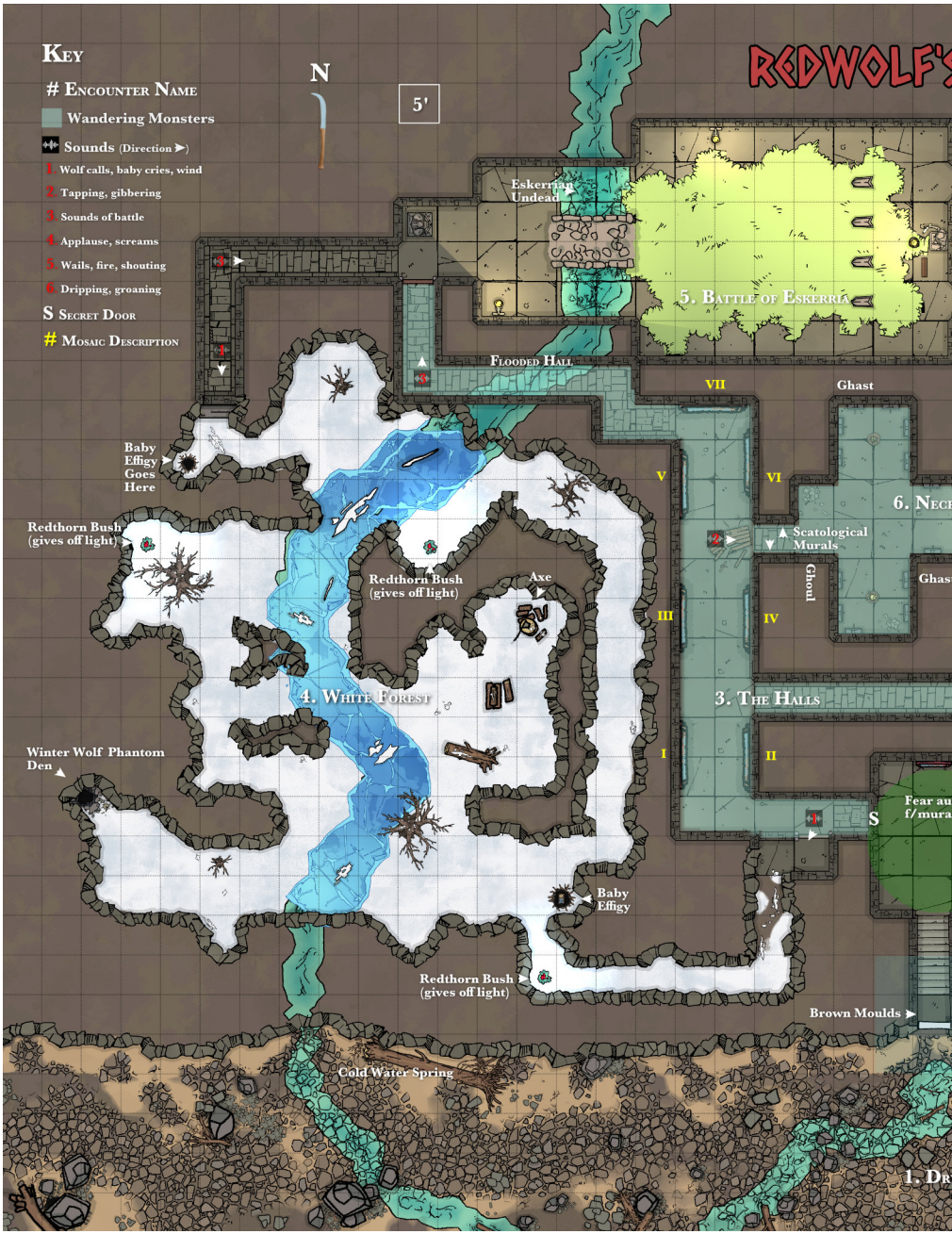
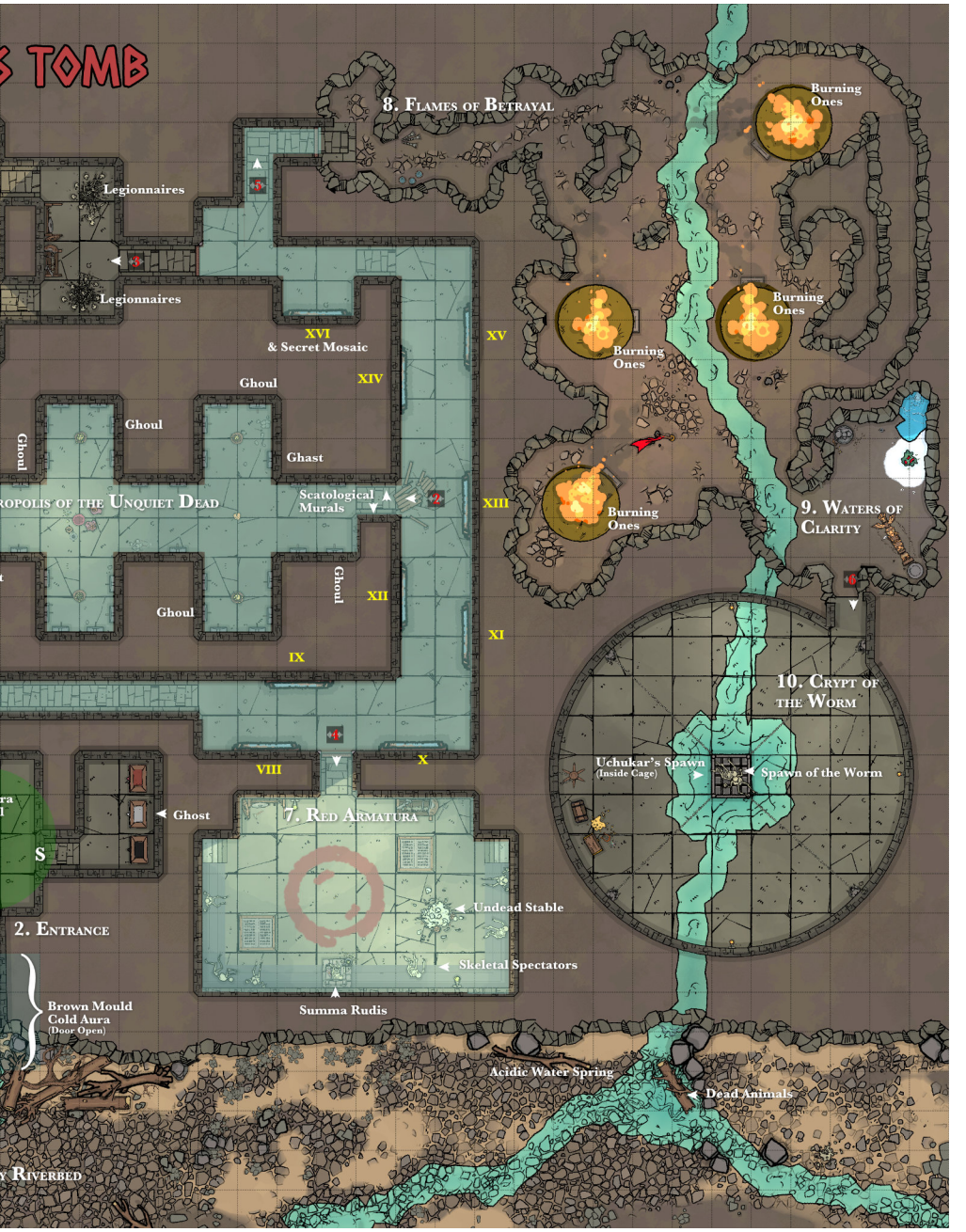
Old Scroll

APRIL 2021



REDWOLF'S TOMB


Key
Encounter Name
Wandering Monsters
Sounds (Direction ➤)
1. Wolf calls, baby cries, wind
2. Tapping, gibbering
3. Sounds of battle
4. Applause, screams
5. Wails, fire, shouting
6. Dripping, groaning
S Secret Door
Mosaic Description
N
5'
REDWOLF'S
Eskerrian Undead
5. Battle of Eskerria
Flooded Hall
VII
Ghast
Baby Effigy Goes Here
V
VI
6. Nech
Redthorn Bush (gives off light)
Scatological Murals
Ghoul
Ghas
Redthorn Bush (gives off light)
Axe
III
IV
4. White Forest
3. The Halls
Winter Wolf Phantom Den
I
II
Fear au f/mura
S
Baby Effigy
Redthorn Bush (gives off light)
Brown Moulds
Cold Water Spring
1. Dr


S TOMB
8. Flames of Betrayal
Burning Ones
Legionnaires
Legionnaires
XVI
& Secret Mosaic
XV
Burning Ones
Burning Ones
Ghoul
XIV
Ghoul
Ghoul
Ghast
ROPOLIS OF THE UNQUIET DEAD
Scatological Murals
XIII
Burning Ones
9. Waters of Clarity
Ghoul
XII
Ghoul
XI
IX
10. Crypt of the Worm
Uchukar's Spawn
(Inside Cage)
Spawn of the Worm
VIII
X
Ghost
7. Red Armatura
S
Undead Stable
2. Entrance
Skeletal Spectators
Summa Rudis
Brown Mould
Cold Aura
(Door Open)
Acidic Water Spring
Dead Animals
Y RIVERBED

Welcome to Old Scroll

Author's Notes

Old Scroll 'zine is dedicated to OSR gaming, featuring the **Old School Essentials** (OSE) ruleset.

This first issue delves into **Redwolf's Tomb,** a new adventure for OSE which can be placed in any game setting. This module could be used as a location in a hex crawl, or a two or three session diversion. Once run, it could be expanded into other adventures depending upon the players' interest in the story hooks presented within. Every effort has been made to allow a referee to easily integrate the adventure's background, NPCs names, genders, etc. into an ongoing game.

I hope you enjoy the 'zine and come back for more.

–Wayne

KISMET GAMES

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*These monsters from **Old School Essentials** have abbreviated write-ups for ease of reference (omitting TT, etc.) See **OSE Monsters** for full versions.

REDWOLF'S TOMB

Introduction

It's mid-afternoon on your trek down an ancient, but now seldom-used mountain roadway. You're crossing an old stone bridge with three archways over a mostly dry river. The far side of the bridge fits between two sheer cliffs towering above you. The riverbed here is broken into rock shelves — like the steps in a titan's home dropping away towards the sea. As you get to the midpoint of the bridge a flat boulder catches your eye, it's nestled where the river bottom meets the steep cliff face. It's perfectly round, formed of starkly white stone, wider than a man is tall and fitted to the wall like a giant plug. Normally it would be hidden deep under one of the river channels — whatever lowered the water level has left it exposed. Carved onto the outside, but nearly worn away you see an image of a wolf leaping over a spear. That's the symbol for ***Redwolf*** *the conqueror, the greatest barbarian queen of her age. Could this be her lost tomb?*

Legend tells that she led her tribe, the ***Atun-Kor****, in a guerrilla war against the military might of the city-state of* ***Invicta****. Famed because of her military genius, she infamously looted Invicta itself — carrying off vast sums of plunder. Tragically, she was said to have died from her wounds not long after this great victory. She was so beloved by her people, the Atun-Kor, they buried her in some hidden spot and heaped the lion's share of the treasure upon her grave.*

The tomb consists of several chambers designed to celebrate defining moments from Redwolf's life: how she got her name, her success as a general, and the sack of Invicta. Yet, the tomb is not a place of rest. The war, bloodshed and betrayal between the haughty Invictans and fierce Atun-Kor continues within the crypt. Opening the tomb may release these back into the world.

Old School Rules & Advanced Options

The adventure uses **Old-School Essentials** (OSE) rules. But any OSR game of the B/X rules family, or similar old-school games will work with little or no modification. All monsters have their full write-ups, but some magical items and rules material comes from these OSE books which the referee may want at hand:

- **Old School Essentials Core Rules**
- **OSE Classic Fantasy: Cleric and Magic-User Spells**
- **OSE Advanced Fantasy: Reference Booklet**
- **OSE Advanced Fantasy: Treasures**
- **Old-School Essentials Advanced Fantasy Player's Tome/Referee's Tome** (Suggested OSE Advanced Fantasy options: limits on turning undead, secondary skills.)

Character Levels of 4-7

This adventure was written with expert level characters in mind. Like other OSR adventures, not all encounters are balanced to the characters' abilities. Mere force will likely get the characters killed or permanently impaired. Smart play, attention to clues and storyline will improve the PC's chances.

The playtest used XP rather than levels. PCs started with 16.5k (half for retainers). Most PCs were between 4th and 5th level.

Background

Redwolf was a warrior of the Atun-Kor tribe who rose from mercenary levee to a general in the Invictan legions. She not only mastered their arts of war, but also became a patron of their science and engineering, eventually becoming a citizen and general. During a prolonged famine brought on by a drought, the Invictan **King Nientes** increased the Atun-Kor's tribute of food and money — casting the tribe into starvation. The tribe rebelled, and Nientes sent Redwolf to put down the rebellion.

Confronted by her people's plight, Redwolf rebelled against Nientes. With this spark, a general rebellion spread among other Invictan client states. The Atun-Kor crowned her queen and Redwolf's army grew quickly under her banner: a red wolf leaping over an Invictan spear. The war raged for years, but eventually Invicta itself was sacked, but here the truth diverges from the legend. Redwolf did not die of her injuries sacking Invicta. She was cursed by Invictan blood magic. She died from the curse days later, but for her, death was not the end.

Invictan myth's most despised demon prince was **Uchukar the Insatiable**, a loathsome carrion eater. Perhaps it was the famine that brought the demon's name to the Invictan high priest's mind. As the walls of sacred Invicta were breached, as Redwolf's horde descended upon Invicta, the high priest came to King Nientes offering a costly last act of revenge against Redwolf and the Atun-Kor. The priest' spell required a precious ingredient, the king's blood.

The priest bound the demon Uchukar to the living king's blood. King Nientes then challenged his erstwhile general to brave but hopeless personal combat; he was no match for the warrior queen. When Nientes' blood spattered over the



hands of Redwolf, the curse flowed into her veins. From that moment on, only human blood would slake Redwolf's thirst, only human flesh would appease her hunger. Within three days, Redwolf, mad from hunger, began attacking her family and court. In a desperate act, Redwolf's own son drove a spear through his mother's heart. Death was the final preparation for Uchukar's vessel. What arose the next night was more demon than human.

Somehow the guard managed to chain their queen's body. The mockery of all that was Redwolf was locked away. Her loyal servants, honor guard, and a host of Invictan nobles (now slaves) slipped away from the conquered city bearing the body of their hero, and carrying away the most precious booty, the body of Nientes and the **Regalia of Invicta**. Without the regalia, no true king of Invicta could ever sit on its alabaster throne. The cunning engineers that served Redwolf came up with a plan to seal away their shame and horror. It took months, but they built a cofferdam in the river, and prepared the rooms and traps for her tomb. Once finished, they sealed themselves inside and triggered the collapse of the cofferdam, erasing their efforts from view, and all knowledge of Redwolf's Tomb.

Questions

Ask these of the table if you would like their help with the lore.

- Who or what now resides in the ruins of the city-state of Invicta?
- Does the Atun-Kor tribe still exist? Where are they now?
- Why were the gods of Invicta so feared?

Redwolf Rumors (d6)

Additionally, PCs may have heard these rumors about Redwolf.

1. Soon after Redwolf's death, her people were struck with a plague; pyres of their dead lit the night sky.
2. It is said that half of the wealth of Invicta was buried with Redwolf. (False)
3. Many of the nobility of Invicta were carried off from the battle and buried alive with Redwolf.
4. Redwolf was once a general of a Invictan Legion, who rebelled after she was asked to slaughter her own people, the Atun-Kor.
5. Ask one of the players to describe some fabled non-magical gem or jewelry, replace one of the treasures below with that item.
6. Redwolf's honor guard and advisors created a secret tomb. They committed suicide after the task was done to ensure that no one would find the tomb. (False)

Integrating the Adventure

While the adventure assumes the PCs stumble upon the tomb, it will have maximum impact (and fun) if the referee spends some time thinking about these issues beforehand:

►**The dry riverbed** could be due to a terrible drought upriver, or some other natural (or unnatural phenomenon) that diverted most of the water and revealed the tomb entrance: an earthquake, a dam, pissed off river god, etc. A canny referee can set this up in a preceding adventure with hints of whatever phenomena may have caused the river to run dry temporarily.

►**Background knowledge is key.** It is imperative that PCs recognize the potential value of their find. Do not rely entirely on PC die rolls to impart the backstory and the tales of fabulous wealth buried within.

►**Make it your own.** The module was written with historical and genre tropes to make customization easy. You should change the lore presented here to best fit the history and legends of your world. Along those lines, please change gender identities and cultural cognates to best fit the culture of your table. Here is a list of the essential terms you may wish to modify:

- **Invicta/Invictan:** a rich city-state, with a powerful army that once dominated a nearby area of your world. (Yes, Rome is the archetype.)
- **Atun-Kor:** A barbarian tribe (Goths, Vandals, etc.) that was a tributary of Invicta, but eventually threw off that status and destroyed their masters, the Invictan state.
- **Redwolf:** a barbarian leader, once in service to Invicta; eventually led her people to freedom and vengeance (Boudicca and Alaric were both inspirations).
- **Nientes:** the last king of Invicta. Skilled politician and hero in their (and his own) eyes.
- **Uchukar the Insatiable:** a demonic spirit associated with worms, carrion, cannibalistic appetites.

►**Tick, tock, drip, drop.** The PCs must act now. They should realize that the tomb entrance will not be available for long, and once covered by a fast-moving river, it will be lost to them. Even if they had the time to martial

more resources, word spreading of this find will bring other treasure hunters — in fact who is to say that others are not already hastening to the site? Consider having the PCs perceive rain upriver, and let them see that the water is once again beginning to trickle down, then have it start to rain. Perhaps they find evidence that others have tried removing the covering stone recently. In short, let them know that they are on the clock and it is ticking...

►**Alternate Opening:** Instead of seeing the door to the tomb, what if the party first discovers the trail of a rival group of tomb raiders, who have been stymied by the door? This group has marked a trail that leads the PCs to the tomb entrance.

►**Get to it:** The PCs have been searching for Redwolf's tomb. Ask half the group to come up with the false leads, and dead ends that almost thwarted them. Have the others explain what breakthrough or stroke of luck brought them to the entrance. (A good way to start a one-shot or con game.)

The Regalia of Ancient Invicta

The regalia of Invicta includes two pieces. They are non-magical but hold immense cultural value to any who know of their past. Only the possessor of these two items could be said to be the Ruler of Invicta. Characters who know of history or politics may be aware of this significance. When sold to the right dealer, they could be worth a fortune. They may even be more valuable as a political or social tool.

►**Fasces:** this is a bundle of rods, secured around a gold-plated, single-bladed axe. To the Invictans it was a symbol of their state's unity and power. The rods representing the unity of the people, the axe representing the power of the state (200gp materials, ~2000gp extrinsic value). This lies in **The Battle of Eskerria**.

►**The Crown:** This crown features stylized laurel leaves of gold and mistletoe berries of pearl (300gp materials, ~3000gp extrinsic value). This is on Redwolf's head in the **Crypt of the Worm**.

Extending the Adventure

Return of the regalia: What if there is an heir of the Invictan royal line?

Destiny: What if one of the PCs are actually descendants of the Atun-Kor or the Invictans? (Both?)

Ruins of Invicta: Are there still "empire makers" among them?

Remnants of the Atun-Kor: Did they use the knowledge/science of the Invicta to make themselves bigger/better? Or did they self-destruct?

The Wolf Guard: A secret sect of Atun-Kor regularly returns to the tomb to prevent its discovery and enact revenge upon any who plunder it. Will the Wolf Guard attack the PCs to prevent their entrance? Will they track down its defilers? How will they respond if the PCs manage to lay Redwolf to rest?

Technology: Do either the descendants of the Atun-Kor or Invictans have some sort of interesting tech that they extrapolated from Invictan creations now lost? (What if someone had continued improving the science of aqueducts? How would that have changed civilization?)

Spirit of Redwolf: Should the players free the spirit of Redwolf, her spirit will appear before the players and thank them for their sacrifice. She may reward them with information concerning the location of other treasure spoils from the Atun-Kor, or the location of treasure hidden in her old villa in Invicta (see Redwolf's spear). She may ask the PC to cremate her corpse, and/or take it back to her tribe, if the Atun-Kor still exist.

The Tomb

Illumination: Some rooms have torches, candles or braziers that burn with heatless, magical flame. These fixtures are not removable. Otherwise, there is no illumination.

Construction: Except for two natural caverns, the rest of the tomb was carved from living stone, most rooms are 10' tall, hallways are domed. The stone is flecked with quartz, giving off odd flashes of light

Doors: unless noted, doors are made of iron-bound oak and are not locked.

Bone piles: most of the skeletal defenders lie as piles of bone and gear until they react to the presence of tomb robbers — eerily reassembling themselves for battle.

Searching: A rough estimate for how long it would take *one* PC to search an area, based on 10' x 10' section taking 1 turn.

Current Inhabitants

The tomb contains several types of undead and supernatural creatures, the most important being the demon-possessed body of Redwolf and Nientes' spirit tied to his abandoned skull.

- 2 Brown Moulds (N)
- 8 Burning Ones (R)
- 1 Fettered Spirit (King Nientes) (I)
- 6 Ghouls (I)
- 3 Ghasts (I)
- 2 Winter Wolf Phantoms (N)
- 16 Skeletons (N)
- 2 Insatiable Ones (U)
- 4 Infected Stirges (U/N)
- 1 Summa Rudis (I)
- 1 Uchukar's Spawn (Redwolf) (U)
- 6 Zombies

Factions

►**Neutral forces** (N): These creatures are completely mindless or not affiliated with any of the factions.

►**The Invictan dead** (I): Many years after the tomb was completed and sealed, the Invictan nobles used to build the crypt were entombed alive in the necropolis (ghouls and ghasts), along with King Nientes' head rose again as undead. Nientes desperately hates Redwolf and wishes to see a new Invictan kingdom rise.

►**Uchukar** (U): The demon's power animates Redwolf's body, but also exists in her guard, the **insatiable ones**, and a flock of infected stirges found roaming the tomb. Uchukar itself is hateful, evil and cannibalistic. Once its victims are destroyed, its influence is defeated.

►**The Atun-Kor/Redwolf** (R): Redwolf's spirit is still tied to her body, though her body is controlled by Uchukar's curse.

2 Brown Mould Patches

AC No hit roll required, **HD** 2* (8, 10 hp), **Att** None, **THAC0** 18 [+1], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25

►**Cold aura:** The area around a brown mould is noticeably cooler than average.

►**Area:** Each 10 square feet (e.g. 2'×5') covered in brown mould is treated as one "individual".

►**Immunity**: Unharmed by all attacks but magical cold.

►**Heat drain:** Any creature within 5' of the mould suffers 1d8 damage per round.

►**Multiplication:** Fire within 5' causes the mould to grow rapidly. Burning torch: 2 × size, burning oil: 4 × size, fire ball: 8 × size. Multiplication takes one round.

1. Dry Riverbed

Even during droughts riverbeds are rarely completely dry. This one is no exception. Small rivulets from underground springs dot the verge, boulders and trees are still jammed against rocks.

Northern bank: is a sheer cliff face dozens of feet high.

Western (cold) stream: This shallow stream is incredibly cold and refreshing. The water spouts from several thin fissures in the rock face.

Eastern (acidic) stream: this water is acrid and will burn a PCs hand (1d3 damage) where it spouts from the cliff face. The stream is less than a foot thick, but deepens into a channel about 3 feet deep where it mixes with non-acidic water flowing from above. Skeletal remains of poisoned animals dot the bottom of the stream bed.

Concrete slab: this ancient Invictan technology seals the tomb.

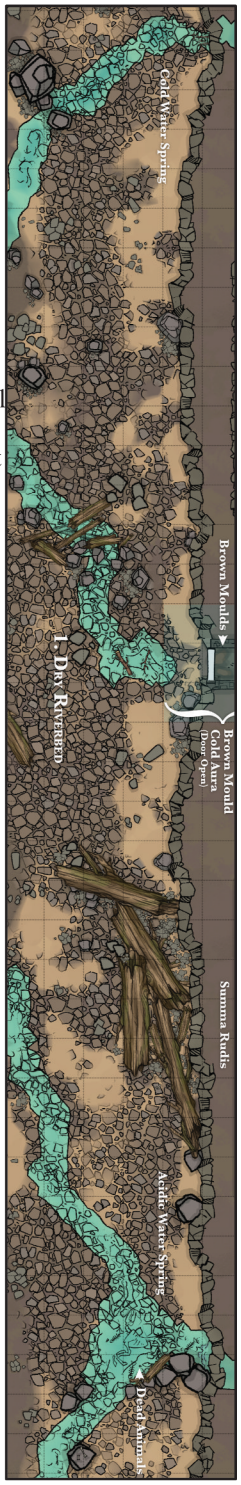
Embossed image of a wolf leaping over a spear decorates the slab, marking the tomb as Redwolf's (see below).

Cold (covered in a thin rime of ice due to the brown mould).

►**Moving the slab:** The inset slab requires some kind of pry bar or other tool and a cumulative STR bonus of at least 4.

►**Breaking the slab:** Takes 6 turns. Cumulative STR bonuses reduce this time. (Minimum 2 turns.)

►**Disturbing the mould:** Destroying the door is enough to bring PCs into the brown mould's heat drain. Two patches of brown mould reside in the first 5' of the short hallway to **the entrance**.





2. The Entrance

15' x 25' room's floor lies just at the normal water level. Should the door and seal be broken when the river is at its regular level, it will be flooded. The stairs will be below water.

A colorful mosaic on the floor re-creates the image of the red wolf leaping a golden spear. The spearpoint points to the west, the wolf looks to the east.

Memento Mori mosaic on the north wall (p.5).

►**Fear aura:** Those viewing the mural within 20' see their own face eaten by worms and must save versus spells or flee for 1 turn (meaning they are likely to pass back through the brown mould again). (PCs with the correct knowledge of Invictan lore may recognize Uchukar.)

►**Full search:** 3 turns

►**Secret doors:** 3" of plaster covers these iron-bound doors (east and West) and must be scraped away. Neither are locked. Any search for secret entrances reveals the eastern secret door to the false treasury, as the plaster here is poorly finished on purpose. (The referee may choose to reveal this deception to a PC with experience in this kind of lore.) The west door reveals a hallway that turns north.

The False Treasury

This room contains a small portion of the treasure - with the hopes that would-be grave robbers will find the gold and leave, or die by its trap. At the back are three chests: red, black, and white. As further insult to the Invictan king, his head was tossed into one of the chests as an afterthought. It has since attracted his spirit.

►**Trap:** The bottom of the red chest is attached to the trap's trigger. If the chest is emptied of its contents or



moved, it will cause a 1' thick stone slab to drop on the inside of the doorway, trapping robbers inside.

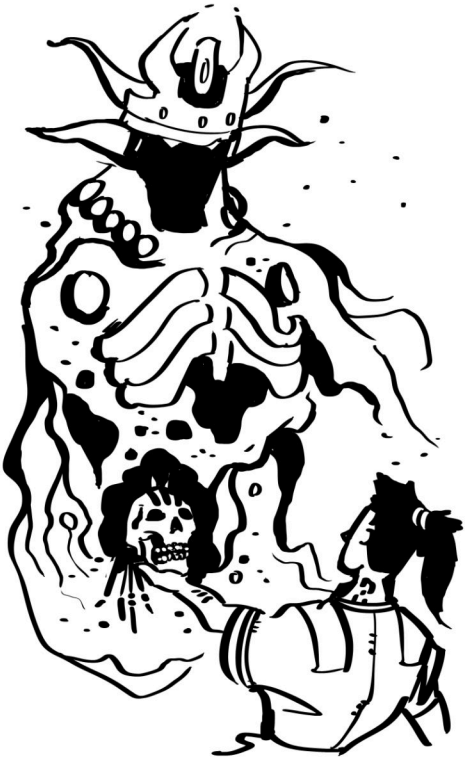
►**Red chest:** Painted with scenes of fine dining. 20 Gold-chased plates worth 10gp each, silver cutlery worth 100gp total, 20 jeweled goblets worth 20gp each. Small chest of 300cp and 2 Invictan execration figurines.

►**Black chest:** Engraved with scenes of hunting. Bag of 1000cp, potion of water breathing (as the 3rd level wizard spell), and potion of Levitation (both labeled in Invictan).

►**White chest:** The chest has an engraved Invictan gravestone maker and is crudely white-washed. It contains 50gp and the severed and partially mummified head of Nientes, last king of Invicta. A copper piece has been nailed over each eye.

►**Full search:** 1 turn

►**Head of Nientes**: When the white chest is opened, the spirit will flow from the mouth of the severed head but will not use its fearful shriek or other attacks unless threatened. The spirit will appeal to the grave robbers, even help them despoil the tomb of his hated slayer if they promise to return the head and regalia to a consecrated Invictan burial ground or be given to one of Nientes' heirs. The spirit will require the tomb robbers to always



carry the head and the regalia (once found). If the robbers damage or abandon either the head or the regalia, it will appear and attack. If they try to back out of the deal, he will possess one of the party.

►**Nientes' help:** Generally speaking, the spirit will not fight for the PCs. Presenting Nientes' head to any undead of the Invictan faction will cause these undead to behave as if turned, though they will retreat out of respect and awe, not fear. Nientes does not know the tomb's layout, but may give some lore (always casting Redwolf in the worst light, of course); the amount of help is up to the DM.

►**Nientes' favorite:** Should the referee wish, it's possible that one of the human PCs could be of Invictan blood, or even a descendant of Nientes. If so, Nientes may recognize this, showering them with praise and seeking to recruit them to his cause. This will have major implications to the ultimate conflict. See **Waters of Clarity** (p.25) for more.

Fettered Spirit of Nientes, Last King of Invicta

Translucent spirit of a purple-robed king, wearing a crown, whose face is always cast in shadow. A tendril of mist connects its transparent form to its skull.

AC 2 [17], **HD** 8*** (36hp), **Att** 1 × touch (WIS drain) or possession, **THAC0** 12 [+7], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Neutral, **XP** 2,300

►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

►**Mundane damage immunity:** Only harmed by silver weapons or magic.

►**Fearful Shriek:** When a fettered spirit howls in rage, all must save spells or flee at maximum speed for 1d4 rounds. There is also a 50% chance of dropping held items.

►**Will draining touch:** Victim is drained of 1d4 points of WIS. If reduced below 3 WIS the victim heedlessly obeys the spirit. If reduced to 0 WIS, the victim dies.

►**Possession:** A victim within 60' must save versus spells or become possessed. When possessing a victim, the spirit disappears.

►**Possessed victims:** The spirit gains full control over the victim's body, but is not able to make the victim cast spells.

►**Fettered:** If destroyed, a fettered spirit reappears beside its skull in 1d4 turns. If its skull is destroyed, the spirit cannot respawn. It cannot move more than 20' from its skull, unless possessing another.

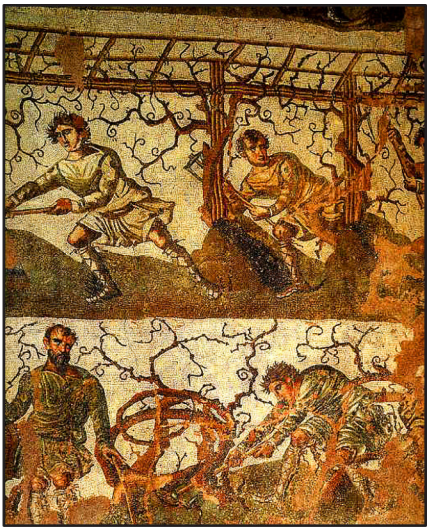
3. The Halls

As the main thoroughfares, they are the most common places (other than the **Red Armatura**) where wandering monsters will be encountered.

Ceilings of the galleries are white.

Sounds: The referee map lists the common location and types of sounds, giving some hints to room contents.

Mosaic galleries: The halls also tell the story of Redwolf via 16 large mosaics fitted into the walls. (The pictures of mosaics found in this section are here to illustrate the style to the referee, aiding their descriptions, not the exact contents of the works.)



Random Events

2-in-6 chance every two turns. See the referee map for more info.

1. **Undead mob one:** 2 Zombies, 1 Ghoul, 1 Ghast. The ghast will likely be found in the middle of the mob.
2. **Undead mob two:** 3 Zombies, 2 Ghouls. The ghouls, somehow remembering their old lives often pick at and arrange their once fine Invictan robes.
3. **1d4 infected stirges** dive from the ceiling or fly at them from down one of the hallways.
4. **Spectral images of Invictan nobles** excavating the tomb, their hands bleeding, robes streaked with sweat and blood.
5. **Spectral images of robed Invictan nobles** with bloody mouths holding human body parts being set on fire.
6. **Water dripping from the roof** or seeping from the wall (hinting that the river is beginning to rise).

The River Clock (Optional)

One way to put pressure on the players to move through the adventure quickly is to use triggered random events to remind the players that the river is rising – possibly cutting off their only known means of egress from the tomb.

If any of the **random event** numbers is rolled a second time, substitute any of these:

1. **Puddles** appear in hallways as the water begins seeping in from below.
2. **Streams** in **Battle of Eskerria** and **White Forest** rooms begin spilling from their banks.
3. **Vermin** (insects, rats, newts, crawfish, etc.) driven out of their dens by rising water appear in greater and greater numbers.
4. **Rivulets** appear in the hallways making running treacherous.
5. **Drips** from ceilings become constant streams.
6. **Sounds of water** moving through hidden pathways in the stone become louder and louder.

Infected Stirges

Feathered, bird-like creatures with long, sharp beaks. These have attempted to feed on the **insatiable ones** (p. 28) and now carry their accursed blood. They are starving.

AC 7 [12], **HD** 1** (4hp), **Att** 1 × beak (1d3 + blood sucking + Infection), **THAC0** 19 [0], **MV** 30' (10') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 16, **NA** 1d4

►**Dive attack:** First attack is at +2 to hit.

►**Blood sucking:** Upon a successful attack, attaches and drains victim's blood: 1d3 automatic damage per round.

►**Infection:** A character bitten must save vs. poison (+3) or become infected. The disease takes full effect in 1d6 days, showing signs of infection after half the time. From that point on they will only feed upon human flesh and blood. Their blood may also pass on the curse. If killed, an infected will arise as an insatiable one in 1d3 rounds.

►**Detach**: If stirge or victim dies.

Zombie

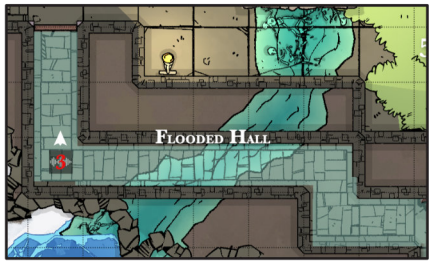
These creatures once guarded the Necropolis but now wander the halls after some of the ghouls and ghasts broke out of the room.

AC 8 [11], **HD** 2 (9hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20

►**Guardians:** Always attack on sight.

►**Initiative:** Always lose (no roll).

►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).



Flooded Hallway

The stream that flows between the **Battle of Eskerria** and the **White Forest** has undermined the floor here.

Sunken floor: PCs may notice the floor dipping down towards the center of the flooded area (see map). The water is currently 6" deep there.

Trap: Crossing over the flooded section may cause it to collapse into the stream below. Falling through the broken stone will cause 1d3 damage, and will also plunge the PC into the underground stream! PCs must make a STR check to hold on or get sucked into the White Forest (p.15).

Drowning: PCs will be trapped under the frozen stream in the **White Forest**. At the beginning of each reound a PC has a +10% chance of drowning. They will move 5' under the ice without a successful STR check. They must hold their breath and somehow break through the ice to be rescued. A patch of ice has 10 hp.



Western Hallway

Lining this hallway are a series of glass mosaics with intermittent pieces of gold, silver, and nickel that make them gleam in torch light. Some are hastily assembled; others appear to have been moved from a different location. They depict the life of Redwolf through rites of passage, battles, etc. (The mosaics include names identifying the Atun-Kor, Invictans and Redwolf.)

►**Full Search:** 6 turns

I Birth: A woman squats on a chair and gives birth to a child. Pale green laurel leaves surround the child's head.

II Naming: The same woman holds a baby up in the light of the moon, surrounded by Atun-Kor wearing skins of bear, deer, and wolves.

III Adolescence: A young Redwolf kneels before **Euric**, a leader of the Atun-Kor, and receives a spear.

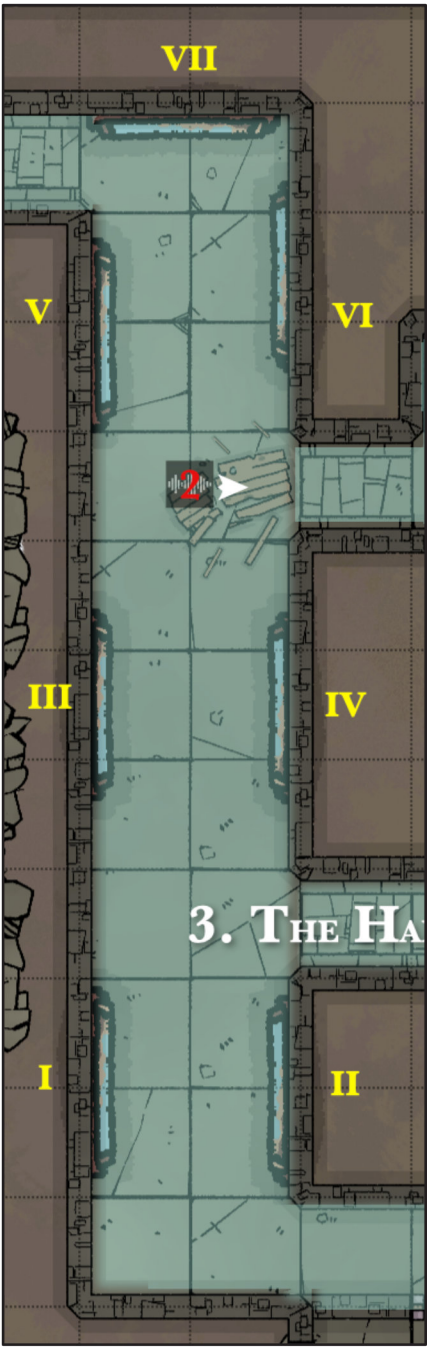
IV Fighting the winter wolf: This scene depicts Redwolf saving her infant brother from a winter wolf attack by hiding him in the bole of a tree and killing the winter wolf with a woodcutter's axe. (It is a clue to the Winter Forest room.)

V Mercenary: Redwolf becomes a hireling in the Invictan legion. Two Invictans are depicted with Redwolf; she is smaller and stands between them. All wear basic armor, and Redwolf carries a shield.

VI General: Redwolf rides a stocky horse and wields a gold Invictan short sword; in this mosaic, her armor is depicted with metal tiles that replicate hundreds of thin scales sewn to a fabric tunic.

VII War: This intricate battle scene shows Redwolf leading an Invictan legion against a horde of barbarians, some of which wield falx (forward curving 2-handed swords).

The images show the falx cutting off arms and piercing shields, while the Invictans fight in lock-step.



Eastern Hallway

The mosaics in this hallway show the climax and tragic end of Redwolf's life.

►**Full Search:** 9 turns

VIII Master of war: Redwolf drills a mixed group of Atun-Kor and Invictan soldiers on foot. She bears a wooden sword.

IX Citizen: Redwolf is seen in the same Invictan clothes, this time with a white cloak with red trim draped over her shoulder.

X Patron of sciences: Wearing Invictan clothing, Redwolf holds a basic scale in one hand and a glass urn in the other.

XI Famine.: The fields and animals of the Atun-Kor are shown withering, as people fall to the ground, starving and dying.

XII Invictan soldiers burn houses. Redwolf is mounted in the background. She casts aside her golden sword.

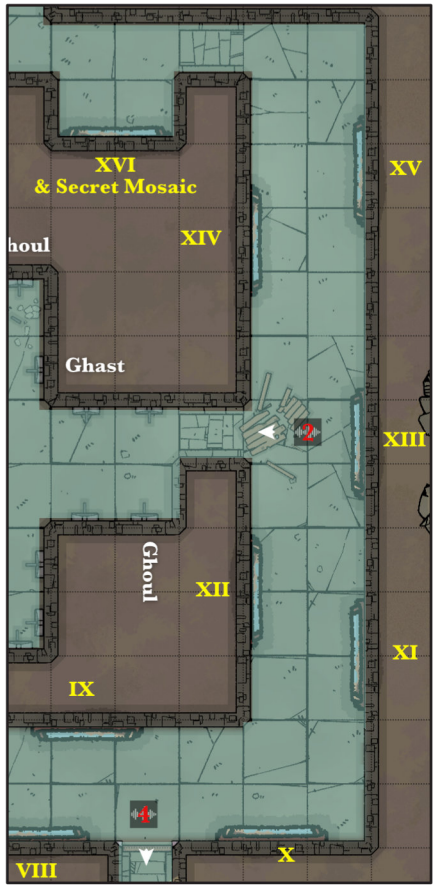
XIII Rebellion of the Atun-Kor led by Redwolf: She is wearing wolfskin armor and bearing an axe.

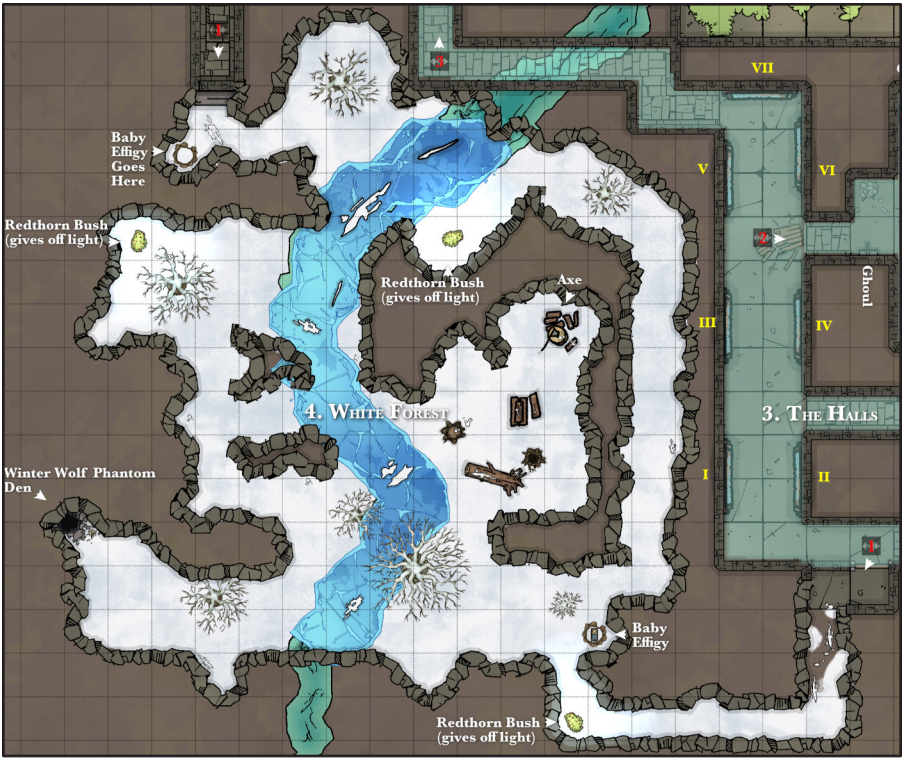
XIV Queen: Redwolf takes an ornate braided circlet from the older headman who gave her a spear in an earlier scene, and she places it on her own head. (Note: this is **Euric**, see p. 25)

XV Sack of Invicta: Redwolf leads a horde of tribesmen through a section of city wall. Invictan citizenry flees. Temples and palaces on fire in the background.

XVI Death: Probably created while Redwolf still lived and was hale, this shows Redwolf riding into the heavens on her horse, heavy with treasure and her most precious belongings, including the ax and some Invictan artifacts: a gold crown and fasces.

►**Secret mosaic:** The 16th mosaic is recessed in the wall. A successful search reveals a tile that will cause a secret mosaic to slide down, covering it. It shows Redwolf infected by the insatiable disease. She is wearing the crown of Invicta, and her mouth and hands are covered in blood. An Atun-Kor wielding her spear runs her through. Above her head is the name "Uchukar." (A cleric or wizard PC may identify this as an Invictan god/demon of putrefaction and undeath.) A referee who wants the final battle to be more of a surprise may choose to ignore this mosaic.





4. White Forest

This room mimics the wintry forest home of the Atun-Kor where Redwolf earned her name. She saved her infant brother from a winter wolf attack by hiding him in the bole of a tree and (messily) killing the winter wolf with a woodcutter's axe.

The magical snow is 6" deep and crunches underfoot. Footprints disappear after a few minutes. (Can be used to kill the brown mould if quickly taken there.) The winter wolf phantoms' skulls and the magic of the redbriar bushes keep the wintry weather in this room.

Frozen stream: PCs make hazard checks (DEX ability check) to move across or fight upon the ice without falling. The ice is thick. A PC must inflict 10 hp of damage to make a PC-sized hole.

Stone trees: The room is dominated by columns made to look like trees. The branches will not support the weight of an adult human for long.

Woodcutters camp: This area consists of felled trees, stacked logs and tree stump set up for splitting firewood. (See **Axe of the Valiant**.)

►**Entrance:** The door from the stairwell is embossed with a white wolf and red wolf. It is unlocked, but will swing shut and lock once the PCs have entered.

►**Cradle:** A hollow stump near the entrance contains a crude **stone baby** effigy. It is immensely encumbering, halving any PCs movement rate who carries it. It is wrapped in a cradle that functions as a pack.

►**Reaction:** The winter wolf phantoms spawn in their den one turn after the PCs enter the room.

►**Tactics:** One winter wolf phantom will move to block the exit while the other attacks, favoring any PC with the stone baby. They will try to attack on the frozen stream.

►**Redbriar bush:** Each bush produces 1d6 ruby berries per day. While the area around the bushes is extremely cold, their berries are always warm to the touch. Each heals 2 hp, but only if consumed in below freezing temperatues (in this room).

►**Den:** The den contains the skulls of two winter wolf phantoms. If both are destroyed the room loses its magic, and the ice and snow will slowly begin to melt.

►**Axe of the Valiant:** This +1 woodcutters (hand) axe is decorated with beautiful knotwork designs inlaid with silver. (See magic item section.) It is depicted in mosaic IV in the **Western Hall**.

►**Full Search:** 27 turns

►**Exit:** The stone door to the exit only unlocks when the **stone baby** is placed in the hollow stump near the exit door. There is no handle or keyhole. It will close and lock again after a turn.

Winter Wolf Phantom

Large, immaterial wolf spirits bound to their skulls by fell magic. Their feet glide above the snow, leaving no trace and making no sound.

AC 6 [13], **HD** 4** (18hp), **Att** 1 × bite (2d4) or 1 × frost breath (4d4), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 175 **NA** 0 (2d4), **TT** I

►**Frost breath:** All within 10' of mouth suffer damage (save vs breath for half).

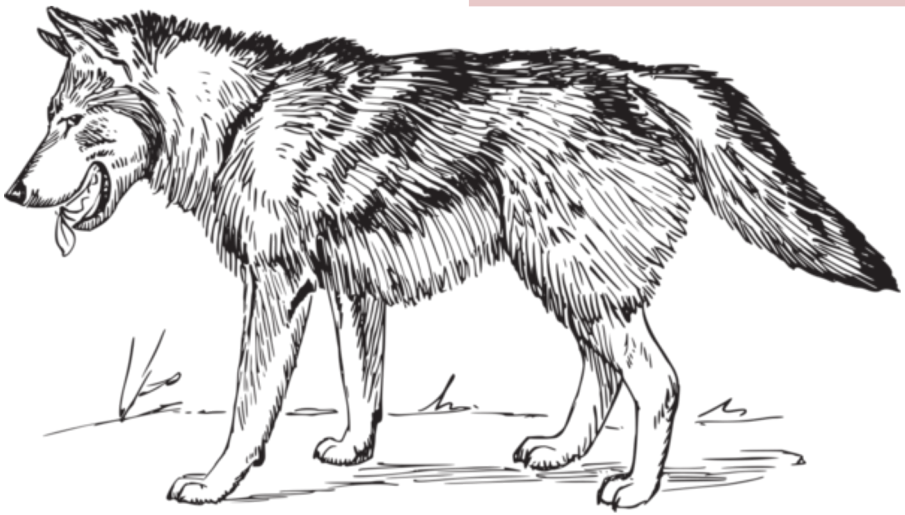
►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

►**Cold immunity:** Unharmed by cold-based attacks.

►**Vulnerable to fire:** Suffer an extra point of damage per die of fire damage.

►**Mundane damage immunity:** Only harmed by fire, silver weapons or magic.

►**Respawn:** When killed, a phantom wolf respawns beside its skull in 1d4 turns. If its skull is destroyed, the phantom cannot respawn. It cannot move more than 200' from its skull.



5. Battle of Eskerria

This room recreates one of Redwolf's most famous battles as an Invictan general vs the Eskerrians.

Illumination: Heatless flame from torches and sconces light the room.

Statues: The statue on the eastern wall is a robed Invictan noble. The western statue is a dour fighter armed with a falx, a two-handed weapon with a curved blade that was sharpened on the inside edge.

Terrain: The mosaics on the walls and floor were made to resemble grass, trees, etc. The stream is real (5' deep) containing bones and armor. Four stone pillars on the easter side of the field can grant cover (-1 to missile attacks). The bridge will force single-file.

►**Full search:** 18 turns

►**Reaction:** Skeletal warriors will form from piles of bone either in the western stream or in the antechamber on the eastern end of the room. Only one side will form up to oppose the PCs. The PC and their bodyguard will play the other side of the conflict.

- If the PCs enter from the eastern side they will represent the Invictans and fight **Eskerrian opponents**.
- If they enter from the western side they will "play" the Eskerrians and fight **Invictan opponents**.

►**Skeletal bodyguards:** 3 skeletal soldiers will ally with the PCs. These bodyguards have no stats. Each bodyguard will rank up with a random PC. Should any bodyguards survive, they will celebrate the PCs victory, then disintegrate.

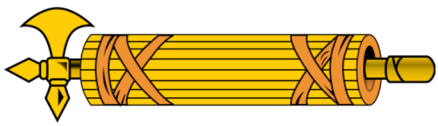
- If you fight as the Invictans, a bodyguard will give that PC +1 AC for the fight.
- If PCs fight as the Eskerrians, once per combat their protector will take damage instead of a PC. This damage will cause the skeleton to disintegrate.

►**Eskerrian opponents:** The Eskerrian opponents consist of 5 skirmishers and 5 falx-wielders. They fight as a mob, but will pursue foes into the hallways. They will not enter other rooms.

►**Invictan opponents:** 10 Invictan legionnaires will throw their javelins, then draw swords. They have one javelin each. They fight in formation using intelligent, if rigid, tactics. They will not break ranks or leave the room.

►**Treasure:** The eastern statue bears a scroll in one hand. Nearby lie others riches...

- **Divine spell scroll** (Striking, Remove Disease, Remove Fear)
- **Shield of Lightning:** See magic item appendix.
- **Fasces of Ancient Invicta.** (No Invictan skeletons will attack someone who bears these. Eskerrians do +1 damage to any who carry it.)



10 Invictan Skeletal Legionnaires

AC 7 [15] (Chain + Shield), **HD** 2 (hps 5, 7, 9, 9, 9, 9, 9, 11, 13), **Att** 1 × sword (1d6) or javelin 1d4 **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20

►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).



5 Eskerrian Skeletal Falx-Wielders

AC 5 [14] (Chain), **HD** 3* (hps 10, 13, 14, 15, 19), **Att** 1 × two-handed sword (1d10), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 50

►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

►**Shield Sundered:** When a falx-wielder misses vs. an opponent armed with a shield by one point, the opponent must save vs. breath attack or their shield is sundered by the falx. Magic shields may add their bonus to the save.



5 Eskerrian Skeletal Skirmishers

AC 7 [12], **HD** 1 (hps 3, 4, 6, 7, 8), **Att** 1 × javelin (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10

►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

6. Necropolis of the Unquiet Dead

This room is an Invictan necropolis. These graves hold the remains of hundreds of Invictan nobles that were forced to build the tomb. When it was finished, many were entombed alive with their fallen fellows. Some of these arose as ghouls and ghasts.

Niches: 50 semi-circular niches adorn the walls of the necropolis, 4 of the stone end caps for the niches now lie shattered on the floor. (Several ghouls and a ghast broke out and now roam **the halls** (see p.3).

Stone end caps with ceramic tubes jutting from them cover the niches.

Stench: While the full effect cannot be felt, the stench of the ghasts is evident causing torches to gutter and flare.

Scatological murals: In mockery of the murals found in the east and west halls, the walls to the north and south of each doorway are crudely painted with dried blood and filth. One looks like a human tearing a babe apart, another looks like a wolf headed woman (Redwolf) impaled on a spear. In the third she is leashed and being led by a robed figure. The final one shows her caged with a fanged tentacle or serpent protruding from her skull. (A cleric or wizard PC may identify this as Uchukar, an Invictan god/demon of putrefaction and undeath.)

►**Libation tubes:** PCs with knowledge of Invictan burial practices may recall that these tubes were used to give libations to the dead in their graves.

►**Offerings**: A stone bowl with a dipper, jugs of wine, and an ever-burning candle make up the central offertory. Smaller bowls and burned-out candles can be found scattered around the necropolis.

►**Reaction:** When players enter the room, the undead will gibber and tap against their enclosures expecting offerings of food or wine mixed with blood (1-2hps/libation). If disturbed, attacked or not properly propitiated before trying to pass through the room, they will burst forth and attack the PCs.

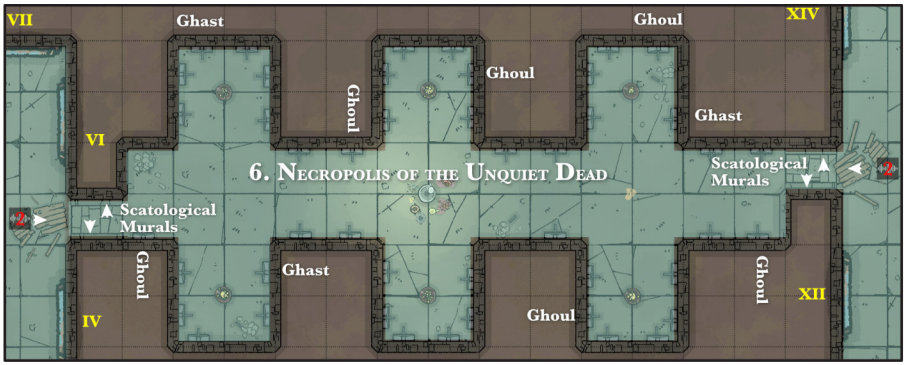
►**Full Search:** 12 turns

►**Treasure:** The niches hold offerings of coin and jewels. 4,000sp, 2 black pearl necklaces (800gp), gold and jet necklace (1300gp), 2 Invictan execration figurines (see appendix).

Invictan Noble Names

Because some player is going to ask for names:

Manius Magunnus, Amulius Tiburtius, Quintis Iuvenlis, Faustus Pachomius, Galerius Calenus, Appius Decentius, Lar Gavrus, Appius Sabinus, Opiter Asina, Galerius Fraucus, Manilia Rustica, Lafrenia Terenteiana, Plautia Vopisca, Cassia Drusus, Faleria Crispin, Quinctia Pantensa, Flavinia Nelia, Horatia Messala, Munatia Paetina, Munatia Pollio, Faustus Caecina, Opiter Severus, Caelus Muncius, Julianus Orosius, Drusus Sejanus, Servius Roscius, Primus Arcavius, Gallus Molacus, Numerius Ravilla, Caius Licinianus, Opsia Trifer, Laelia Petronax, Olcinia Livigena, Lucceia Montaa, Fundana Patercula, Rutilia Sancta, Domitia Faventina, Scribonia Vettoniana, Titinia Falconia



6 Ghouls

Grotesque, animalistic, undead humans that crave the flesh of the living. They are dressed in the ruins of their Invictan senatorial robes.

AC 6 [13], **HD** 2* (hps 9, 13, 12, 7, 6, 13), **Att** 2 × claw (1d3 + paralysis), 1 × bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25

►**Paralysis**: For 2d4 turns (save versus paralysis). Elves and creatures larger than ogres are unaffected. After paralysing a target, ghouls will attack others.

►**Undead**: Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

3 Ghasts

Grotesque, animalistic, undead humans that crave the flesh of the living. Exude a nauseating carrion stench.

AC 3 [16], **HD** 4* (hps 24, 17, 13), **Att** 2 × claw (1d4 + paralysis), 1 × bite (1d8 + paralysis), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 125

►**Carrion stench:** Those within 10' must save versus poison or suffer –2 to hit, while in melee with ghasts.

►**Paralysis:** For 2d4 turns (save versus paralysis). Creatures larger than ogres are unaffected. After paralysing a target, ghasts will attack others.

►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).



7. Red Armatura

This room resembles a martial training facility, set aside for sparring and the spectacle of blood sports which the ancient Invictans loved.

Galleries: Three levels of 2' high stone seating form the back and sides of the room.

Spectators: The skeletal figures in the stands will clap and gesticulate like members of an audience, but they cannot speak and only fight if attacked.

►**The judge:** A summa rudis (see following), garbed in worn red silk robe sits on this throne. It bears a weighted wooden sparring sword (rudis) like a scepter.

►**Reaction:** The judge will address any who enter in Invictan and common, "Come, entertain us!" It will then summon one skeletal warrior from its stable for each PC. The Summa Rudis will only fight if attacked, though it will be terribly disappointed if the players destroy its stable.

►**Undead stable:** The summa rudis' stable (see below) includes 2 skeletal retiarii, 2 skeletal secutores and the skeletal sabertooth. (The referee may allow any remaining undead in the random encounter list to serve in its stable.)

►**Rewards:** The summa rudis tosses 1d10 gold coins at the feet of each PC for each foe vanquished. It only rewards the person who strikes the final blow or displays creative and entertaining tactics and tricks (at the referee's discretion).

►**Pit trap:** the grate nearest the door is a 10' spiked pit trap, 2-in-6 to trigger, 1d6 damage from fall. Roll 1d6 for spikes: 1-3, you hit that many spikes; 4-6, no damage. Each spike does 1d4 damage.



►**Tiger pit:** the grate nearest the Summa Rudis contains a skeletal sabertooth. It will burst open the doors and out of the 10' pit when commanded. The pit has no spikes.

►**Red circle:** When the first PC stands on a 5' floor section containing the red circle, they must successfully save vs spells to leave the area without slaying another in combat.

►**Full search:** 9 turns

►**Treasure:** The stone coffer at the feet of the summa rudis contains 1,000gp, agate (10gp), 2 × pearls (100gp), 3 × opals (500gp), 2 potions of healing, feather token (tree), 2 Invictan execration figurines

2 Skeletal Retiarii

A retiarius carries a weighted net, trident and dagger.

AC 3 [11], **HD** 3* (hps 14, 16), **Att** 1 × net (1d3), 1 × trident (1d6), **THAC0** 16 [+3], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 50

►**Undead**: Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

►**Net**: If the net hits, PC must make a save vs paralysis or fall.

►**Prone**: A skeletal warrior gets +2 to hit a figure tripped by its net.

Skeletal Sabertooth

AC 7 [12], **HD** 4* (hp 18), **Att** 2 × claw (1d6), 1 × bite (2d6), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D10 W11 P11 B13 S14 (3), **ML** 12, **AL** Chaotic, **XP** 120

►**Pursuit:** Always pursue prey that flees.

►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

2 Skeletal Secutores

These skeletons wear heavy armor with shields. They carry a thick, hook-bladed swords.

AC 6 [13], **HD** 3+1 (hps 14, 18), **Att** 1 × sword (1d8), **THAC0** 16 [+3], **MV** 120' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 50

►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

►**First blow:** If a skeletal warrior hits on their first attack vs a new foe, they do +2 damage.

►**Example commentary:**

Footwork, footwork; the battle's in the feet you clods!

Your mother gave me harder blows during our vigorous lovemaking last night!

Where is the style? The grace? I've seen pig fights more entertaining!

This is boring and I'm DEAD…Release the cat!

That's more like it! Here, have some coin!

Time for your lesson. You'll have to defeat ME to earn this rudis, child…

6 Skeletal Spectators

AC 7 [12], **HD** 1 (4hp), **Att** 1 × dagger (1d4), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10

►**Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Summa Rudis

These formidable undead were once great gladiators or military leaders. They dwell in areas where they can create a stable of undead which they summon to stage combats, reenact training, gladiatorial combat or some great battle. They often shout out critiques of PC's fighting technique they find lacking.

AC 7 [12], **HD** 6* (27hp), **Att** 2 × lead-weighted wooden sword (1d8), **THAC0** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Neutral, **XP** 500, **NA** 1, **TT** B,

►**Undead**: Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

►**Summon opponents:** The rudis may summon an opponent from its stable to battle any unchallenged PCs.

►**Undead stable:** A summa rudis may have any number of up to 4HD undead in its stable. They must be within '300 to summon.

►**Victor's token:** The person who slays a summa rudis in combat may bear its wooden sword as a special one-use magic item. They may stab the sword in the ground at any time hence, summoning the summa rudis to fight for them. Win or lose, the summa rudis and its sword disappear after the battle. The summa rudis may not summon opponents in this fight.

8. Flames of Betrayal

This cave resembles one of the many Atun-Kor villages put to the torch by the Invictan soldiers. This is what made Redwolf betray King Nientes.

Stream: The water from the 3' deep stream is acidic. It will quench flame, but immersion will do 1d3 damage per round. The burning ones will not cross the stream. Leaping over the stream during combat will require a STR or DEX check.

Standard: An ancient Invictan legionary standard. (150gp).

►**Torches and buckets:** 3 torches and 3 buckets lie just inside the entrance. The buckets are heavy with 2 gallons of water. The torches will blaze with spectral flames that give off no heat and will only function while held in this room.

►**Spectral raid:** As players enter, they will smell smoke, then see phantom Invictan soldiers chasing ghostly villagers, slaying them and putting the round huts to the torch. The flames covering the huts give off no heat, but will burn if touched.

►**Reaction:** 2 burning ones stagger out of each hut. PCs bearing a (any) torch will cause the burning ones to focus attacks on that PC. Splashing water from a bucket on a hut will cause them to regard that PC indifferently (unless or until attacked). Anyone standing next to a burning one may ignite.

►**Exit:** The burning ones will not follow PCs out of this room. Slain burning ones will regenerate in their huts in one hour.

8 Burning Ones

Warriors killed by flame and treachery can return as burning ones, spreading fiery vengeance in their wake. Their bodies, arms and armor are blackened and cracked, bones are split revealing molten marrow, as never-ending flame erupts from their black blood.

AC 5 [14], **HD** 3** (hps 10, 12, 12, 14, 14, 16, 18, 20), **Att** 1 × fiery touch (1d4) or 1 × burning blade (1d8), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 65

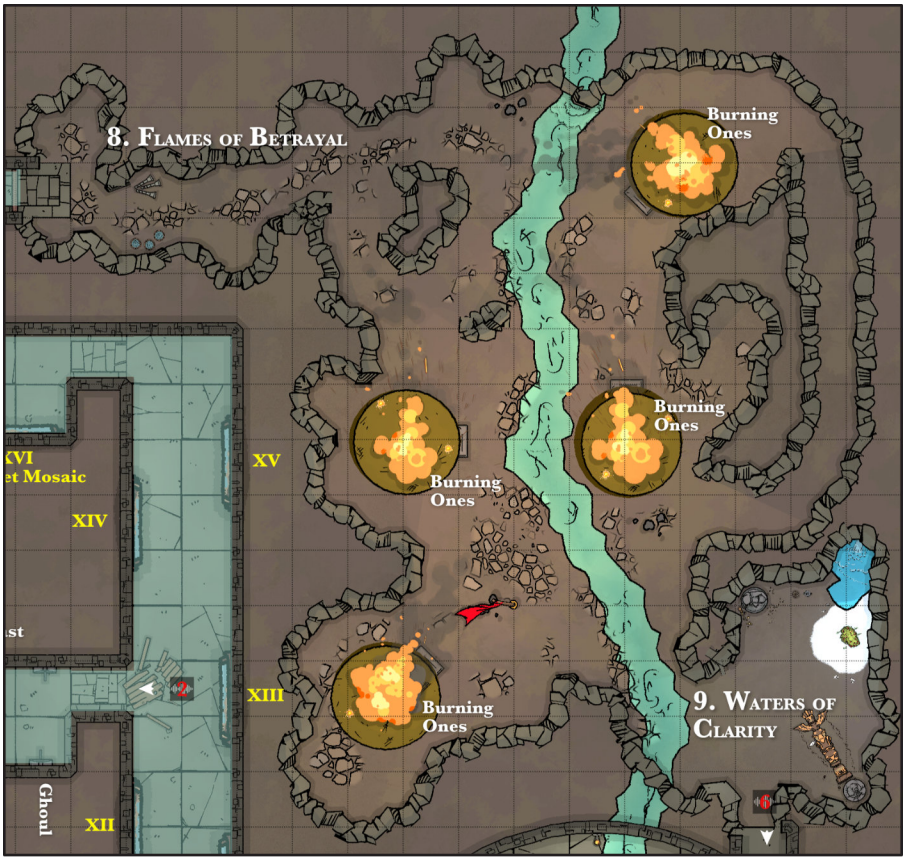
►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

►**Ignite:** There is a 1-in-6 chance that their presence within 5' ignite flammable materials (clothes, etc.) each round. This fire causes 1d6 damage per reound until extinguished.

►**Extinguish:** Quenching a burning one's body (such as by forcing burning ones under water) renders them inert. They reanimate and burst into flame when this circumstance changes.

►**Water aversion:** These undead will not cross a body of moving water, pools, etc. Will retreat if their flames are partially dampened.

►**Energy immunity:** Unharmed by fire-based attacks.



Rewards

Here is a list of the rewards by room in case the referee would like to modify room and or the adventure totals.

Location #	Area	Gold	XP	SubT
1	Riverbed		50	50
2	Entrance	763	2,300	3,063
3	Halls		393	393
4	White Forest		350	350
5	Battle of Eskerria	200	250	450
6	Necropolis	2,500	525	3,025
7	Red Armatura	2,710	880	3,590
8	Flames of Betrayal	150	520	670
9	Waters of Clarity	500		500
10	Crypt of the Worm	14,750	1,250	16,000
			TOTAL	**28,091**

9. Waters of Clarity

This roughly 15' x 15' alcove separates the Flames of Betrayal from the Crypt of Redwolf. It is a shrine to Redwolf and a final warning to those who have journeyed this far.

►**Pool of fresh, cool water.** This water will grant users one additional saving throw against any ongoing magical effects (fear, etc.)

►**Redbriar bush:** This bush produces 2d6 ruby berries per day. Warm to the touch. Each heals 2 hps, but only if consumed in this room. The cold produced by the bush has condensed in a patch of snowy frost nearby.

►**Totem of the Atun-Kor.** Lies face down, where it tumbled from its stone pedestal. It has carved representations of bear, wolf, human, deer and owl.

►**Statue of Redwolf** rests in a niche. She wears Invictan armor, but her cape is wolfskin, and jewelry features the scrollwork of the Atun-Kor. She wears a laurel crown. The shaft of the spear she holds is carved with twining vines revealing images of hunting and war from the Atun-Kor

►**Treasure:** a bag of Invictan gold coins (500) lay spilled at the statue's feet along with dried flowers and herbs. A pitcher and basin sit nearby.

►**Reaction:** When anyone approaches the totem, its animal figures will begin stirring, flexing wing and hoof. A muffled voice can be heard from the totem, but its face is buried in the sand. 2-3 characters can easily stand the totem back up or simply roll it over. The central face is that of the older man seen in the murals. It speaks...repeating its story 3 times before falling silent.

►**The totem's tale:** *I was **Euric**, high druid for the **Atun-Kor**. Attend my words. You have risked much to be here. I do not know if more than mere greed drives you, but you must have seen the life of **Redwolf**: her bravery, skill at battle, her betrayal and redemption. Perhaps this has given you wisdom. The wisest course for you is to take what treasure you have found, reseal the tomb and tell no one.*

*What lies beyond this threshold is the **Host of Uchukar** and two infected by it, the **insatiable ones**. If you step through, likely you too will become one of their spawn, spreading the curse which was almost the doom of the Atun-Kor. Let their blood under your skin and you will become one of Uchukar's cannibals. Die and you'll arise as a demonic ghoul. After losing many, we found that the insatiable ones cannot be laid to rest except by fire, acid or holy water.*

***The Host of Uchukar** controls the mockery of Redwolf's body and nests in her skull. Only one from the bloodline of its summoners can lay it to rest and break the curse. While it infests her body, Redwolf's spirit cannot rest. Forget the wealth. Flee!*

►**Nientes' reaction:** Nientes must have the crown (on Redwolf's head), but has no desire to see Redwolf redeemed.





10. Crypt of the Worm

The room was once a natural pool with slightly acidic water due to the deposits in the stone. While weak, the acids help control the number of insects produced from Redwolf's body as most do not survive the bath, nor live long without a host. At any one time, a few have climbed out along the chains and roam the tomb.

►**Cage:** 5' square cage of iron bands forms Redwolf's tomb. 4 chains keep it suspended 3' above the surface of the pool.

►**Capstan:** The chains feed into carved demonic mouths and can be raised to its current height or lowered into the water by a capstan off to one side.

►**Immersing the cage:** the acids in the room have severely weakened the cage floor. If immersed, Redwolf will free itself in one round, but take 1d3+1 damage from the water.

►**Acidic pool:** Immersion in the water causes 1d3 damage per round.

►**Illumination:** Phosphorescent fungi within the pool cast an eerie green light from the depths of the pool. Four torches produce light from magical, heatless flame.

►**Full Search:** 16 turns

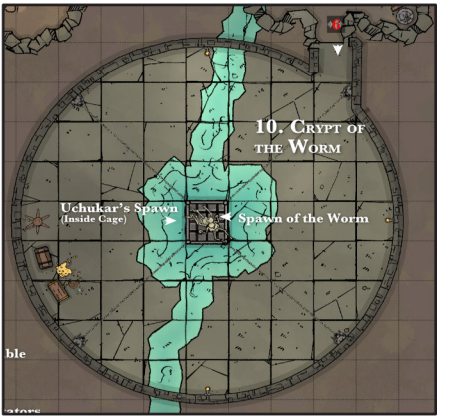
►**Reaction:** Redwolf's personal bodyguards reside on top of the cage. When the PCs enter they will crawl on the chains to engage the party. Redwolf will begin tearing at the bars of the cage. Due to the poor condition of the cage, Redwolf has a 2 in 6 chance of freeing herself at the end of each turn.

►**Defeating the curse:** The referee may rule that using Nientes' skull, or perhaps the bones of his undead relations from the necropolis as weapons (1d4 damage) will circumvent the hosts's regeneration. Should Nientes possess one of the PCs, their blows would also. (This would be a very hard bargain to strike!) The remove curse scroll may also work.

► **Treasure:** Treasure is scattered around the floor. Two chests like near the capstan. Both are locked. The keys are on one of the guards. In addition, Redwolf is wearing the Crown of Invicta.

- **Scattered:** 500gp 1000sp, 50 minor gems 20gp each, lyre with gold leaf (200gp) and 1 sapphire 200gp
- **Chest #1:** Ring of Protection +1, scroll (dispel evil, protection from evil, remove curse), Potion of Levitation, Codex Fabrorum, Librum Militum Belli
- **Chest #2:** 2,000pp, 12,000sp, beryl gemstone (50gp), ruby (500gp), diamond (1,000gp),

►**Spirit of Redwolf:** Should the players permanently slay the Host of Uchukar, they will also set free the spirit of Redwolf. The spirit of the Queen of the Atun-Kor will appear before the players and thank them for their sacrifice. (See the **Extending the Adventure** section, above.) If the players also have Nientes' head along this will cause quite a stir. If they also have her axe, Redwolf's spirit may re-enact her killing of Nientes should the referee wish a gruesome end.



2 Insatiable Ones (Redwolf's Bodyguard)

An insatiable one is a person who has died while infected with the insatiable disease. These bloated undead show signs of rot and decay, including infestation by maggots, larvae, flies and other carrion eaters. They are attracted to the places and people they knew while living, but will consume any living creature. The guts of well-fed insatiable ones are swollen with the rotting carcasses of their victims.

AC 8 [13], **HD** 4*** (18hp), **Att** 1 × fist (1d4), 1 × bite (1d6 + infection), **THAC0** 16 [+3], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Chaotic, **XP** 225

►**Undead:** Make no noise until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

►**Necrotic spray:** When an insatiable one takes damage from any source except fire or acid, any creature standing next them has a 2 in 6 chance of being splattered by their necrotic effluvium and possibly infected.

► **Infection:** A character bitten by, or who contacts the blood or effluvia of an insatiable one must save vs. poison or become infected. (GM may give bonuses to the roll based on the amount of exposure and the armor worn by the PC, +1 to +3). The disease takes full effect in 1d6 days, showing signs of infection after half the time. From that point on they will only feed upon human flesh and blood. Their blood may also pass on the curse. If killed, an infected will arise as an insatiable one in 1d3 rounds.

►**Regeneration:** Regain 2hp per round. Severed limbs reattach.

►**Return from death:** If killed (0hp), regenerate and fight again in 2d6 rounds.

► **Fire, acid, holy water:** Cannot regenerate damage from these sources. The only way to permanently kill an insatiable one.

Redwolf: The Host of Uchukar

Redwolf's corpse is dressed in ragged chain armor; her skin, regenerating but diseased, writhes with corruption. Her partially exposed brains are honeycombed with the tracks of insects and maggots, which fill the skull cavity and writhe out of her eyes and mouth. One of these is the sign of Uchukar's curse — a large white maggot with 5' telescoping, fanged proboscis like a bloodworm. It is immune to damage except by Nientes or his kin. (See page 26 for the illustration.)

AC 6 [13], **HD** 6*** (27hp), **Att** 1 × fist (1d8), 1 × fanged proboscis (1d10 + infection), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B12 S14 (6), **ML** 12, **AL** Chaotic, **XP** 800, **NA** 1

►**Aura of fear:** All coming within 30' must save versus spells or flee for 1 turn.

►**Undead:** As insatiable one.

►**Necrotic Spray:** As insatiable one.

►**Infection:** As insatiable one.

►**Regeneration:** As insatiable one.

►**Return from death:** As insatiable one.

➤ **Vulnerable to fire, acid, holy water**: Suffer an extra point of damage per die of damage from these sources.

➤ **Accursed Unlife:** Only damage done by one of its summoners or by a member of their bloodline cannot be regenerated.

➤ **Defeating the Curse:** Using Nientes' skull, or perhaps the bones of his undead relations from the necropolis as weapons (1d4 damage) could work. Should Nientes possess one of the PCs, their blows would count. This would be a very hard bargain to strike!

New Magic Items

Here are a list of the new magical items found within Redwolf's Tomb.

Axe of the Valiant

This +1 woodcutters (hand) axe is decorated with beautiful knotwork designs inlaid with silver.

►**Ghostblood**: Blows from this axe still produce ghostly wounds and blood to incorporeal creatures.

►**Valiant**: +3 on saves vs. fear effects.

Codex Fabrorum

This book's carved wooden cover depicts mathematical symbols, diagrams of the elements, archways, columns, etc. Its vast spine is made of brass which somehow retains its polished luster. When opened, the codex holds a powerful enchantment depending upon the prime requisite of the character's class.

►**Prime requisite(s) include INT or WIS:** These characters sense that the book is filled with insights into geometry, reason, elements, natural philosophy and architecture. Studying it for a week gives the player the choice of taking a new secondary skill (architect, astronomer or natural philosopher) and also gains +1 INT or +1 WIS.

►**Other prime requisites:** must save vs spells or lose 1 WIS.

►**One use:** The book's insights can only be attained once by a PC, though some covet its secrets and refuse to pass it on.

Invictan Execration Figurines

These 3" crude clay figurines have little curses written upon them. They take one hand to use. The user directs their gaze at the target, pronounces the curse inscribed on the figurine and snaps off its head, releasing the magic. The target saves vs. spells or the effect takes place. One use. Most last for 1d3 rounds, but the referee may rule that figurine is more or less effective.

Each figurine has one of the following effects (d20):

1. The mark farts or burps explosively.
2. The target drops whatever they hold in their primary hand.
3. The recipient sneezes or hiccups.
4. The target gains a tremendous erection.
5. The victim loses their erection.
6. A moving target pratfalls.
7. The victim spits out their drink or food.
8. The recipient's reaction towards the user improves by one step.
9. The mark guffaws, like a donkey.
10. The target sings off key.
11. The victim loses any sense of rhythm for a turn (affecting dance, musicianship, etc.).
12. The target forgets their train of thought.
13. The user becomes invisible to the mark (as invisibility spell).
14. The recipient returns whatever they stole from the user.
15. The target fumbles their attempt to open a door, scabbard, window, etc..
16. An inopportune, button, lace, etc. becomes undone on the victim.
17. The victim forgets the name of the person they are speaking to.
18. The target is distracted by something behind them.
19. The recipient apologizes to the user.
20. The victim stands if seated or vice/versa.

Librum Militum Belli

This book on military strategy is bound in plates of bronze depicting a siege of a fortified town on the front and engravings of supply carts and teams of oxen pulling siege engines form the back cover. The magical nature of the tome springs to life when opened. The effects depend upon the PC's class.

►**Non-martial classes:** (gnome, illusionist, magic-user) must save vs spells or lose 1 CHA.

►**Semi-martial classes:** (acrobat, assassin, bard, cleric, druid, half-orc, thief) Recognize the usefulness of its clear dictums on strategy. A week's worth of study bestows +1 STR or CHA and the character can choose a new secondary skill (military engineer or tactician).

►**Martial classes:** (barbarian, drow, duergar, dwarf, elf, half-elf, halfling, knight, paladin, ranger, svirfneblin) Instantly see the brilliance of its clear dictums on discipline, and military stratagems. By studying it for a week, a PC gains +1 STR and +1 CHA. The character may also choose a new secondary skill (military engineer or tactician).

►**One use:** The book's insights can only be gained once by a PC. The morning after a PC's study is finished, a winged military courier of supernatural beauty will appear to collect it, wordlessly leaving a map in its stead. They depart, leaving no trace of their presence or destination. This map will detail the terrain of a battle in the PCs future, giving them and their allies +1 to AC and saves. Once used, the map turns to red dust and blows away.

Redwolf's Spear (+2)

This spear has a long leaf-shaped blade engraved with a wolf's head. The shaft is carved with twining vines revealing images of hunting and war from the Atun-Kor.

►**Wolf friend:** The bearer gets +3 on any reaction check to wolf, or wolf-like creatures

►**Thirst:** If the spear has not participated in a hunt after one lunar month, its wielder suffers a -2 to attacks until appeased.

►**Howl:** When thrown in anger, it howls like a wolf.

►**After being thrown:** It returns to its wielder's hands.

►**Vaulting:** The wearer can use the spear to vault up to 10' high and 15' long.

Shield of Lightning

This large +1 magic scutum is embossed with stylized lightning bolts.

►**Lighting bolt:** Once per day, it can create a lightning bolt as a 5th level caster which emanates from the boss on the shield face. The wielder must shout, "fulminis!"

►**Absorption/recharge:** Should the wielder successfully save vs. an electrical attack while wielding the shield, they take no damage and the shield absorbs the effect entirely, including recharging its lightning blast if previously spent that day.



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Issue 1

REDWOLF'S TOMB



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