easily spotted here. The ogre has placed 1d4 severed cow heads in each; this could be a simple sign of a sense of humor or as a punishment for anyone snooping around the ogre's cave.

If the ogre was not alerted by the movement of the skulls in **Area 1** (to clear a way to **Area 2**), then a loud snoring can be heard coming from **Area 6**.

If the ogre was alerted, it is hiding

in a small alcove in the southeast corner of **Area 6** and will attack at first sight of any living creature entering the sleeping cavern. Otherwise, a large sleeping form can be spotted in an under-sized stack of bedding near the western wall of Area 6. A dying fire is visible along with a large chest that is in very good condition.

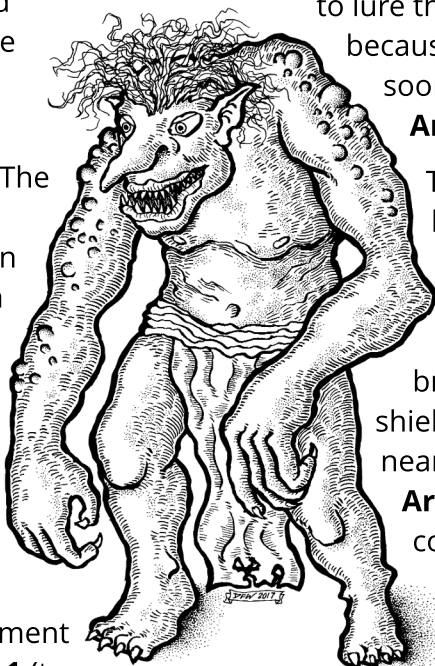
## Area 6

*Sleeping Cavern.* Corridor to the east (to **Areas 5**).

The ogre is not asleep. It is hoping to lure the trespassers in because it smelled them as soon as they moved into **Area 2**.

The ogre finds it humorous to surprise trespassers when they get near the broken sword and shield that lie in the dirt near the entrance to **Area 6**. The floor is covered with dried mushroom pieces that will snap, crackle, and pop when walked over.

The ogre will either stand (from its sleeping position) or walk out from the alcove and growl and





roar to try and scare off any trespassers. This is the ONLY opportunity anyone will have to speak to the ogre and attempt any forms of negotiation.

If negotiations are not successful, the ogre will attack. It will chase trespassers throughout all areas of the cavern, including out the entrance.

Should the ogre be defeated, the contents of the chest can be obtained by rolling 4x on the following chart (re-roll duplicates):

**d12 - The Ogre's Chest**

1	2d8 x 100gp
2	1d4+4 gemstones (50gp each)
3	1x random magic wand
4	2x random magic potions
5	3x random spell scrolls
6	1x random magic weapon
7	Small gold statue of a cow (125gp)
8	Treasure map to the ogre's buried treasure - 3 day's walk
9	Rare dwarven hammer (non-magic) - value 500gp to dwarves
10	Rare book on Undead Summoning - value 750gp to a wizard
11	Magical music box (functional) - 200gp
12	Sketch of ogre's long-lost mate (possible future adventure?)

# Thurga the Ogre

Thurga is not just any ogre. Thurga is the ogre that other ogres fear. 12' tall and extremely grumpy, Thurga prides himself on keeping his cave dwelling empty of trespassers. Once a month, he likes to harass the townsfolk by stealing a cow or two and throwing boulders at a different structure at each visit.

**AC** 3 [16], **HD** 6 (27 hp), **Att** 1 x club and 1 x kick (1d8), **THACO** 14 [+6], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Chaotic, XP 350, **NA** 1, **TT** see lair (**Area 6**).

**Hates Trespassers:** When two or more trespassers are in Thurga's line of sight, he rages (see **Berserker**).

## Referee Notes

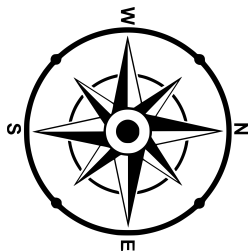
It could be argued that ogres are simply misunderstood creatures. Most adventurers would agree they need to eat to survive and not just anyone should be invited into their home. But ogres who steal a cow or two and attack explorers who think that cave may be the source of some hidden valuables and magic items are perceived as the bad guys.

Maybe it's time that your players try and actually understand what's

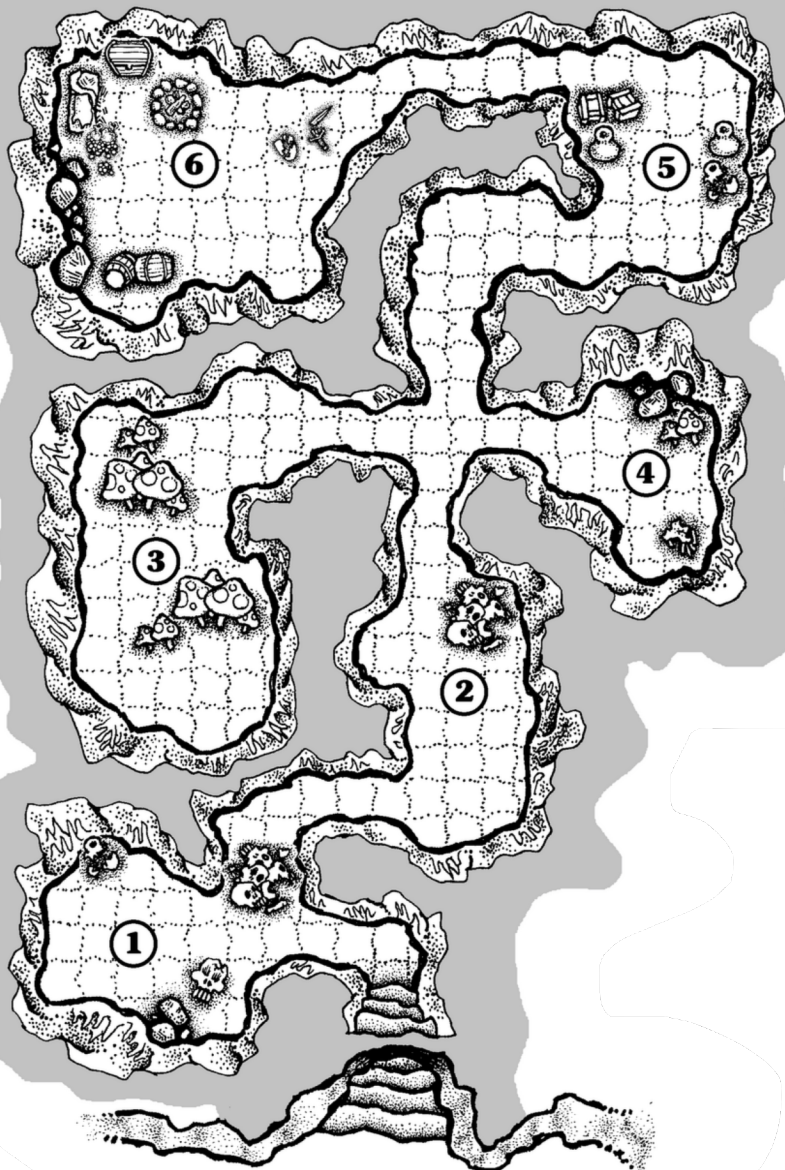
going on in an ogre's head. Thurga doesn't have a lot going on up there, but here's the honest truth -- if the townsfolk considered feeding Thurga once and a while and maybe offering him some amenities for his cave, Thurga might actually become a valuable ally to the townsfolk!

Of course, getting Thurga to calm down and listen to logic might not be so easy. Let your players decide how best to approach the big fella.

Enjoy the mini-adventure!



# THE ANGRY CORE





**An Old School Mini-Adventure  
for 4 to 6 Level 4 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*Exiled from his tribe, Char searched long and hard for a place to rest and plot his revenge against the red orcs of the southern plains. He discovered a cave where an ancient temple had once been active and sealed off various sections that led to areas that even Char was unwilling to explore. He would have been left alone, but he had to go and start some trouble by stealing pigs from a retired adventurer with gold to spare ...*

## Area 1

*Main Entry.* Stairs down (north), split hallway (northeast and northwest)

### Northwest Hallway

A narrow hallway runs to the northwest. A large boulder has been placed halfway to the end of the hallway, but it can be moved climbed over.

At the end of the hallway a collapsed pile of rubble blocks further progress. (Any dwarf who examines the rubble will be able to determine it will take a team of 10 dwarf miners at least two weeks to clear the collapse.)

A secret door (unknown to Char) is in the eastern wall near the collapsed section of hallway. The secret door is not trapped; opening it reveals two piles of coins:

2d4 x 100 silver coins

1d4 x 100 gold coins

Any attempt at disturbing the rubble at the end of the hallway has a 2-in-6 chance of making enough noise to alert Char (in

**Area 3**).

### Northwest Hallway

A narrow hallway runs to the northeast to **Area 2**. No doors or traps will be encountered.

## Area 2

*Greeting Room.* Two doors (unlocked, north and east), hallway (south).

During its time as a temple, a pit trap was covered in front of the north door but now it is open and exposed. It must be jumped over (10' across) to access the door. Anyone falling into the pit takes 2d8 damage but will also discover a rare magic necklace hidden in the rubble at the bottom of the pit that grants the wearer +1 AC for ten minutes when the elven word for "protect" inscribed on its back is read aloud.

Three piles of large oak blocks are visible; Char uses these for both exercise and to block off the south hallway (to Area 1) when he leaves the lair.

Any elf investigating the piles of blocks has a 3-in-6 chance of revealing a rare piece of Gamden wood (value 100gp, weight 200 coins) that would be of use to any blacksmith as an unbreakable handle for an axe or similar weapon.

A successful Hear Noise (**HN**) will allow the listener to detect Char's snoring coming from **Area 3** if he has not been woken by activities in other areas of his lair.

## Area 3

*Char's Lair.* Door (unlocked, west).

Char the red orc is asleep in this room unless he has been woken by activities from other areas of the lair. If he was woken, he will move to Area 6.

If he is asleep, a quick look at the room will reveal that he drank a bit too much from a shattered urn. A full urn of ale sits next to Char.

At the southern end of the room, two rusted sets of armor stand next to a dwindling fire that keeps the room warm. A search of the armor to the west of the fire reveals a brass key.

A pile of wild mushrooms collected by Char can be found on the western wall, and a drain grate in the center of the room covers a fissure that leads deeper into the system of caverns.

There is a 2-in-6 chance of discovering the hidden secret door (unknown to Char) in the northern wall if the wall is examined. The secret door is trapped; an unsuccessful Remove Trap (**TR**) requires a successful save versus poison or the target takes 1d8 damage and will lose 1d4 additional hit points every hour until the target is healed to full health. The door hides 1d8x100 gold coins.

If Char is disturbed in any way, he awakens and attacks. Char is a powerful orc, but he also possesses a unique magic weapon that will make him quite a formidable foe.

## Char

Char is an orc with superior strength and a superior dislike of all humanoids who enter his lair.

**Note:** Use the Orc standard stats and abilities with the following modifications:

**AC** 4 [15], **HD** 6 (27 hp), **Att** 1 x weapon, 1 x fist (1d8), **THACO** 15 [+4], **MV** 120' (40'), **SV** D11 W12 P13 B14 S15 (6), **ML** 11, **AL** Chaotic, **XP** 550, **NA** 1, **TT** see magic items.

**Weapon:** *Sword of Grug*, magic weapon. The +2 sword steals 1/2 of all damage it deals to a target and heals Char for that amount.

**Orc Warlord:** Char gains +4 damage for all rolls made with his fist.

**No Companions:** Char has no minions or companions but does keep a pet **Giant Cottonmouth Snake** locked in **Area 6**. Char has the brass key for the locks on the **Area 6** and **Area 4** doors hidden in one of the suits of armor.

## Area 4

*Empty Room.* Door (locked, north).

Char has locked this room and blocked off a passageway by collapsing part of the ceiling. This collapse, however, was not completely successful, and a single **Slithering Tracker** has found its way up from the depths and currently rests on the pile of rubble. The creature is transparent and difficult to see; it will attack the first living creature that enters the room.

## Area 5

*Empty Room.* Two doors (unlocked, south and north).

Char has built up a large pile of bones from the various victims and animals he has fed on. Tossed among the bones are a single spellbook contains 3x random spells and leather armor suitable for a dwarf.

## Area 6

*Pet Snake Lair.* Door (locked, north)

Char keeps a **Giant Cottonmouth Snake** in this room. If Char was alerted by intruders, he will awaken in **Area 3** and rush to unlock **Area 6** where he will wait for the intruders.

The snake hides inside a small

area Char has created in a pile of large oak logs. The snake will attack anyone who enters the room other than Char. A pile of bones is visible near the southern wall (the snake's victims) and rubble is piled in the center of the room.

A pile of Char's treasure rests in the northwest corner, placed here to be guarded by the snake:

2d4 x 100 silver coins

1d6 x 100 gold coins

## Giant Cottonmouth

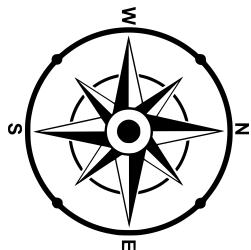
This 15' long snake is gray and black with a white stripe running down the length of the body.

**AC** 5 [14], **HD** 4 (18hp), **Att** 2 x bite (1d4 + poison), **THACO** 17 [+2], **MV** 120' (40'), **SV** D13 W14 P15 B16 S17 (6), **ML** 7, **AL** Neutral, XP 100, **NA** 1, **TT** none

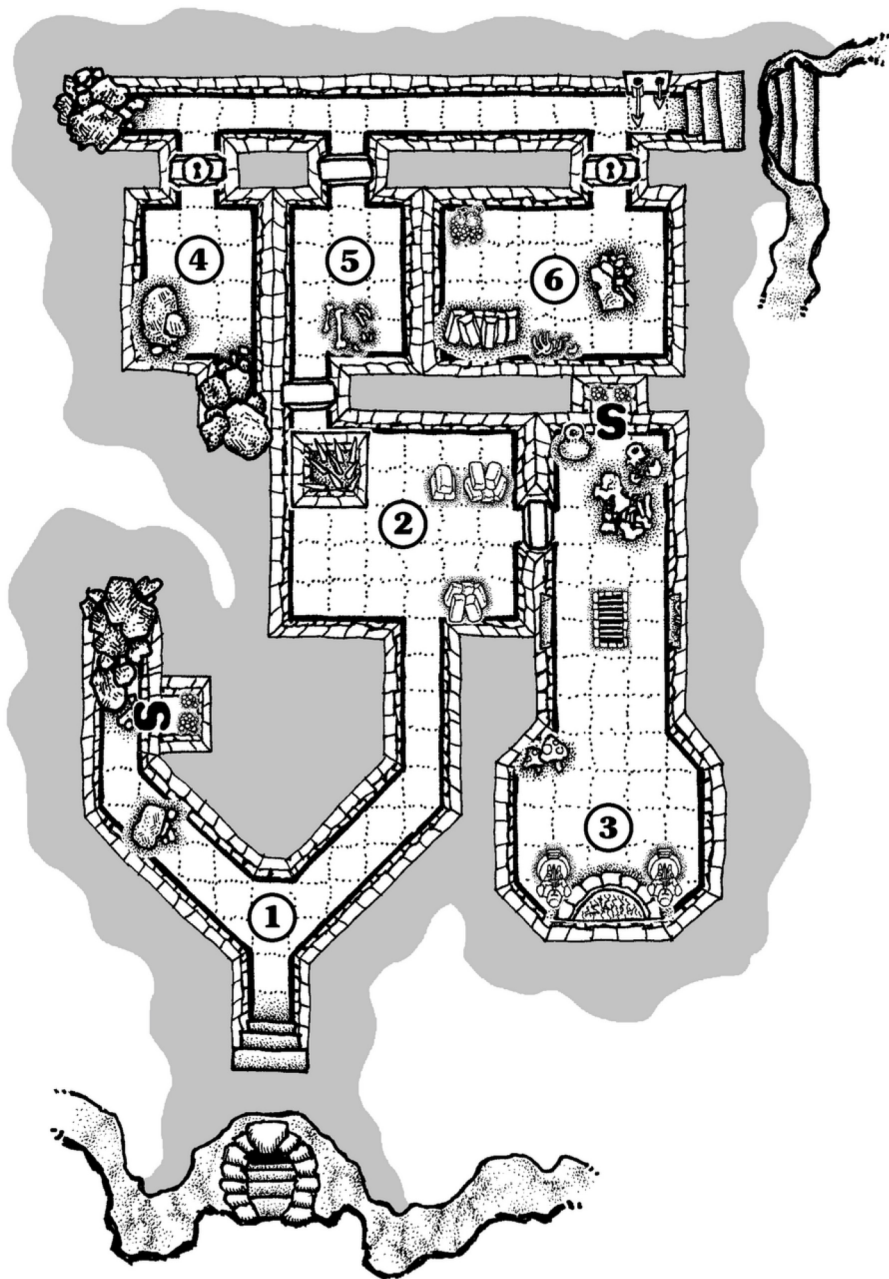
## North Hallway

*Empty Hallway.* Entrance to the east.

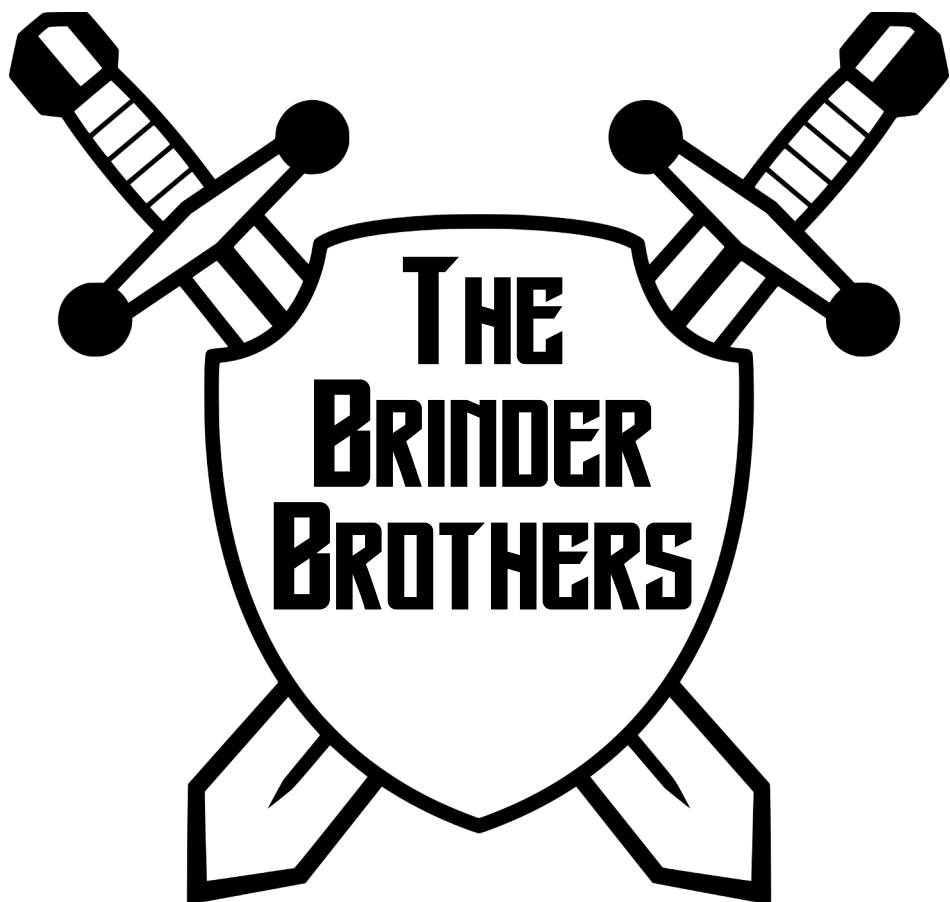
The western passage has been blocked with rubble. A wall spike trap is on the north wall near the east entrance and delivers 1d8 damage unless the trap is disabled.



# LAIR OF THE RED ORC







**An Old School Mini-Adventure  
for 4 to 6 Level 5 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*The Brinder Brothers made their presence known in town by introducing some townsfolk to some of their long-lost relatives who strolled in from the nearby cemetery during the night. Which brother is the necromancer is uncertain, but the undead continue to strike at night and the townsfolk have had enough. Word is out that a significant reward is available to anyone who can hunt down the Brinders...*

## Area 1

*South Cave Entry.* Stairs up (west), narrow passage to **Area 2**.

This is the preferred exit from the cave system for Jerrin Brinder (when he leaves **Areas 4 and 6**).

A large pile of rocks near the center of the south wall has been enchanted with a poison gas ward. Anyone moving within 20' of the rocks who doesn't speak the word "blasphemy" triggers the ward that releases a burst of poison gas that effects all living creatures within 30' of the rocks. Targets must save-vs-poison or take 1d4 damage and movement speed is reduced by 10' for one hour. (Jerrin does not wish to kill trespassers with poison because it interferes with the magic he uses to create his **Shamblers**.)

Triggering the ward alerts Jerrin (in **Area 4**) who will prepare his brother for the trespassers. He will also start sending shamblers from **Area 3** and **Area 5** to **Area 2**.

Jerrin has placed a bag of 2d4x25 gold coins near the bottom of the stairs along with the skeleton of a previous trespasser to either encourage trespassers or discourage them. Either way, Jerrin needs more corpses.

## Area 2

*Cave Chokepoint.* Narrow passages to **Area 1** and **Area 3**. **Area 4** is concealed by an illusion spell that makes the corridor to it appear as natural cave walls. Moving through the wall illusion reveals **Area 4**.

There is a 1-in-6 chance that any illusionist in the party will spot the illusionary wall. Otherwise, anyone examining the northwest wall will discover the illusion.

If the ward was triggered in **Area 1**, a group of 1d4 shamblers will have made their way from **Area 3** into **Area 2**. The noise of any combat will draw the remaining group of shamblers (18 in all in the caves) from **Area 5** and **Area 3**.

The shamblers are not effected by the illusionary wall and will pursue any adventurers who move into **Area 4**.



## Area 3

*Shambler Lair.* Narrow corridor to **Area 2** and **Area 5**.

Unless summoned by Jerrin, the 6 shamblers in this room (and the 12 in **Area 5**) will stand in place and sway side-to-side. Once activated, they will move in the direction of a living creatures within 50'.

## Shambler

Shamblers are enhanced with a small bit of magic to make them more dangerous to the living.

**AC** 6 [13], **HD** 4 (18 hp), **Att** 1 x bite (1d4) 1 x scratch (1d4), **THACO** 16 [+3], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (3), **ML** 12, **AL** Chaotic, **XP** 40, **NA** 3d6+6, **TT** None

**Vicious:** Always makes a bit and scratch attack. If either attack hits, the other automatically succeeds.

**Undead:** Make no noise until attacking. Immune to effects against the living (e.g. poison). Immune to magics affecting the mind (*charm*, *sleep*, etc.)

**Regeneration:** Heals 1 hp at the end of each round.

**Mob Attack:** If a shambler makes a successful attack, all shamblers within 5' of the target are at +1 to hit the same target.

## Area 5

*Storage Area.* Narrow corridor to **Area 3**. The north entrance to **Area 5** is concealed by an illusion spell that makes the entrance appear as natural terrain from the outside. Moving through the wall illusion reveals **Area 5**.

The 12 shamblers in this room will have slowly made their way to **Area 3** and then **Area 2** if the ward in **Area 1** was triggered or if Jerrin has summoned them. If the 6 shamblers in **Area 3** have begun fighting the party, 1d6 of the shamblers from **Area 5** will make their way into **Area 3** in 2 rounds.

This area is used by Jerrin for storage of the following:

3 casks of water (2gc each)

2 crates of rations

4 crates of stolen mundane items worth 200 gold coins.

A pile of 3d8x50 gold coins

Note: The shamblers will make their way to Area 4 if summoned by Jerrin, initiating combat with any living creatures they find along the way. Hiding is difficult; the shamblers can detect living creatures up to 50' away.

## Area 4

*Trygyn's Lair.* Corridor to **Area 6**. Illusionary wall to the south conceals exit to **Area 2**.

Jerrin's brother, Trygyn, died a year earlier. Jerrin has not taken the loss of his brother well, and has chosen this location to search for a rare tome that he believes can resurrect his brother. (The tome is not here, although the GM could easily place it somewhere nearby for an additional quest.)

Trygyn does not leave Area 4. He is fooled by the illusionary wall (to **Area 2**), even if he sees a PC move through the illusion.

A deep chasm can be crossed using a wooden bridge. If combat occurs within 5' of the chasm or on the bridge, any successful attack on a PC will require a Dexterity ability check to avoid falling into the chasm. (The chasm is 180' deep.)

Trygyn is chained to the skull of a giant, and this prevents Trygyn from moving completely across the bridge or into **Area 6**. Otherwise, Trygyn can move up to 25' from the skull and will move to attack any trespassers.

Jerrin will lurk in **Area 6** until a PC crosses the bridge before attacking from **Area 6**.

## Trygyn Brinder

Trygyn Brinder was bitten by a zombie and died. After returning as a zombie, his brother, Jerrin, tested dark magics to empower his brother for protection while searching for a magical cure for his undead life.

**AC** 5 [14], **HD** 5 (23 hp), **Att** 1 x bite (1d4) 1 x scratch (1d4), **THAC0** 15 [+4], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (3), **ML** 12, **AL** Chaotic, **XP** 60, **NA** 1, **TT** None

**Vicious:** Always makes a bit and scratch attack. If either attack hits, the other automatically succeeds.

**Undead:** Make no noise until attacking. Immune to effects against the living (e.g. poison). Immune to magics affecting the mind (*charm*, *sleep*, etc.)

**Regeneration:** Heals 2 hp at the end of each round.

**Mob Attack:** If Trygyn makes a successful attack, all shamblers within 5' of the target are at +1 to hit the same target.

If Trygyn Brinder is destroyed, Jerrin will unleash his full might and fight to the death to avenge his brother.

A chest in the room is trapped (poison) and contains 2d8x100 gold coins plus 3x random rolls on the following table:

1	2x random spell scrolls
2	1x random magic ring
3	1x random magic staff
4	1x random magic wand
5	3d8 gems (50gp each)
6	spellbook (6x spells)

## Area 6

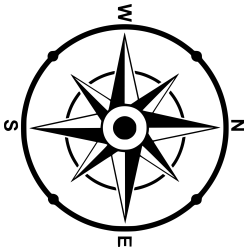
*Jerrin's Lair.* Corridor to **Area 4**.  
A small campfire keeps the area warm. A bedroll, some food and two small leather bags (containing 100 gold coins each) are also here.  
If the party has somehow managed to avoid the ward (**Area 1**), and snuck into **Area 4**, Trygyn wil alert Jerrin who will prepare his spells and rush out to help his brother if he discovers Trygyn is not enough to defeat the trespassers on his own. Jerrin will fight to the death if Trygyn is destroyed.

## Jerrin Brinder

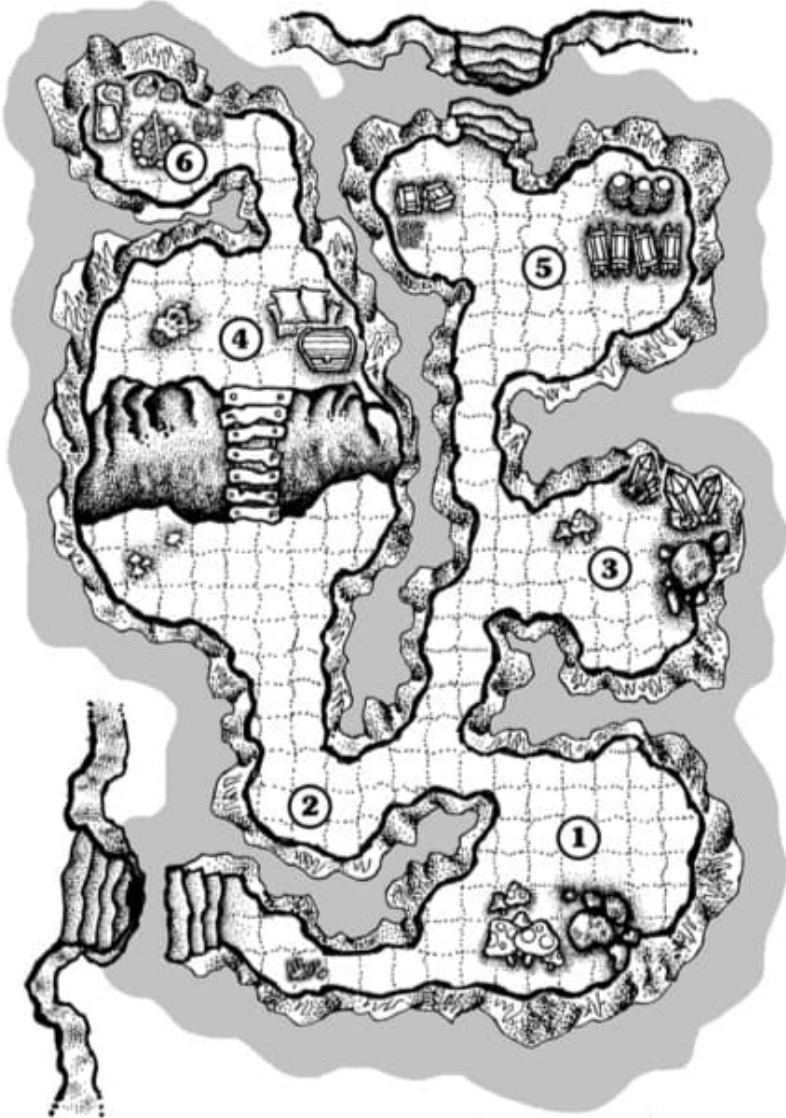
Jerrin is a level 8 magic-user.  
**AC** 7 [12], **HD** 8 (20 hp), **Att** spell or Dark Sky Staff, **THACO** 17 [+2], **MV** 120' (40'), **SV** D11 W12 P11 B14 S12 (8), **ML** 12, **AL** Chaotic, **XP** 1200, **NA** 1, **TT** see room description and chest in **Area 4**  
Spells (3x level 1, 3x level 2, 2x level 3, and 2x level 4):  
Suggested spells:  
1st level: *charm person, magic missile, shield*  
2nd level: *invisibility, mirror image, web*  
3rd level: *fire ball, hold person*  
4th level: *confusion, wall of ice*

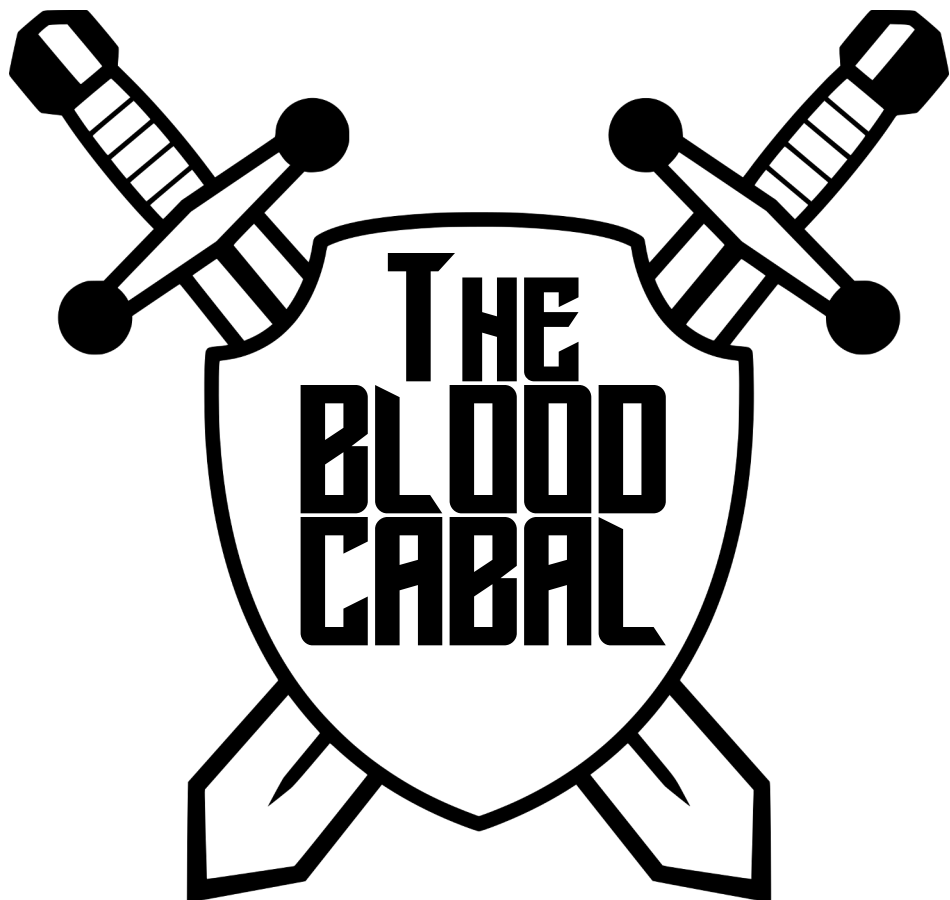
## Dark Sky Staff

When wielded by a level 6 or higher magic user, the staff provides +1 AC and the wielder may choose one of the following abilities once per day:  
\* *Heal* - heals wielder by 1d8 hit points.  
\* *Curse* - use reversed curse rules  
\* *Hold Group* - use hold person rules and group size is 1d4+2



# THE BRINDER BROTHERS





**An Old School Mini-Adventure  
for 4 to 6 Level 6 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*A conspiracy is brewing... or at least that's the rumor circulating in the taverns of late. After much listening, a few bribes, and a scouting of the suspected area, you believe you now know the location of a secret meeting that will occur tonight. If the participants are successful in their plans, an endless darkness may very well descend upon the region...*

## Area 1

*South Cave Entry.* Stairs up (south), narrow passage to **Area 2** and **Area 3**, bones blocking passage to **Area 4**.

The Blood Cabal uses a rather ruthless lamia named Neerin to guard the cave entrance. Neerin keeps her lair in Area 4, but roams the cave when awake.

Neerin has covered a pit trap with a scattering of small pile of humanoid bones in the corridor leading to her lair. If one is aware of the pit, it is easily avoided. Otherwise, a Dexterity ability check is required to avoid falling into the pit. The pit trap delivers 1d10+5 damage to anyone falling in and requires a save vs poison or the victim will lose 1hp every 10 minutes until healed by magic or healing potion.

There is a 2-in-6 chance that Neerin will be encountered in **Area 1**. If she is not encountered here, roll for **Area 2** and **Area 3**. If none of those locations reveal Neerin, she will be resting in **Area 4**.

Neerin is not stupid; if she is close to defeat, she will try and bribe the adventurers to let her go, offering a key to the chest in **Area 4** as well as the secret to opening the doors leading to **Area 5**.

## Area 2

*Western Cavern.* Passage to **Area 1**.

Neerin keeps killed adventurers in this room for later feedings. There is a 2-in-6 chance Neerin will be feeding in this cavern if she was not encountered elsewhere.

## Neerin

Neerin is a spellcasting lamia, having been taught a couple simple spells by Donnix. She has also been given some training in combat by Rewshik's bodyguard.

**AC** 2 [17], **HD** 9\*\*\* (40hp), **Att** 1 x touch (1d4) + WIS drain), **THAC0** 11 [+8], **MV** 240' (80'), **SV** D8 W9 P10 B10 S12 (9), **ML** 8, **AL** Chaotic, **XP** 2400, **NA** 1, **TT** D

**WIS Drain:** Touching drains 1 point of WIS. If target is reduced below 3 WIS, target mindlessly obeys Neerin's commands.

**Charm person:** Once per day. Save vs spells or be charmed. Target obeys Neerin's commands and will defend her. Target is unable to cast spells or use magic items.

**Illusion:** Once per day, Neerin may create an audial or visual illusion that lasts until touched or dispelled.

**Spell:** Neerin may cast magic missile up to six times.



## Area 3

*Eastern Cavern.* Corridor to **Area 1**.

There is a 2-in-6 chance Neerin will be feeding in this cavern if she was not encountered elsewhere.

This cavern has been rigged to collapse. Neerin knows the trigger points. A thief can successfully detect three different points on the ground that will trigger a collapse of rocks from the ceiling. A Dexterity ability check to avoid. The sound will alert Neerin in **Area 4** if she has not already been encountered in another location.

A collapse will do 1d10+4 damage to all targets within 10' of the collapse who fail the ability check.

## Area 4

*Neerin's Lair.* Corridor to **Area 1** and door to **Area 5**.

If Neerin was not encountered in **Area 1**, **Area 2**, or **Area 3**, she will be resting here. If the pit trap was triggered or a collapse occurred in **Area 3**, Neerin will be alerted and cannot be surprised.

This lair contains a single chest, a large straw bed, and two crates.

If Lamia is captured or surrenders, she will reveal a key that opens the trapped chest. Inside the chest is her treasure (D) plus a scroll that contains five random words

that must be read to open the doors to **Area 5**. If this text is read aloud in reverse (last word to first word), the traps in the corridor leading to **Area 5** will be disarmed. If the text is read aloud (first word to last), the doors to **Area 5** will open but the traps in **Area 5** will be activated. Either way, the Blood Cabal members in Area 5 will be alerted that someone is coming...

## Neerin's Chest

In addition to the treasure (D) in the chest, roll 2x on the following table for two additional random items:

1	2x random spell scrolls and 1x magic ring
2	1x magic wand and 3x healing potions
3	1x magic weapon and 1x random spell scroll
4	1x magic staff and 1x dagger +2
5	3x magic potions (random)
6	1x magic shield +1 AC

## Corridor to Area 5

*Trapped Corridor.* Leads to **Area 5** and **Area 1**.

If the five words on the scroll hidden in Neerin's chest are read aloud at the first locked door, the door (and the one to the west of **Area 5**) will unlock but the two traps inside the corridor will activate. Only reading the five words aloud in reverse (last to first) will disable the traps.

There are two spear traps that are carefully concealed in the stone. The first target that crosses the area of a trap must make a Dexterity ability check to avoid the spears.

Each spear trap delivers 1d10+5 damage and the target must save versus poison or be poisoned. The target will lose 1 hp every 10 minutes until fully healed by magic or healing potion.

When the doors are unlocked by reading the words on the scroll, the Blood Cabal members in **Area 5** are alerted.

Both doors can be destroyed, but the sound will alert Neerin (if she is still alive) as well as the two Blood Cabal members and their bodyguards.

## Area 5

*Meeting Room.* Doors lead to **Area 6** and **Area 7** and a corridor to **Area 1**.

If the traps were disabled in the corridor, the two Blood Cabal members will be surprised, sitting at the single table and discussing plans. Otherwise, they will be prepared for the trespassers, armed and spells ready as well as having their bodyguards ready to attack.

Two barrels of water are in one corner and food is on the table. A single wardrobe in the northwest cabinet holds some personal, non-magical effects (cloaks, bags, etc.) of the two cabal members that are worth 200gp.

If the two cabal members are defeated, a document will be found on the table that details the Blood Cabals designs for a horrid summoning to be performed in 20 days. The document has a value of 500 gp to the local sheriff who will have time to gather forces to confront the Cabal.

If one or more of the cabal members manage to escape, the document will be taken. The bodyguards fight to the death to give the cabal members time to flee if the fight is not going well.

## Donnix Ravenblade

Donnix is a capable magic-user (level 9), and she is fully aware of the consequences her capture will bring from other members of the cabal. She will attempt to flee when reduced to under half her hit points or if Rewshik falls in battle or flees.

**AC** 7 [12], **HD** 9 (22 hp), **Att** spell or Blood Blade, **THACO** 17 [+2], **MV** 120' (40'), **SV** D11 W12 P11 B14 S12 (9), **ML** 9, **AL** Chaotic, **XP** 1400, **NA** 1, **TT** *Blood Blade* and 3d8+4 pp

**Spells** (3x level 1, 3x level 2, 3x level 3, 2x level 4, 1x level 5):

Suggested spells:

1st level: *hold portal, magic missile, shield*

2nd level: *ESP, mirror image, wizard lock*

3rd level: *fire ball, lightning bolt, protection from good 10' radius*

4th level: *charm monster, confusion*

5th level: *conjure elemental (earth)*

## Blood Blade

A successful attack with the blade heals the wielder 2x the amount of damage done by the dagger.

## Rewshik Darkscar

Rewshik is a ruthless warrior, and has trained the two bodyguards well. He will not flee, fighting to the death if necessary to protect the cabal's secrets.

**AC** 2 [17], **HD** 8 (36 hp), **Att** 2x weapon, **THACO** 14[+5], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Chaotic, **XP** 1200, **NA** 1, **TT** *Shield of Confusion* and 2d10+5 pp

## Shield of Confusion

When wielded by a Chaotic fighter, this shield grants +1 AC. When an unsuccessful melee attack is made against the wielder, the attacker must save-vs-spell or become confused until the end of their next turn. A confused target can take no actions.

## Area 6

*Chambers 1.* Door leads to **Area 5**, secret door on east wall.

If the cabal members have not been alerted, Donnix's bodyguard will be resting here. It will take one round for the guard to grab a weapon and move into **Area 5** if combat occurs there.

Two beds are here along with some food on a small table. The secret door on the east wall is untrapped and hides a cache of food (10gp) that the cabal members use when meeting here.

## Area 7

*Chambers 2.* Door leads to **Area 5**.

If the cabal members have not been alerted, Rewshik's bodyguard will be resting here. It will take one round for the guard to grab a weapon and move into **Area 5** if combat occurs there.

## Bodyguard (x2)

**AC** 2 [17], **HD** 3 (13 hp), **Att** 1x weapon (1d8), **THACO** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 45, **NA** 2, **TT** 2d8+4 gp

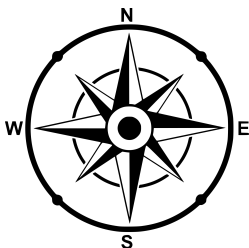
## GM Notes

If you're looking to add an on-going storyline in the background, the Blood Cabal or a group of its members can make an occasional appearance in a campaign to stir things up.

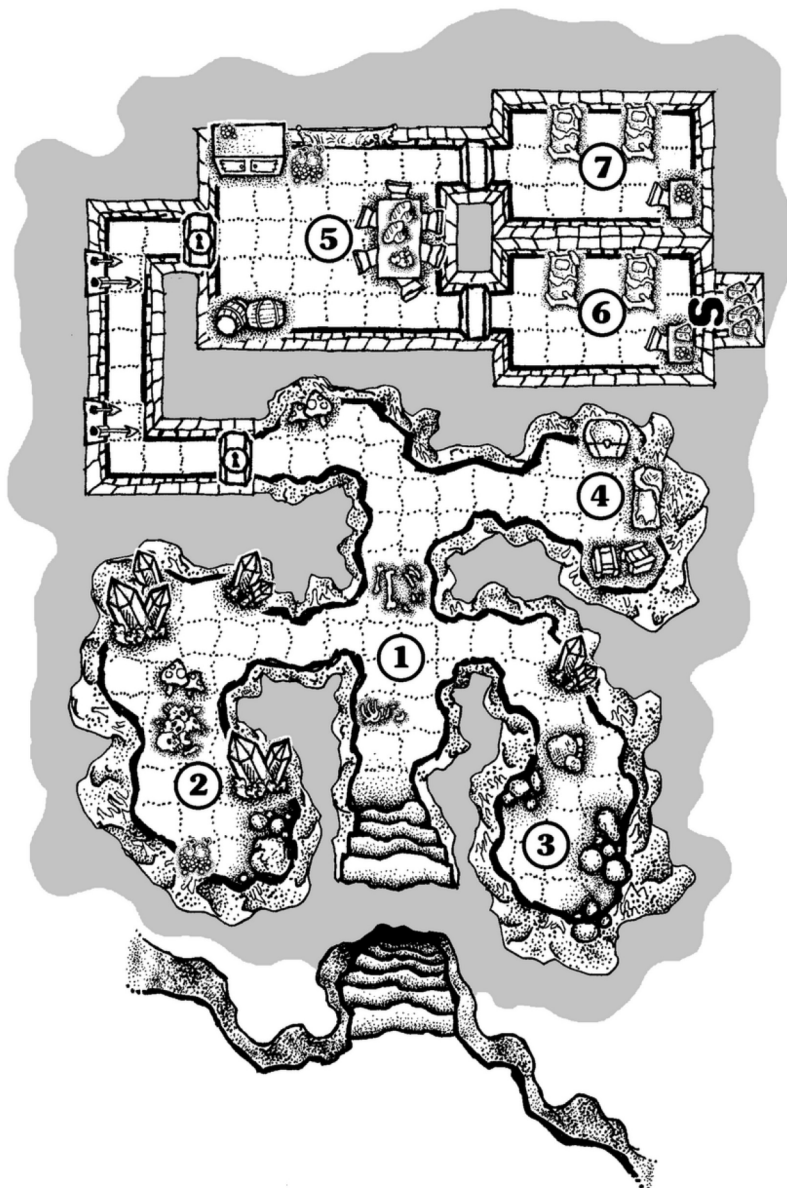
The Blood Cabal is evil, pure and simple, and is always looking for ways to take control of small villages... or destroy them if they resist.

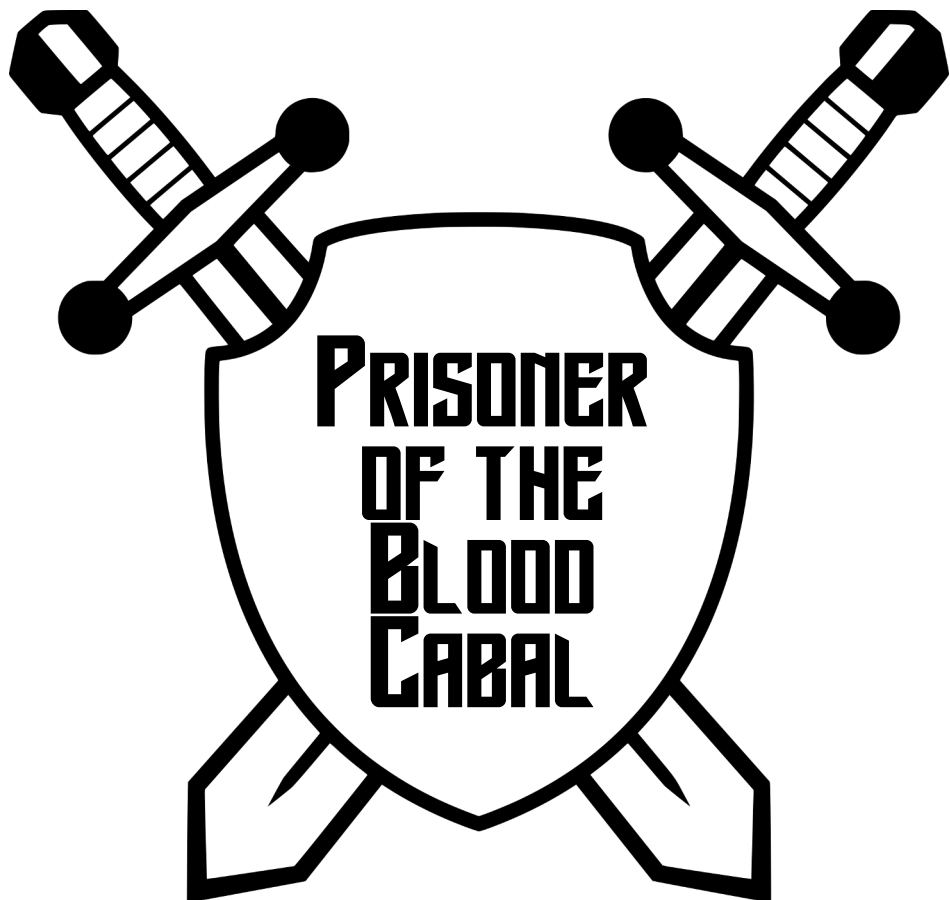
The Blood Cabal is also a reliable way to introduce a nemesis to each of the main characters in the party.

It is easy enough to introduce this adventure into any campaign when the party enters a small village. Rumblings of an ominous meeting in a nearby cave can start the encounter with this opposing group that can always be dropped in as a counter to the party and a way to stir up trouble, make magic items available that are key to the certain story plots, and just plain make the adventurers' lives more interesting.



# THE BLOOD CABAL





**An Old School Mini-Adventure  
for 4 to 6 Level 6 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*The Blood Cabal is revealed. The information carried by Donnix Ravenblade (see previous adventure, **The Blood Cabal**) has revealed a second hidden locale, and apparently a person of some value to the cabal is being kept there as a prisoner. Maybe this prisoner relates to the cabal's planned summoning and can help put an end to the cabal before its evil plans ever begin to bear fruit...*

## Area 1

*South Entry.* Stairs up (south), opened doors to **Area 2** and **Area 3**, door to **Area 4** locked by magic.

As with its other location, the cabal is using a rather vicious creature to guard the entrance to the deeper areas of the lair.

A magically-enhanced basilisk is under the control of a cabal member and is referred to as simply Beast. Beast roams **Areas 1, 2, and 3**, and it will attack anything that is not wearing the cabal's red sash across the chest.

## Beast

Beast has been provided with a few magical abilities to enhance its guard duties.

**AC** 4 [15], **HD** 6+1\*\*\* (28 hp), **Att** 1 x bite (1d10+petrification), 1 x gaze (petrification) , **THACO** 13 [+6], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Neutral, **XP** 1100, **NA** 1, **TT** none

**Surprise:** heroes surprised by Beast meet its gaze.

**Petrify Touch:** Anyone Beast touches turns to stone (save vs petrify).

**Petrify Gaze:** Anyone meeting Beast's gaze is turned to stone (save vs petrify)

**Avert eyes:** -4 penalty to hit; Beast gains +2 to attack.

**Mirrors:** The reflection of Beast is harmless. Fighting by looking at a reflection of Beast is done at -1 to attack. If Beast sees its own reflection (2-in-6 chance), it must save vs petrify or turn to stone.

## Area 2

*West Atrium.* A set of opened doors to **Area 1** (southeast).

There is a 3-in-6 chance that Beast will be in this room when the adventurers enter **Area 1**. A single petrified individual has crumbled and collapsed into pieces. A small pile of gold coins (3d10+20) and an empty urn are also here. (If not here, Beast will be in Area 3.)

## Area 3

*East Atrium.* A set of opened doors to **Area 1** (southwest).

There is a 3-in-6 chance that Beast will be in this room when the adventurers enter **Area 1**. (If not here, Beast will be in Area 2.)

A significant number of bones and skulls are in this room, the remains of Beast's meals. Two urns are present, both containing fresh drinking water.

## Area 4

*Gathering Area.* Locked door (magical, south) to **Area 1**.  
Unlocked door to **Area 7** (north).

The door between Area 1 and Area 4 is locked via a magical spell. If it cannot be dispelled, the doors can be destroyed but it will draw the attention of the guards in **Area 6** and alert Wesher Graveblind in **Area 9**.

This room is where members of the Blood Cabal make offerings to their god, **Exsanguin**.

A pool of blood rests in the center of the room, filled by victims of the cabal but also by its members who make sacrifices of their own blood. (Currently, Wesher Graveblind is recovering from his blood sacrifice in **Area 9**.) Four stone statues surround the pool.

The blood in the pool also feeds into four urns, two on the west wall and two on the east wall, via small tubes beneath the stone floor.

Any non-cabal members who enter this room without wearing the traditional red sash and who do not make an immediate sacrifice (1hp) into the pool (within 60 seconds) will trigger the Blood Ooze trap and alert the guards and Wesher Graveblind.

## The Blood Ooze

This magical creature will attack any living creature in the room that is not wearing a red sash and who has not made a 1hp blood sacrifice into the pool.

**AC** 6 [13], **HD** 10\*\* (45 hp), **Att** 4 x tentacle (2d10), **THACO** 11 [+8], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 1700, **NA** 1, **TT** none

**Tentacles:** Four tentacles, one per urn, will reach out to attack. Tentacles will attempt to attack the maximum number of targets. For each 10hp lost by the ooze, a tentacle will be destroyed. (Destroying an urn will not destroy a tentacle.)

**Immunity:** Harmed only by cold-based attacks and magic/magic weapons.

**Suffocate:** After a successful tentacle attack, target must save vs breath or be suffocated (2d8hp).

If the ooze is defeated, the blood in the pool blackens and turns to sludge. All cabal members within 300' of the pool take 2d8 damage (not guards).



## Area 5

*Prisoner Pen.* Locked door to **Area 7** and spear trap.

There are two spear traps that are carefully concealed in the stone outside of **Area 5**. The first target that crosses the area of a trap must make a Dexterity ability check to avoid the spears. The trap can be disabled and the door unlocked by speaking aloud the words "Exsanguin Lives."

Each spear trap delivers 1d10+5 damage and the target must save versus poison or be poisoned. The target will lose 1 hp every 10 minutes until fully healed by magic or healing potion.

Inside the room is Flinabeth Sandfist, a cleric who was kidnapped to serve as a sacrifice in next month's summoning.

### Flinabeth Sandfist

Flinabeth is a cleric from the Order of the Iris. She was taken recently to serve as a sacrifice to Exsanguin during the upcoming summoning.

**AC** 7 [12], **HD** 6 (21 hp), **Att** none (unless provided with a weapon)  
**THACO** 17 [+2], **MV** 120' (40'), **SV** D9 W10 P12 B14 S12 (6), **ML** 12, **AL** Law, **NA** 1, **TT** None

**Spells** (2x level 1, 2x level 2, 1x level 3, 1x level 4):

Suggested spells:

1st level: *cure light wounds*, *detect evil*

2nd level: *bless*, *hold person*

3rd level: *remove curse*

4th level: *cure serious wounds*

Flinabeth is rested but a bit malnourished (-1d4 hp). She will cheerfully join any rescuers in an attempt to end the cabal's plans. If she is freed and survives to leave the lair, she can (and will) perform a ritual to heal all party members to full health and remove any curses or poisons.

Additionally, Flinabeth will provide the details of the rescue to her order and the names of her rescuers. In any major city, each member of this party will be granted a one-time free healing or one-time healing potion upon asking at any temple where the Order of the Iris exists.

## Area 6

*Guard barracks.* Unlocked door to **Area 7** (west).

Four guards are currently resting here unless alerted by the Beast or the Blood Ooze. After being alerted, one guard will release the guard dogs (**Area 8**) and then alert Wesher in **Area 9**. When the dogs are released, the four guards will move to **Area 7**. Eight crates are here that are used to hold the bedrolls and blankets for guards.

### Guard (x4)

**AC** 2 [17], **HD** 3 (13 hp), **Att** 1x weapon (1d8), **THACO** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 45, **NA** 2, **TT** 2d8+4 gp

## Area 7

*Master Hallway.* Unlocked doors to **Areas 6** and **8**. Locked and trapped door to **Area 5** (west). Locked door to **Area 9** (northeast).

An unlocked chest here contains six ornate red sashes (20gp each), six gold-threaded robes (40gp each), two healing potions, three empty bottles, and a bag of bandages (5gp).

If the guard dogs were released from **Area 8**, they will roam this hallway looking for targets. *Animal Pen.* Unlocked door to **Area 7**.

## Area 8

Each of the four guards in **Area 6** owns a guard dog. These guard dogs are sleeping **Area 8** but will awaken if the ooze in **Area 4** is activated; they will not stop barking and will attack anyone entering **Area 5** who isn't a guard. A single guard who is alerted to the trespassers will open the doors to **Areas 5, 6, and 7** and release the dogs to wander.

Area 8 also serves as a treasure repository for the cabal. Inside this room, guarded by the dogs, exists a **Type C** treasure (1,000gp average)

## Area 9

*Cabal Resting Area.* Locked door to **Area 7** (west).

Cabal member, Wesher Graveblind is resting here near a fire, recovering from a blood sacrifice he offered in **Area 4**.

If the guards or the ooze have not alerted Wesher, there is a 1-in-6 chance he can be surprised if the lock to the door is successfully picked.

Wesher also has his treasure hidden inside a hidden compartment in the north wall. Inside are a *potion of clairvoyance* and a *potion of gaseous form*, plus a *cloak of defense* +3.

## Wesher Graveblind

Wesher is a Priest of Exsanguin, dedicated to returning his old god back to power and giving him access to the Material Plane.

**AC** 5 [14], **HD** 10 (35 hp), **Att** spell or Red Mace, **THACO** 14 [+5], **MV** 120' (40'), **SV** D6 W7 P9 B11 S9 (8), **ML** 12, **AL** Chaotic, **XP** 1800, **NA** 1, **TT** *Red Mace*

**Spells** (4x level 1, 4x level 2, 3x level 3, 3x level 4, 2x level 5):

Suggested spells:

1st level: *cause light wounds, detect magic, light, cause fear*

2nd level: *blight, find traps, hold person, silence 15' radius*

3rd level: *continual darkness, cause disease, curse*

4th level: *cause serious wounds, neutralize poison, protection from good 10' radius*

5th level: *create food, finger of death*

## Red Mace

This mace provides a chaos cleric with the ability to steal health from a victim. For each successful attack, the mace heals its wielder with half the hit points taken from a target. Additionally, the mace provides +2 to hit against any lawful target. If you're

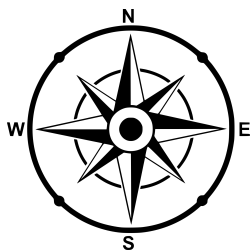
## Notes

If Wesher is proving too difficult for the heroes, consider subtracting 2d8 hp to compensate for his recent blood sacrifice.

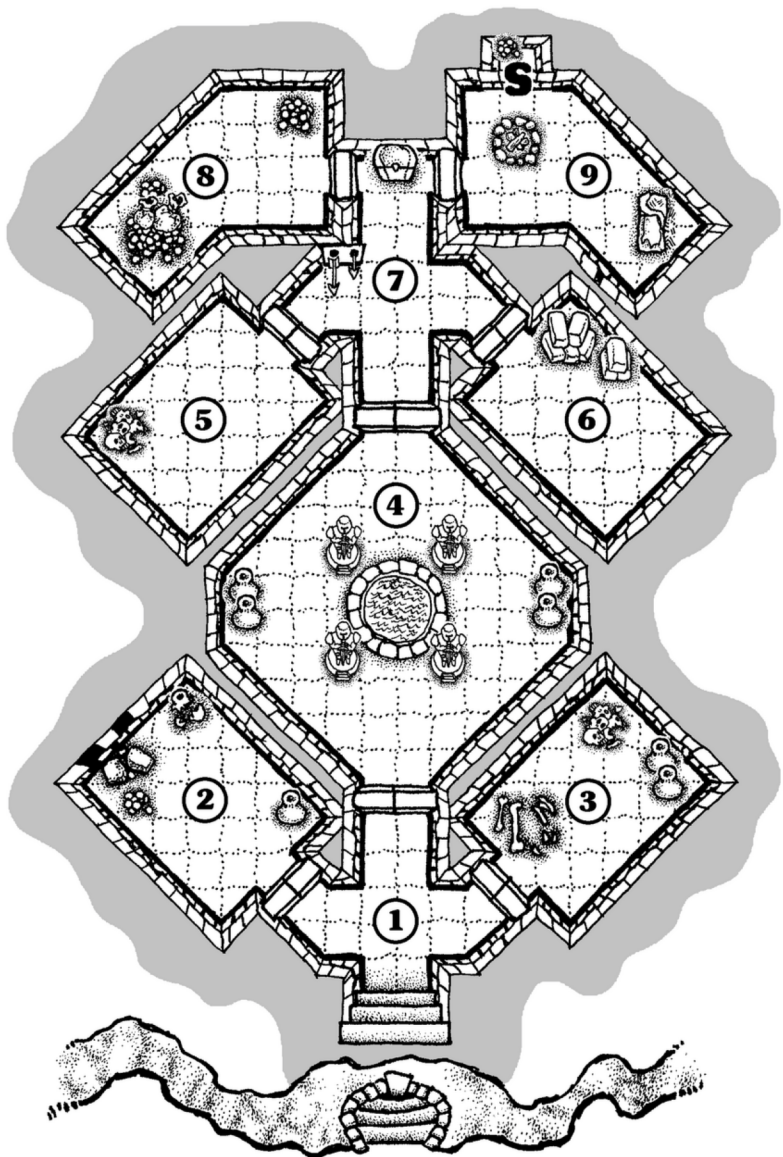
Wesher will fight to the death; to surrender would leave him to the mercies of Exsanguin who does not suffer the failure of his servants.

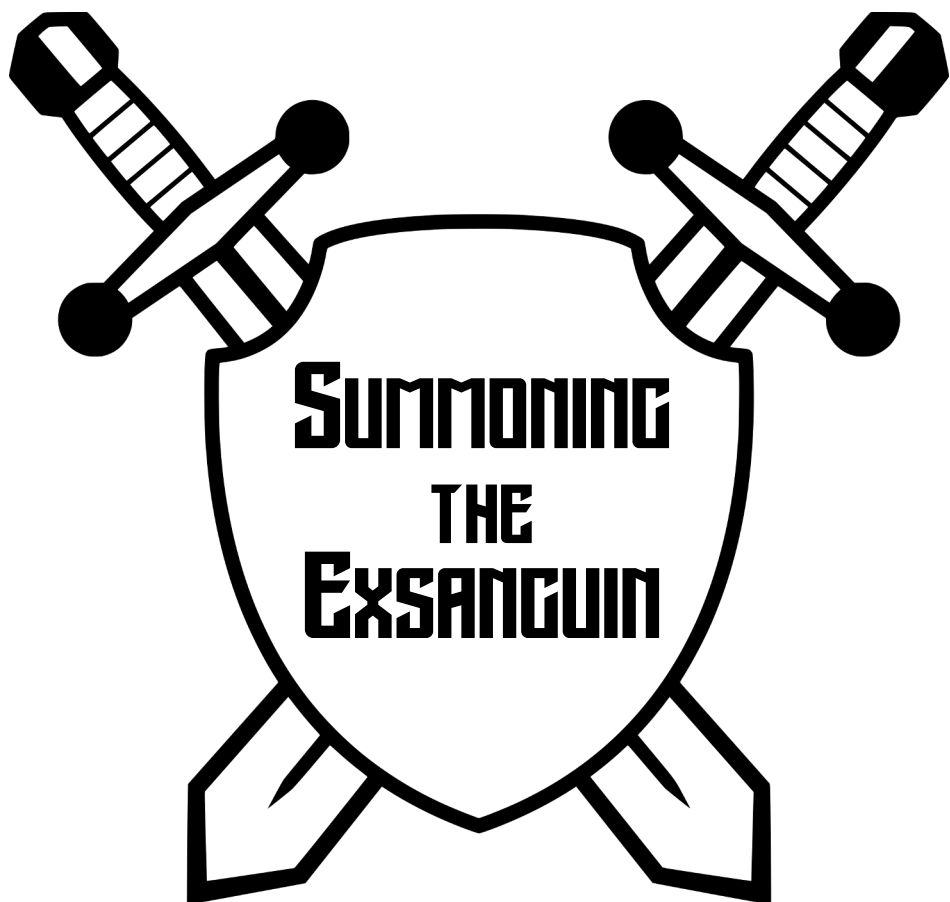
In Wesher's personal belongings (on his person or in the hidden compartment), the players should also find a journal that contains the location of the summoning ceremony that will be performed shortly. If Flinabeth survives, the cabal will find another sacrifice... the summoning will not be stopped.

It is also possible that Flinabeth may choose to stay on with the party until the summoning is resolved, providing her services as a cleric without pay.



# PRISONER OF THE BLOOD CABAL





**An Old School Mini-Adventure  
for 4 to 6 Level 7 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*The Blood Cabal seeks the return of its ancient god, the Exsanguin, to the world of the living (see previous adventures, **The Blood Cabal** and **Prisoner of the Cabal**). Information obtained by the adventurers has revealed the location for the summoning ceremony, but are the heroes strong and smart enough to end the ritual before the ancient evil is unleashed?*

## Area 1

*Summoning Chamber.* Stairs up (south), unlocked doors to **Areas 2, 3** and **5**.

A set of stairs ascends up and out of this area. This is the only entrance into and out of the entire dungeon.

A large pool is filled with blood. Careful examination of the pool will reveal that the pool is only about half full; a blood stain indicates that the pool has recently been drained to about half of its normal capacity. Two red stone armored statues face the pool, one to the north and one to the south.

Four robed human corpses are found here. They have been drained of blood. Examining a corpse allows for a single d6 roll on the following table (rerolls are allowed) but also comes with a chance of contracting a blood disorder.

1	3d8+20 silver coins
2	2d8+10 gold coins
3	1d8+5 platinum coins
4	1 random magic ring
5	1 random spell scroll
6	1 random potion

If a corpse is touched, the target must save versus poison to avoid contracting **Blood Fever**. A single set of bloody footprints leave this room through the eastern door (to the hallway outside Rintaveen's Room **Area 3** and Rintaveen's Closet **Area 2**).

## Area 2

*Rintaveen's Hallway and Closet.* Unlocked door to hallway and **Area 3** and **Area 1**.

A single set of bloody footprints leads from **Area 1** and through the locked double doors to the north to **Area 3**. Another set of double doors to the south leads to a single chest (**Treasure Type C**).

A small pile of mushrooms in the northwest corner of the room provides 1d4+2 doses of antidote to Blood Fever.

## Blood Fever

If the saving throw versus poison is failed when touching an infected corpse or individual, the victim loses 1hp per hour until fully healed and is at -1 to hit.

An individual with Blood Fever remains infectious up to 24 hours after dying; any allies or enemies that touch this person must also save versus poison to avoid becoming infected.

## Area 3

*Rintaveen's Room.* Locked door to hallway and **Area 2** and **Area 1**.

After completing the summoning, Rintaveen and his four priests were immediately attacked by Exsanguin. Rintaveen managed to flee and lock himself in his room.

The lock to the door is poisoned; if the door is successfully picked, the trap must still be disarmed (with a key Rintaveen holds). If the disarming fails, the trap will appear to be disarmed but anyone within 30' of the door must save versus poison as a cloud of gas is emitted from the ceiling. Failing the saving throw delivers 1d8+4 points of damage and the target is at -1 to hit for two rounds.

Inside the room are a bed, table and chairs, a wardrobe (empty), an unlocked chest (empty), and a small bag of coins and gems (3d10+10 gold coins and 1d4 gems (30gp each)).

If the adventurers triggered the trap or unsuccessfully picked the lock to the doors, Rintaveen is alerted. Otherwise, the adventurers will have a 2-in-6 chance of surprising Rintaveen as they enter.

Rintaveen will fight to the death and give no information on Exsanguin.

## Rintaveen

Rintaveen is a human 9th level magic-user and leader of the Blood Cabal.

**AC** 5 [14], **HD** 7 (18 hp), **Att** 1x **Staff of Exsanguin** or spell **THACO** 17 [+2], **MV** 120' (40'), **SV** D11 W12 P11 B14 S12 (9), **ML** 12, **AL** Chaos, **NA** 1, **TT** None

**Spells** (3x level 1, 2x level 2, 2x level 3, 1x level 4):

Suggested spells:

1st level: *charm person, darkness, shield*

2nd level: *invisibility, web*

3rd level: *fire ball, hold person*

4th level: *confusion*

Rintaveen was successful in summoning Exsanguin, but he failed to complete the ritual properly. Exsanguin was angered and attacked Rintaveen and his priests before fleeing via the pool to **Area 6**. Rintaveen has healed and hopes to redeem himself.

## Staff of Exsanguin

Being struck by the staff requires a save versus poison to avoid being infected with Blood Fever. In addition, the wielder of the staff may steal 1d4+4 hp three times per day from a target. Target must save versus spell to avoid.

## Area 4

*Storage Room.* Unlocked door to **Area 5**.

A single giant's skull is in this room (75gp to a collector). Littered across the floor are bone fragments that remain from when the giant's bones were used to create the trap in Area 5.

## Area 5

*The Drain.* Unlocked doors to **Area 1** and **Area 4**. Hallway to **Area 6** and **Area 7**.

A giant pit is filled with sharpened bones of a giant. A number of smaller skeletons can be seen at the bottom of the pit. The floor around the pit is trapped. Stepping on the first stone in the room starts a timer; after 30 seconds have elapsed, the floors in the room drop and angle steeply in the direction of the pit. Anyone in the room must make a Dexterity ability check to avoid falling into the pit and taking 2d8+4 damage and being infected with Blood Fever.

The Blood Cabal members would navigate this room by stepping over the first stone. The floors return to normal after 10 minutes have elapsed. The pit drains and collects blood into the pool in **Area 6**.

## Area 6

*Exsanguin's Lair.* Unlocked door to **Area 5** and **Area 7**.

The summoning was done improperly, and Exsanguin arrived in a lesser state than expected. The creature is currently bathing in a pool of blood here, trying to increase its strength.

At anytime, Exsanguin (stats on next page) can return to the pool to heal. The pool in Area 6 connects to the pool in Area 7. Exsanguin will not leave the lair until fully healed, moving back and forth between the two pools if chased by the adventurers.

Exsanguin may also attempt to move through Area 5 in order to trigger the trap (if it hasn't already been triggered) and knock a hero or two into the pit. If trapped, Exsanguin can change to its blood form and drop into the pit to move to either of the two pools.

If Rintaveen is still alive, he will attempt to redeem himself by assisting Exsanguin and attempting to lure heroes into **Area 5**.

While in **Area 1**, Exsanguin will temporarily revive the four corpses and animate them. Treat them as zombies that infect with Blood Fever on a successful attack.



# Exsanguin

Exsanguin appears as a featureless humanoid. Exsanguin can change between two forms (described below). When the heroes encounter Exsanguin for the first time, the creature is in the pool (in Area 6) healing and begins with 44hp. For each round he remains in a pool, he heals 2hp.

## SOLID FORM

**AC** 2 [17], **HD** 12 (54 hp), **Att** Body Slam x1 (1d8+4) and Blood Fever, **THACO** 12 [+7], **MV** 360' (120'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Chaotic, **XP** 2000, **NA** 1, **TT** None

**Body Slam:** Unarmored targets take a bonus 1d4 damage.

**Blood Fever:** A successful hit infects the target with Blood Fever unless a successful save versus poison is made.

**Weakness:** Bludgeoning weapons.

## BLOOD FORM

**AC** 0 [19], **HD** 12 (54 hp), **Att** Blood Drown x1 (1d6+4) and Blood Fever, **THACO** 12 [+7], **MV** 360' (120'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Chaotic, **XP** 2000, **NA** 1, **TT** None

**Blood Drown:** Target must save versus breath or become unconscious for two rounds.

**Blood Fever:** A successful hit

infects the target with Blood Fever unless a successful save versus poison is made.

**Weakness:** Fire

## Playing Exsanguin

Exsanguin will use its ability to move between pools to both avoid the heroes and to heal. It takes three combat rounds to move between pools, and Exsanguin will change to Blood Form when entering a pool.

If a flammable liquid or material is placed in a pool, Exsanguin will attack the person who did the desecration on its next turn.

Exsanguin can also enter both pools by changing to Blood Form and dropping down into the Drain (**Area 5**).

When Exsanguin reaches full health (54hp) and remains there for at least two combat rounds, the creature will attempt to exit via the stairs in **Area 1**.

Do not forget that Exsanguin can animate the four corpses; Blood Fever won't kill the heroes immediately, but the -1 to hit will become a real problem if the entire party becomes infected.

Ultimately, Exsanguin wishes to flee the area and ponder on its goals for the world.

## Area 7

*Storage.* Unlocked door to hallway and to **Area 8**.

Four crates are filled with a mix of weapons. 1d6+4 non-magical weapons per crate.

Three barrels filled with fine wine (25gp each).

A spear trap is hidden in the north wall and delivers 1d10+5 damage and the target must save versus poison or be infected with Blood Fever.

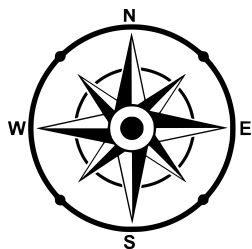
## Area 8

*Small Storage.* Unlocked door to **Area 7**. Secret door (east wall).

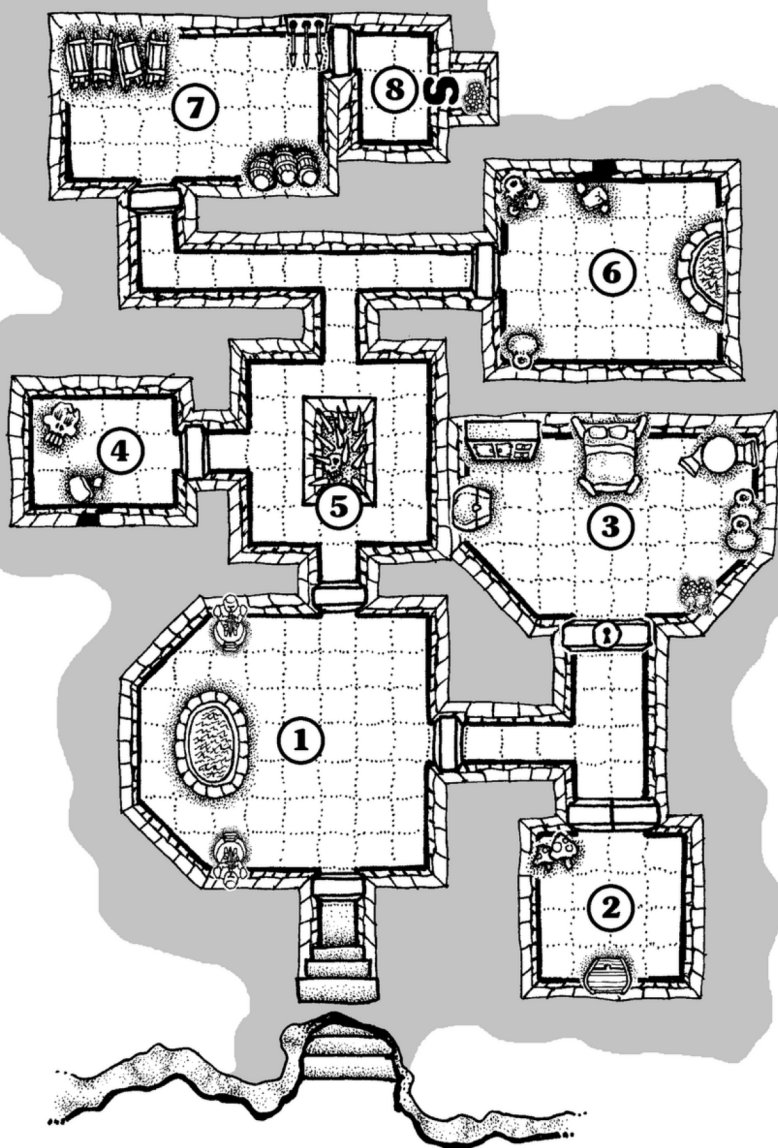
This empty room has a secret door on the east wall. Behind the secret door is a cache of jewelry and treasure placed by Rintaveen.

In addition to 1d8+2 doses of antidote to Blood Fever, roll 2x on the below table (reroll duplicates):

1	1x magic ring, 3d8x10 gold coins
2	1x magic weapon, 4d8x10 silver coins
3	1x magic shield, 2d4 gemstones (15gp each)
4	1x magic staff, 3d4x20 gold coins
5	3x spell scrolls, 1d4 random pieces of jewelry (125gp each)
6	1x magic armor, 4d10x10 copper coins



# SUMMONING THE EXSANGUIN





**An Old School Mini-Adventure  
for 4 to 6 Level 8 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*The wizard named Taksta was devastated by the death of his brother who died while defending the village of Torn Leaf. Fleeing to the mountains, Taksta left all his possessions and hasn't been seen in almost five years. But a recent attack on a merchant who survived to reach Torn Leaf has many thinking Taksta may be nearby. The description of the attacker matches that of Taksta's brother, but with some horrid extra details.*

## Area 1

*Ancient Entry Hall.* Stairs up (south), unlocked double doors to east hallway and west to collapsed hallway.

Taksta has taken shelter in an abandoned temple inside Dark Stone.

**Area 1** has a dried up fountain on the north wall and four stone statues, two framing the two sets of double doors.

Opening the double doors to the west reveals a collapsed section of the old temple. It will take two dozen dwarves with the skills and equipment to properly excavate the collapse. Anyone attempting to move any of the rubble has a 1-in-6 chance of causing a small collapse - a Dexterity ability check must be passed to avoid taking 1d6 damage from additional rubble that falls

The two statues to the left and right of the double doors leading to the east hallway (and to **Areas 2, 3, 4 and 5**) are magically warded. If the double doors are touched without speaking a command word ("Brothers") the trap will be sprung; the two statues on the west side of the room will activate, attacking all trespassers as long as they remain in **Area 1**.

## Stone Sentinel

Smaller than a stone golem, but faster.

**AC** 5 [14], **HD** 4 (18 hp), **Att** 2 x stone mace 1d6, **THACO** 16 [+3], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Neutral, **XP** 100, **NA** 2, **TT** *None*

### Mundane damage immunity:

Can only be harmed by magical attacks. Immune to gas attacks and *charm*, *hold*, and *sleep* spells.

**Energy Immunity:** Unharmed by fire, cold and electricity.

Digging in the silt of the dried up fountain has a 2-in-6 chance of discovering a hidden tile at the bottom; prying up the tile reveals 2d4+2 gemstones worth 50 gold each.

## Note for Referee

The second entrance (at the north) is hidden by thick brush. Taksta is currently in **Area 6** with his brother, Rivem. If the ward in **Area 1** is triggered, Taksta will be aware. He rarely enters **Area 1** and allows the stone sentinels do their job which mainly consists of scaring away kids and the occasional thief or prisoner looking for a hiding place. If the eastern doors are opened, however, Taksta and Rivem will prepare a surprise for the trespassers near **Area 6**.

## Area 2

*Dining Room.* Unlocked door (north) to hallway .

Taksta is attempting to "teach" his brother many of the lost skills he possessed in life. The only items in this room are a table and two chairs. Taksta prepares small meals for his brother and himself while trying to talk to Rivem.

A number of broken plates and rotten food can be seen on the south wall.

## Area 3

*Food and Water.* Unlocked door (north) to hallway .

Two barrels of water are in this room along with some small bags of rations. Taksta prefers to cook over a fire in **Area 6**.

One of the two barrels was taken from a merchant on a nearby road during an attack from Rivem. The barrel was actually being used to smuggle a stolen magic wand. If the barrels are examined, there is a 1-in-6 chance that one of the party members will detect that an unopened barrel doesn't feel as heavy as it should. Cracking it open will reveal half of the barrel is filled with water while a secret compartment is in the other half.

The magic wand belongs to a

powerful magic-user named Esteria who is close to determining who stole it in the first place. This will lead her to the merchant. In about two weeks, the magic-user will have enough information to track the wand. If a party member has used the wand, that party member will be marked for death by the magic-user.

## Wand of Esteria

Esteria has stored part of her magical essence in the wand. This is an early attempt at Esteria trying to understand some of the processes for becoming a lich.

The first person (other than Esteria) who uses the wand will have this essence transferred to their body. The essence is needed by Esteria when she ultimately begins her transition to lichdom, but it cannot be returned to Esteria as long as the carrier is alive.

The wand is a simple **Wand of Fire Balls** with a single charge. The wand will deliver 6d6 damage (half on successful **save versus wand**).

## Area 4

*Taksta's Storage.* Locked door (south) to hallway.

Taksta uses this room for keeping his clothes and personal possessions under lock and key. The lock is a standard, non-trapped lock, and the key is in Taksta's possession.

In the northwest corner is a chest of drawers. Among the items are some simple robes and clothing (value 5gp).

In the northeast corner is a single wardrobe with the following items found inside:

**Robe of Powerlessness:** the curse must be removed by a **remove curse** spell; until then, the wearer is reduced to STR 3 and INT 3 and loses all magic abilities and cannot cast spells. (Taksta has left this nasty surprise for any trespasser who breaks into his private room.)

**Potion of Increased Strength:** Attacks with weapons do double damage.

Hidden in a compartment between the wardrobe and the chest of drawers is a **Ring of Spell Turning**. There is a 1-in-6 chance this compartment will be found. Taksta already wears a ring and has this one for when he feels he might go up against a spellcaster.

## Area 5

*Rivem's Room.* Unlocked door (south) to hallway.

Taksta is trying to teach Rivem the basics of writing and has provided a small desk here. Unfortunately, Rivem does not appear to show the intelligence needed, and the materials in the desk (about 5gp in ink and parchment) have gone unused.

The small chest of drawers has some basic clothing (5gp) for Rivem, but he has shown no interest in the collection of shirts and pants.

Unknown to Taksta, the ancient temple held some secrets before he moved in, and this room contains one of them. A small hidden compartment on the north wall contains the following:

\* 1d4+1 x 100 gold coins

\* 2x spell scrolls:

***Cure Light Wounds***  
***Bless***

\* ***History of the Red Arch Temple***

This small book contains a written diary from one of the previous clerics of the temple. If discovered, it will be of significant value to the Order of the Red Arch, and is valued at 300 gold coins and a major favor from the order.

# Hallway

This hallway connects the remaining living areas of the ancient temple with the north cave expanse that was revealed during a massive earthquake that collapsed the western portion of the temple.

The fit is tight and only allows one individual to move through the opening at a time. Moving through the opening into the cave system reveals light coming from **Area 6**.

## Area 6

*Rivem's Living Area.* Cave passages to Hallway and **Area 7** and **Area 8**.

If the adventurers triggered the ward in **Area 1**, then Rivem and Taksta have taken up positions in **Area 7**. They will wait to attack until a trespasser enters the area where the cave branches north to **Area 8** and south to **Area 7**.

In this area are two bedrolls. One is well cared for in the northeast corner and the other near the passage to the west is a mess. A single fire has been kept burning, and a small pile of wood leans against the east wall.

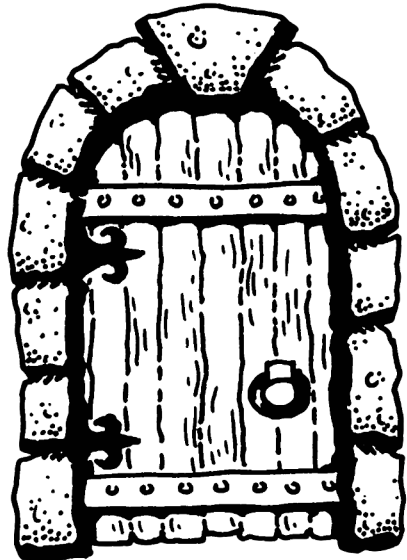
A chest sits at the northwest wall along with six small wood crates recently stolen and that hold arrows (3d8x10 arrows).

While Rivem has been instructed to wait in **Area 8** until someone approaches the intersection, if anyone opens the chest, Rivem will rush in from **Area 8** to attack the person nearest the chest.

The chest contains nothing of value; scraps of cloth, a broken arrow, some moldy bread, some small stones, and a mix of small animal bones -- Rivem's treasures.

If the chest is not opened, Rivem will wait as instructed in **Area 8**.

Two small bags of coins are piled in front of the chest, each holding  $2d4+75$  copper coins. (Taksta is attempting to train Rivem and using the coins for counting.)





## Area 7

*North Entrance.* Stairs up (north) and passage to east (to **Area 6**).

This small cave opens up to the east and then north towards **Area 6**.

Waiting at the bottom of the stairs, Taksta has instructed Rivem to attack when anyone moves into the area where the passages split to **Area 7** and **Area 8**.

Taksta will move to Rivem after one round of hearing Rivem attacking anyone. Rivem will move to **Area 6** if he hears anyone opening his chest.

## Area 8

*Crystal Room.* Passageway (south).

Rivem waits here for anyone to enter the area to the south. Should he hear anyone opening his chest, he will immediately rush out of the area and attack the person nearest the chest.

Taksta sends Rivem into this room because it appears to have some sort of healing affect on his brother's mind. Taksta has studied the crystals, but has so far been unable to determine the crystal's magical properties. If Rivem gets upset, Taksta has seen that the crystals have a calming effect.

## Valliq Crystals

The crystals in this room are rare and possess minor magical properties. Any experienced spellcaster would be interested in obtaining samples for testing with various spells. Any spell caster in the party will be able to determine that even a small amount of the crystals will have a significant value. But there are problems:

1. The crystals are extremely tough. Any non-magical weapon that strikes a crystal has a 2-in-6 chance of breaking.
2. 10 points of damage to one of the five large crystals (each about 5' tall), produces a small chip (value: 200gp). If 15 or more points of damage are done to one of the five large crystals within 24 hours, that crystal will emit a powerful blast of psychic energy that delivers 2d10 points of damage to anyone within 30' of the room. A successful **save versus breath** reduces the damage to half.
3. After two blasts of psychic energy from one or more large crystals, the crystals will disintegrate and leave nothing behind.

**Note:** The GM should determine what magical benefits a crystal may offer.

## Taksta

Taksta is a level 9 spellcaster with the following stats, abilities, and magic items:

**AC** 6 [13], **HD** 9 (24 hp), **Att** 1x  
**Ring of Flesh Change** or spell  
**THACO** 17 [+2], **MV** 120' (40'), **SV**  
D11 W12 P11 B14 S12 (9), **ML** 12  
as long as Rivem is alive,  
otherwise 8, **AL** Chaos, **NA** 1, **TT**  
See ***Ring of Flesh Change***.

**Spells** (3x level 1, 3x level 2, 3x  
level 3, 2x level 4, 1x level 5):

Suggested spells:

1st level: *charm person, magic  
missile, sleep*

2nd level: *continual light, invisibility,  
mirror image*

3rd level: *dispel magic, fireball, hold  
person*

4th level: *confusion, wall of ice*

5th level: *animate dead*

Taksta has raised Rivem from the  
dead, using a mix of dark magics  
that has created a mix of flesh  
golem and zombie (minus the  
desire to attack Taksta).

## Rivem

Rivem is half flesh golem, half  
zombie. He will not attack his  
brother, Taksta.

**AC** 8 [11], **HD** 9 (40 hp), **Att** 2x fist  
(2d8) and 1x infectious bite (1d6),  
**THACO** 12 [+7], **MV** 90' (30'), **SV**  
D11 W12 P13 B14 S14 (9), **ML** 12,  
**AL** Chaos, **NA** 1, **TT** None

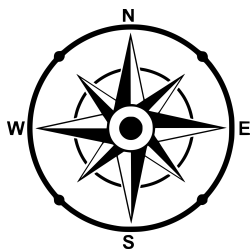
- **Mundane damage immunity** -  
only harmed by magical attacks.

- **Immunity** - not harmed by gas  
or affected by *charm, sleep, or hold*  
spells.

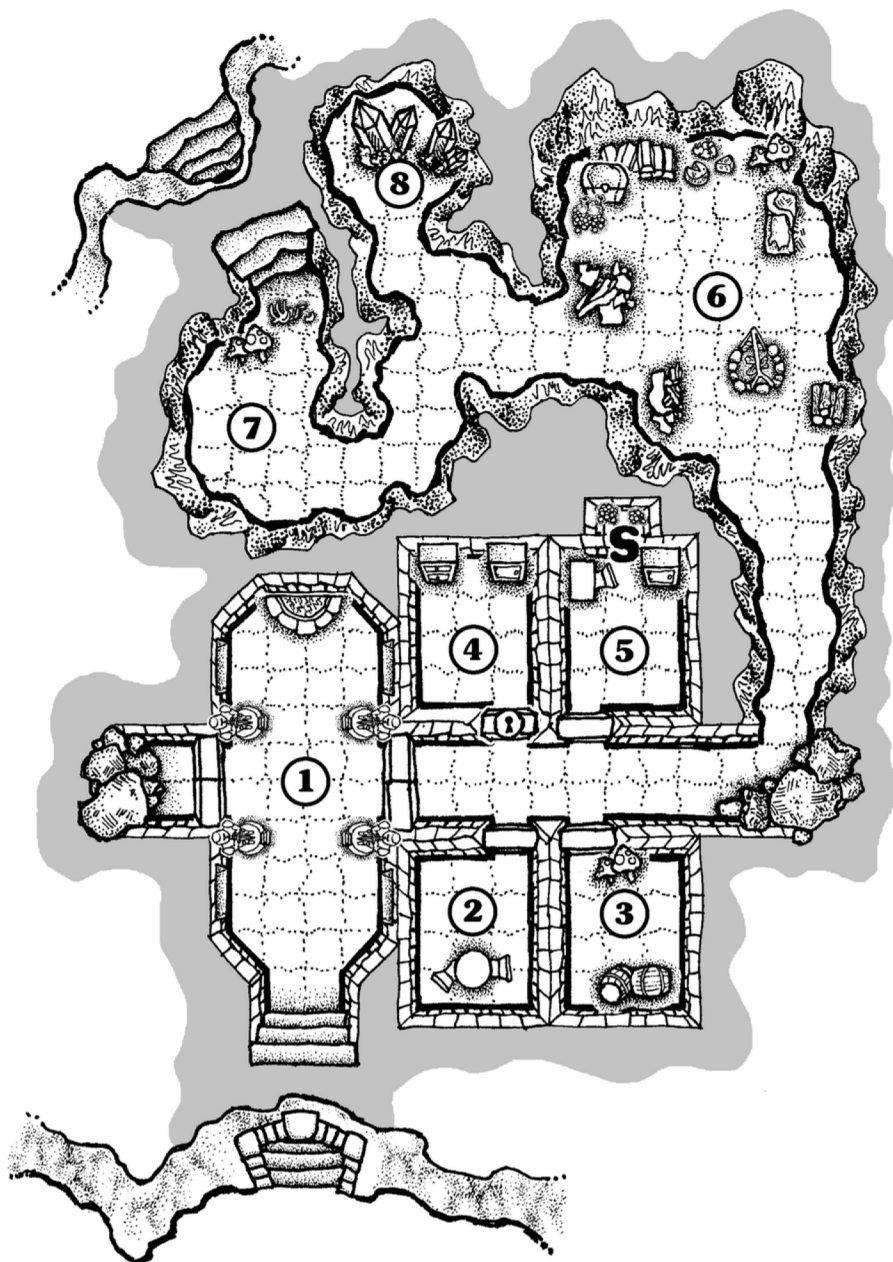
- Infectious bite - when bitten, a  
save versus poison must be made.  
On failure, target loses 1d4 hp per  
day (only magic or healing spells  
can restore lost hp, not rest) until  
dead and will then return as a  
zombie. A **cure disease** spell will  
remove the bite effect.

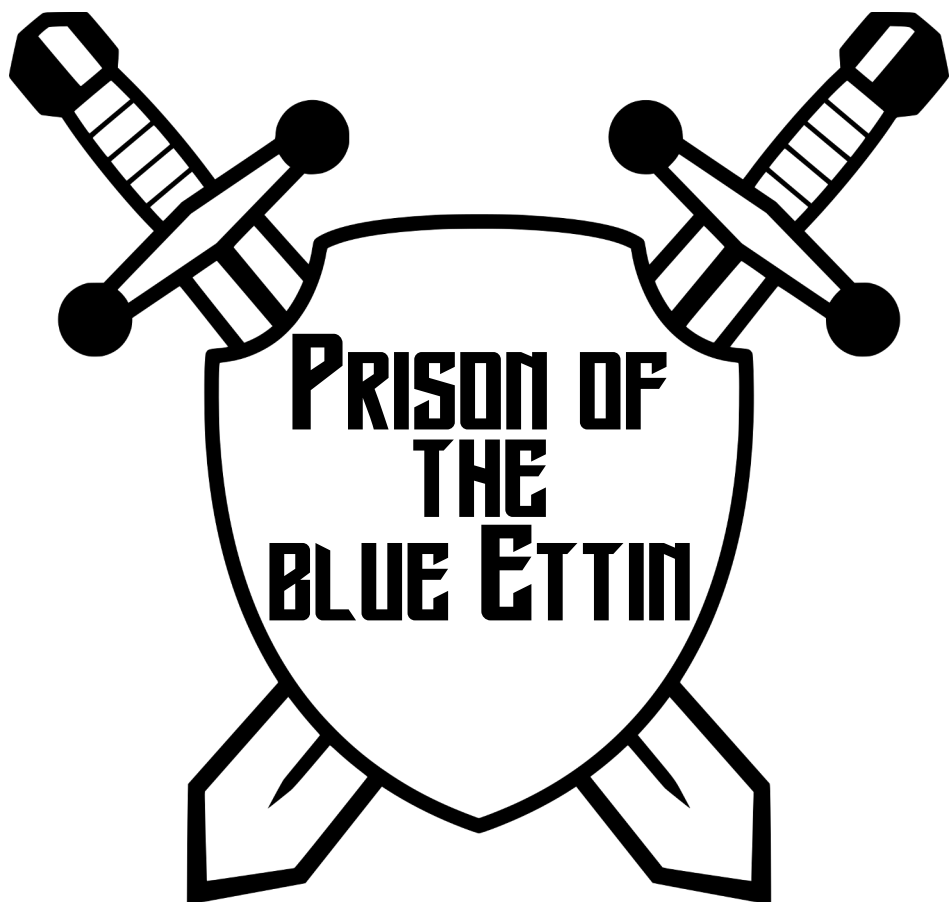
## Ring of Zombie Flesh

Twice per day, this ring can "heal"  
undead flesh, repairing up to  
1d8+4 hp of damage.



# ABOMINATION BROTHER





**An Old School Mini-Adventure  
for 4 to 6 Level 9 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*Baron Ambershore has reached his limit with the theft of cattle and the kidnapping of random farmers. A vicious gang of goblins responsible for the activity has been found and defeated, but it is the lair they were using that has the Baron worried. His warriors went in... and didn't come out. Word has spread that the Baron wants answers, and he's willing to pay for them.*

## Area 1

*Entry Hall.* Doors to west (unlocked). Doors to east (unlocked with warning). Doors to north (unlocked).

The Entry Hall is filled with old bones mixed with those of recently killed goblins.

A gang of goblins used this fortress as a prison for a special prisoner (in **Area 6**), and their shaman still makes his residence here (**Area 2**).

While the doors to the west and north are unlocked and fairly standard for wood double-doors, the double-doors to the east have an unusual warning painted on the doors in white paint.

The warning is in Common and Goblin, but the warning is different for each language.

In Common, it says **Stop!**

**Trap inside!**

In Goblin, it says **Trek Grog Yikk Seg Bleck!**

(Translated: Powerful Goblin Magicker - Death to Enter!)"

Baron Ambershore's men chose to

heed to warning and didn't investigate.

**Area 1** contains nothing of value.

## Area 2

*Goblin Shaman Quarters.* Doors to west (unlocked).

The Goblin Shaman is here and is aware of the adventurers arrival and is now invisible .

**NOTE:** *The shaman has requested additional goblin soldiers who arrive just as the adventurers enter the fortress; they will wait a bit before entering and trying to ambush the heroes. Additional goblins are on the way and will arrive just when the adventurers enter **Area 6**.*

If the adventurers enter this room and detect the invisible shaman, the creature will blow a whistle that will summon 3d6 goblins.

## Goblin Shaman

**AC** 8 [11], **HD** 3\* (9hp), **Att** 1x spell and 1x dagger (1d6), **THACO** 16 [+3], **MV** 60' (20'), **SV** D12 W13 P14 B15 S15 (9), **ML** 9, **AL** Chaos, **NA** 1, **TT** 3d6x10 gold coins

**Spells:** *magic missile, sleep, invisibility*

**Sneaky:** The goblin shaman will attempt to sneak around the adventurers to flee the fortress and send in goblin soldiers.

## Area 3

*Fresh Water Fountain.* Unlocked doors (west) to long hallway and unlocked doors to south.

The goblin gang would get its fresh water from a fountain in this room that is spring-fed. They also would fill the buckets scattered around the room and the (invisible) shaman would bring the buckets to the Blue Ettin in **Area 6**.

The fountain is fed by a spring that makes its way into the fortress via a tight tunnel that is just visible at the bottom of the fountain. A halfling or smaller would be able to fit into the tunnel and follow it for as long as they like, but air will be an issue. If any adventurer manages to make it 30 feet into the tunnel, they will discover a rare ***Wand of the Explorer*** that has been caught between two rocks, preventing the wand from being pushed into the fountain and being discovered.

## Long Hallway

The hallway between **Area 3** and **Area 6** is filled with traps. The door to **Area 6** is locked, but not trapped.

In the past, the fortress was used as a prison for non-spellcaster prisoners, and all the traps are lethal and difficult to discover.

Prisoners were led blindfolded into **Area 6** and spun around and pushed and shoved to disorient them.

**NOTE:** *The GM should place 6 traps at random locations in the hallway. Some should be triggered by a pressure plate on the floor while others should discourage anyone (especially thieves) from using the walls to move without touching the floor. The traps were disabled by the goblins after they lost a dozen of their number sent in to find all the traps. The goblins moved the drugged and sleeping Blue Ettin into **Area 6** and then enabled the traps.*

## Wand of the Explorer

Provides a number of benefits to its wielder.

- **Usage restrictions** - only usable by spellcaster (arcane)
- **Grant invisibility** - once per day, a target within 30' becomes invisible (follow spells rules).
- **Reveal secret** - once per day, a secret door or hidden compartment is revealed within 60' and line of sight.
- **Iron skin** - once per day, wielder gains +2 AC that lasts for one hour.

## Area 4

*Blue Ettin Bed.* Open corridor to **Area 6**. A secret door on the south wall.

The Blue Ettin uses this small room to sleep. Some damage on the wall is from the ettin attempting to break through the stone, but this portion of the fortress is about 10' below the surface, so the ettin was not able to escape.

The secret door is well-hidden and contains two chests that the fortress' original owners placed here, figuring prisoners would be a great deterrent to anyone moving through the prison to find their gold.

**Chest 1** contains the following:

3d6 x 100 gold coins

2d8 x 50 silver coins

4d10 x 50 copper coins

1d4 random pieces of jewelry  
(2d10+20 gold each)

**Chest 2** contains the following:

2d8 x 10 platinum coins

1x random magic ring

1d4+3 random spell scrolls

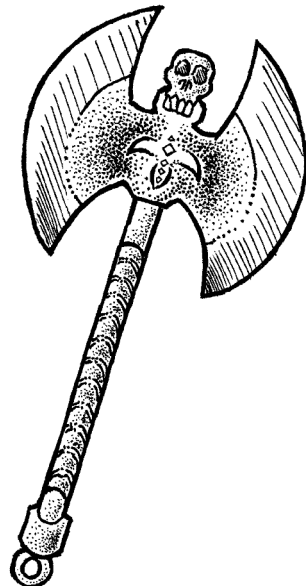
1x random magic weapon

## Area 5

*Empty Room.* Open corridor to **Area 6**.

Originally used as a place for prisoners to sleep, the remnants of a dozen bunk beds are scattered around the room, destroyed by the raging Blue Ettin when he first awoke in his new prison.

Damage on the southwest wall is from the Blue Ettin attempting to break out, but the room is below ground level (10') so the ettin finally gave up.



## Area 6

*Blue Ettin Prison.* Open corridors to **Area 4** and **Area 5**. Locked double-doors to west.

When the Blue Ettin is asleep (in **Area 4**), it is hard not to notice; both of its heads snore loud enough to be heard in the **Long Hallway**.

**NOTE:** *The goblins and goblin shaman would use this opportunity to bring in food and water, but they didn't dawdle! Even when asleep, the Blue Ettin's sense of smell is strong, and it will detect any living creature in **Area 6** after 20 seconds.*

There is a 1-in-6 chance when the adventurers reach the locked doors to **Area 6** that the Blue Ettin is asleep. Otherwise, picking the lock on the door will alert the Ettin who will run to **Area 5** and prepare to ambush the first person who reaches the center of the room.

The doors are designed to automatically close and lock after 10 seconds of not being moved or held, so if the adventurers do not block the doors from closing, after 10 seconds they will close. (The doors can be unlocked again from

the inside with a successful pick lock attempt.)

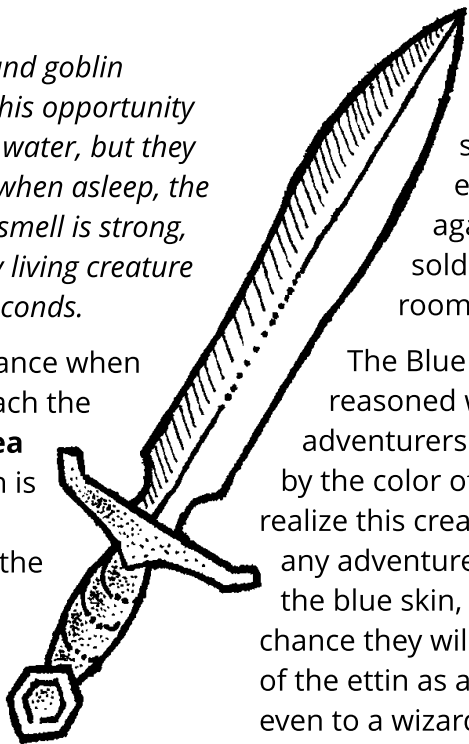
The Blue Ettin is hungry. Very hungry. It has not been fed since the Baron's soldiers entered his lair and were killed a week ago.

(The Baron's four soldiers made it to **Area 6** after some goblins fled

from them and disabled the traps in the Long Hallway - the shaman has enabled the traps again. Remains of the soldiers are all over the room.)

The Blue Ettin cannot be reasoned with, but some adventurers may be surprised by the color of its skin and realize this creature is very rare. If any adventurer inquires about the blue skin, there is a 3-in-6 chance they will realize the value of the ettin as a possible guard or even to a wizard for the creature's magical nature.

Finally, the Blue Ettin is a very capable spellcaster in addition to being a strong warrior; its language will not be understood, but any spellcaster will recognize when a spell is being cast.





# Blue Ettin

The Blue Ettin is a multi-class creature, barbarian/magic-user. It is intelligent and extremely dangerous.

**AC** 4 [15], **HD** 12\* (54hp), **Att** 2x fists (1d10+3 each) and 1x spell, **THACO** 11 [+8], **MV** 120' (40'), **SV** D6 W8 P9 B8 S10 (9), **ML** 12, **AL** Chaos, **XP** 1000 **NA** 1, **TT** None

**Value alive:** 5000 gold

**Value dead:** 1200 gold

**Surprise:** Only surprised on a roll of 1.

## Level 7 Fighter

No weapon, fists only. If an adventurer is close enough for melee combat, there is a 2-in-6 chance the Blue Ettin will use a leg instead of fists to Kick (2d10 damage).

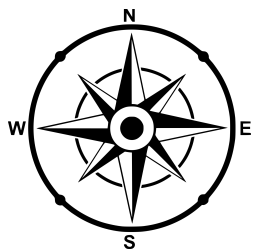
## Level 5 Magic-User

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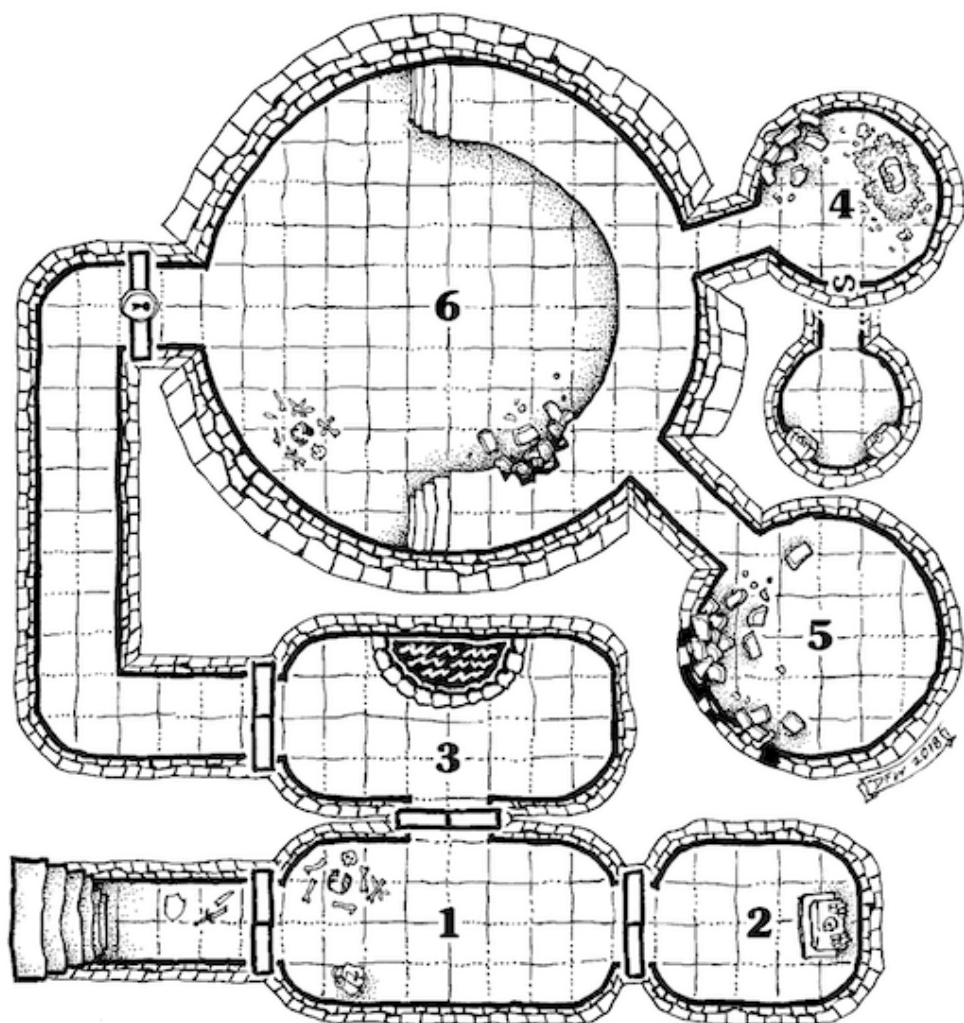
**Level 1 Spells:** *magic missile, sleep*

**Level 2 Spells:** *phantasmal force, web*

**Level 3 Spells:** *lightning bolt*



# PRISON OF THE BLUE ETTIN





**An Old School Mini-Adventure  
for 4 to 6 Level 10 PCs plus Hirelings**

**(Referees should modify stats, difficulty level, etc. as needed)**

*The location of the tomb of the infamous sorcerers Taligan and Bernis Grayscar has been found. An old childhood friend has come forward with her research and a request for your help in plundering the old wizards' resting place. The Grayscars were rumored to have hoarded a vast wealth of gold and magical items, but they were also rumored to have dabbled in the darkest of magics to guarantee eternal power...*

# The Grayscar Liches

*The secret to becoming a lich has always been a closely guarded secret, available to those sorcerers who have researched the process over a lifetime of spell study. The Grayscar brothers, however, had an unfair advantage -- they stole a book containing their master's research before he could himself attempt to obtain lichdom.*

*The Grayscar brothers wasted no time in ensuring their immortality, building a tomb deep inside a hidden crevice in the Demon's Teeth Mountains to protect their remains and hide the valuables they used to store their life energies. Only by destroying the items they used to store the energies can the Grayscar liches be fully destroyed.*

*The brothers knew, however, that tomb robbers would eventually make an appearance, no matter how well hidden their tomb. To further protect their legacy, they designed the tomb to require movement throughout the lair, putting looters at further risk from the traps and various creatures they trapped via magic to forever guard their resting place.*

*They made only one mistake during their planning; their old master had once overheard them discussing the secret crevice and after they stole his research, he made plans for a map and its discovery to occur fifty years after the brothers were entombed... and that map has now been found.*



# Area 1

*Taligan's Guard Room 1.* Stone door to east (unlocked).

Taligan and Bernis elected to use a collection of undead to guard their tomb, and this room contains the bones of two warriors they killed and used dark magics to convert to wights. A later adventurer in the tomb was reduced to Level 0 and became a wight to further protect the tomb. Additional crypts (3x) await future adventurers who are turned into wights.

There are six crypts here; the three wights who rest inside will open their respective crypts and prepare for any trespassers who enter the tomb. The wights will not leave this room, however; they are prevented by magic from leaving and are forced to protect a rare gemstone that is kept in the crypt in the southwest corner.

The gemstone (value 500gp) contains a fragment of Taligan's power, and a *detect magic* spell or similar will reveal its true nature. Likewise, any arcane spellcaster who examines the gemstone will be able to determine its function.

Shattering the gemstone will reduce Taligan's power.

Each of the wights will fight to the death; when the last wight drops below 4hp, it will reveal the secret

of the gemstone with a plea to end the lich brothers' existence. Revealing this secret destroys the final wight.

## Wight

**AC** 5 [14], **HD** 3\* (13hp), **Att** 1x touch (energy drain), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaos, **XP** 50, **NA** 3, **TT** B

**Undead:** No noise until they attack. Immune to effects that affect living (e.g. poison). Immune to mind-reading or mind-affecting spells.

**Mundane damage immunity:** Can only be harmed by silvered weapons or magic.

**Energy Drain:** A target that is touched loses one experience level (or Hit Die) as well as any benefits the drained level provides. Reduce character XP to halfway between current and former level. Target reduced to level 0 becomes a wight in 1d4 days.



## Area 2

*Bernis' Guard Room 1.* Stone door to west (unlocked).

Taligan and Bernis elected to use a collection of undead to guard their tomb, and this room contains the bones of a warrior they killed and used dark magics to convert to a wraith.

There are six crypts here; the wraith who rests inside will open its respective crypt and prepare for any trespassers who enter the tomb. The wraith will not leave this room, however; it is prevented by magic from leaving and is forced to protect a small glass vial that is kept in the middle crypt on the north wall.

The small vial contains a fragment of Bernis' power, and a *detect magic* spell or similar will reveal its true nature. Likewise, any arcane spellcaster who examines the vial will be able to determine its function.

Shattering the vial will reduce Bernis' power.

The wraith will fight to the death, but any adventurer reduced to level 0 will turn into a wraith in one day and be added as a guard to the liches' tomb.

## Wraith

**AC** 3 [16], **HD** 4\*\* (18hp), **Att** 1x touch (1d6 + energy drain), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Chaos, **XP** 175, **NA** 1, **TT** E + Ring

**Undead:** No noise until they attack. Immune to effects that affect living (e.g. poison). Immune to mind-reading or mind-affecting spells.

**Mundane damage immunity:** Can only be harmed by silvered weapons or magic.

**Damage reduction:** Half damage from silver weapons.

**Energy Drain:** A target that is touched loses one experience level (or Hit Die) as well as any benefits the drained level provides. Reduce character XP to halfway between current and former level. Target reduced to level 0 becomes a wraith in one day.

## Ring of Corruption

Once per day, the wearer may choose to touch a lawful target; target must **save versus paralysis** or take 1d4 hit points of damage and be at -1 to hit until fully healed by magical means.

## Area 3

*Taligan's Guard Room 2.* Stone door to east (unlocked).

Taligan and Bernis elected to use a collection of undead to guard their tomb, and this room contains the bones of a warrior they killed and used dark magics to convert to a spectre.

There are six crypts here; the spectre who rests inside will open its respective crypt and prepare for any trespassers who enter the tomb. The spectre will not leave this room, however; it is prevented by magic from leaving and is forced to protect a gold sundial (value 750gp) that is kept in the southwest crypt.

The gold sundial contains a fragment of Taligan's power, and a *detect magic* spell or similar will reveal its true nature. Likewise, any arcane spellcaster who examines the sundial will be able to determine its function.

Shattering the sundial will reduce Taligan's power.

The spectre will fight to the death, but any adventurer reduced to level 0 will turn into a spectre the next night and be added as a guard to the liches' tomb.

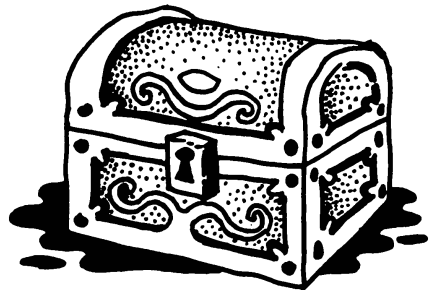
## Spectre

**AC** 2 [17], **HD** 6\*\* (27hp), **Att** 1x touch (1d8 + energy drain), **THAC0** 14 [+5], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Chaos, **XP** 800, **NA** 1, **TT** E

**Undead:** No noise until they attack. Immune to effects that affect living (e.g. poison). Immune to mind-reading or mind-affecting spells.

**Mundane damage immunity:** Can only be harmed by silvered weapons or magic.

**Energy Drain:** A target that is touched loses two experience levels (or Hit Die) as well as any benefits the drained levels provides. Reduce character XP to lowest amount for new level. Target reduced to level 0 becomes a spectre the next night.



## Area 4

*Bernis' Guard Room 2.* Stone door to east (unlocked).

Taligan and Bernis elected to use a collection of undead to guard their tomb, and this room contains the bones of two warriors they killed and used dark magics to convert to mummies.

There are six crypts here; the mummies that rest inside will open their respective crypts and prepare for any trespassers who enter the tomb. The mummies will not leave this room, however; they are prevented by magic from leaving and are forced to protect an intricate silver lantern (value 450gp) that is kept in the northeast crypt.

The silver lantern contains a fragment of Bernis' power, and a *detect magic* spell or similar will reveal its true nature. Likewise, any arcane spellcaster who examines the lantern will be able to determine its function.

Shattering the lantern will reduce Bernis' power.

The mummies will fight to the death.



## Mummy

**AC** 3 [16], **HD** 5+1\* (23hp), **Att** 1x touch (1d12 + disease), **THACO** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaos, **XP** 400, **NA** 2, **TT** D

**Undead:** No noise until they attack. Immune to effects that affect living (e.g. poison). Immune to mind-reading or mind-affecting spells.

**Damage immunity:** Can only be harmed by fire or magic. All damage reduced by half.

**Disease:** Any target hit by a mummy contracts a rotting disease. Magical healing is ineffective; natural healing is ten times slower. Disease can only be removed by magic.

**Paralyze with terror:** Anyone viewing a mummy must save versus paralysis or be paralysed with terror. This is broken when mummy attacks the target or moves out of sight.

**NOTE:** *A secret compartment exists between Area 2 and Area 4 in the outer hallway. Inside this compartment is an clay jar holding the dried heart of Bernis'. Anyone within 20' of the heart when attacked by Bernis' gains +2 against all saving throws and +2 to hit the lich.*



## Area 5 and Area 6

*Lich Brothers' Special Guard Hall.* Hallway encircles **Area 7**. Stone door (intact) to south (leading to **Area 7**). The damaged stone door to south reveals **Area 7**.

Taligan and Bernis elected to use a collection of undead to guard their tomb, and these two hallways contain the crypts of 16 **Guardian Skeletons**.

The guardian skeletons that rest inside will open their respective crypts and prepare for any trespassers who enter **Area 5** or **Area 6**. The skeletons will not leave **Area 5** or **Area 6**, however; they are prevented by magic from leaving. They will attempt to surround a party by dividing up and moving around the hallway in order to attack from both directions.

The skeletons will fight to the death.

**NOTE:** *A secret compartment exists in the southwest outer wall in **Area 5**. Inside this compartment are two clay jars. One holds the dried heart of Taligan and the other his hardened brain. Anyone within 20' of the heart when attacked by Taligan gains +2 against all saving throws and +2 to hit the lich. Destroying Taligan's brain creates a 1-in-6 chance each time Taligan*

*attacks that it will attack its brother (Bernis). Anyone holding the brain will be the sole target of Taligan until the brain is destroyed or dropped.*

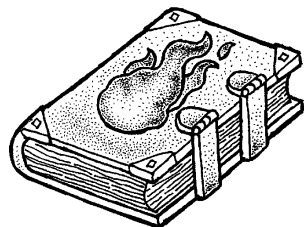
## Guardian Skeleton

**AC** 6 [13], **HD** 2\* (9hp), **Att** 1x weapon (1d6) or spell, **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaos, **XP** 15, **NA** 16, **TT** None

**Undead:** No noise until they attack. Immune to effects that affect living (e.g. poison). Immune to mind-reading or mind-affecting spells.

**Former Arcane Caster:** A guardian skeleton was once a novice spellcaster. It can cast magic missile once per day.

**NOTE:** *Inside the skull of a guardian skeleton is a single gemstone used to provide the skeleton with the ability to cast a single spell once per day. When the guardian skeleton is destroyed, there is a 1-in-6 chance the gemstone will be destroyed; otherwise, the gemstone is worth 100gp to any chaotic arcane spellcaster.*



## Area 7

*The Liches' Crypts.* Stone door (intact) to north (leading to **Area 5** and **Area 6**). The damaged stone door to north reveals **Area 5** and **Area 6**.

The crypts for Taligan and Bernis rest, side by side, at the southern end of this room. Behind each crypt is a single wood chest.

After the first person enters this room, it will take 30 seconds for the two lich brothers to teleport in to face off with the trespassers.

The lich brothers became liches at an early stage in their studies, so they are not quite as powerful as a standard lich and have a few weaknesses.

The liches are unconcerned about the contents of the chests; they are, however, protective of the crypts that each contain a single fine gemstone (1000gp) holding what remains of their magical essence. Destroying these **soul gemstones** (10hp each) will severely reduce their power and allow them to be completely destroyed when reduced to 0 hp.

Every time a lich is reduced to 0 hp but its respective **soul gemstone** is not destroyed, that lich will return at half hp in sixty seconds.

The liches' hearts have been

hidden in secret locations in the crypt (see previous **NOTES**). If these hearts are carried by an individual, any living creatures within 20' of that heart are at +2 to hit the lich and +2 for all savings throws required by a lich's spells/magic. Note also that if Taligan's brain is in the possession of anyone in his line of sight, that person will become the sole target of Taligan until the brain is dropped or destroyed.

Destroying Taligan's brain creates a 1-in-6 chance that each time Taligan attacks that it will attack its brother (Bernis).

Each chest contains Treasure Type A **PLUS** the following:

1d4+4 random spell scrolls

1d4 vials of poison

1x random magical ring

1x random wand



## Taligan Grayscar

The older brother of the pair, Taligan will sacrifice his brother without hesitation if he feels it will help him survive longer.

**AC** 2 [17], **HD** 9\*\*\* (40hp), **Att** 1x touch (1d8 + paralysis), **THACO** 13 [+6], **MV** 60' (20'), **SV** D9 W10 P10 B10 S9 (9), **ML** 12, **AL** Chaos, **XP** 3000 **NA** 1, **TT** A + see **Area 7**

**Undead:** No noise until they attack. Immune to effects that affect living (e.g. poison). Immune to mind-reading or mind-affecting spells.

**Aura of fear:** All viewing a lich must **save versus spells** or flee for 1d6 turns. Characters above 4th level (4HD) are immune.

**Mundane damage immunity:** Can only be harmed by magical attacks.

**Magic immunity:** Immune to magic causing polymorph, insanity or death.

**Arcane spells:** Casts spells as a 9th level magic-user.

**Paralysing Touch:** Chill touch causes paralysis for 3 turns (**save versus paralysis**).

## Bernis Grayscar

The younger brother, Bernis is often the target of his brother's rage in their undead existence.

**AC** 3 [14], **HD** 8\*\*\* (34hp), **Att** 1x touch (1d8 + paralysis), **THACO** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P11 B11 S10 (8), **ML** 12, **AL** Chaos, **XP** 2500 **NA** 1, **TT** A + see **Area 7**

**Undead:** No noise until they attack. Immune to effects that affect living (e.g. poison). Immune to mind-reading or mind-affecting spells.

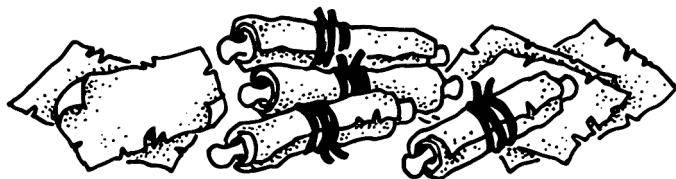
**Aura of fear:** All viewing a lich must **save versus spells** or flee for 1d6 turns. Characters above 4th level (4HD) are immune.

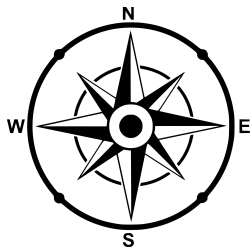
**Mundane damage immunity:** Can only be harmed by magical attacks.

**Magic immunity:** Immune to magic causing polymorph, insanity or death.

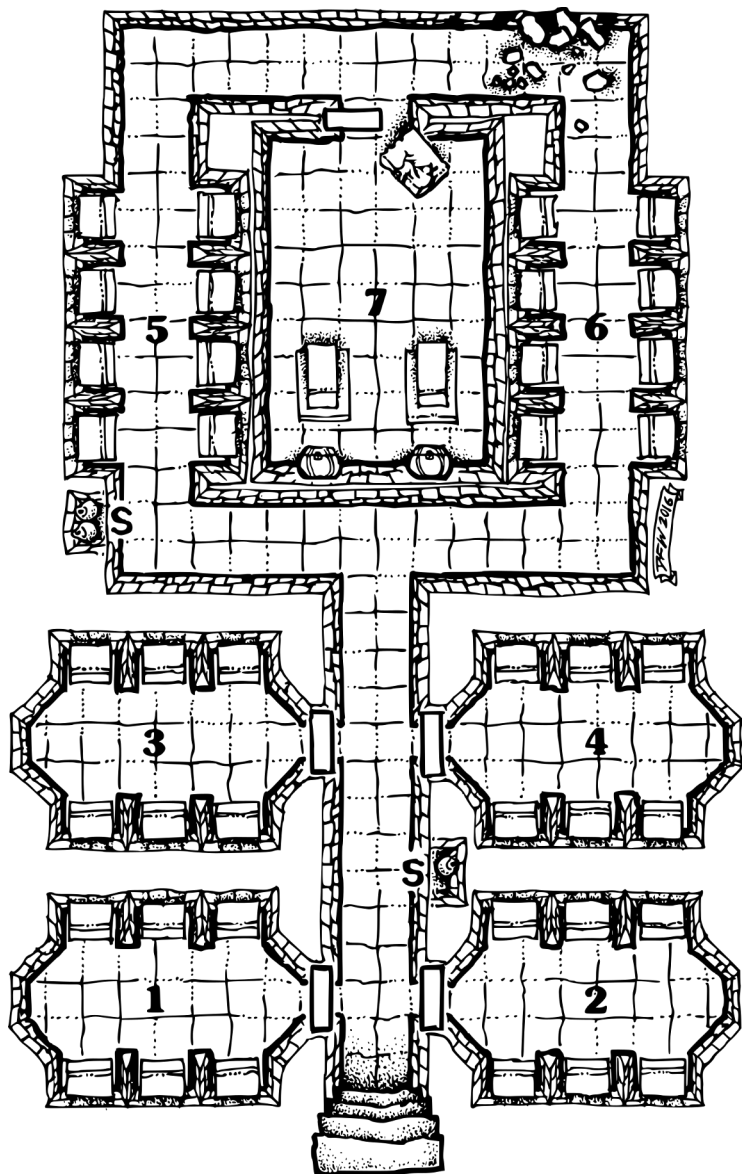
**Arcane spells:** Casts spells as a 7th level magic-user.

**Paralysing Touch:** Chill touch causes paralysis for 2 turns (**save versus paralysis**).





# LAIR OF THE GRAYSCAR LICHES



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