

Advanced Dungeons & Dragons

Fantasy Adventure Module

Devil's Dung

by Len Lakofka

The second module in the LAKOFKA ARCHIVE Series



Will you figure out the mystery in time? Can you find
the DEVIL'S DUNG?

Len Lakofka
archive



Dungeon Module LA 2

Devil's Dung

5-8-23

by Lenard Lakofka

AN ADVENTURE FOR CHARACTER LEVELS 4-6



Table of Contents

Players' Introduction.....	3	Tower Roster.....	16
Notes for the Dungeon Master:	3	Room Notes.....	17
Meanderford	6	Graveyard	19
Searching for Devil's Dung	9	General Notes	19
Travel Out of Town	10	Notes on the Graveyard	20
Kester	12	Upper Level	20
The Town of Kester	13	Lower Level.....	21
Outside of Kester	15	New Monsters	27
Kester's Guard Tower	16	Spirit.....	27
Tower - Outside.....	16	Tribute to Lenard Lekofka	28

Credits

Designer: Len Lakofka, Lakofka Archive
Editor: Rich "Longetalos" Di Iola, Josh Popp
Art Director: Dan Smith (SMIF)
Graphic Designer: Troy "Cannibaa!" Alleman
Cover Illustrator: Dan Smith (SMIF)
Interior Illustrators: Dan Smith (SMIF)
Special Thanks: Lakofka Archive, Anna B. Meyer, Gaetano

LeFavi, Baufrin, Josh Popp, D.H. Boggs, David "Big Mac" Shepherd, Jay L. Scott, Allan Grohe, and all the folks who worked on L4 & L5 modules.

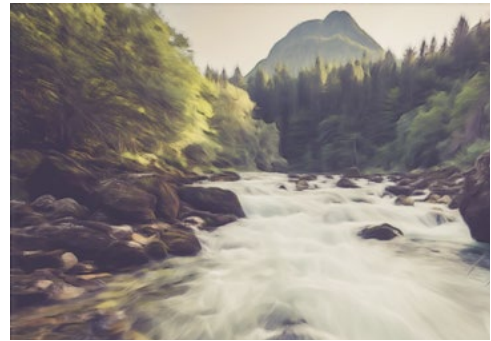
Playtesters: Previously played at GENCON 83

On the Front Cover



In search of the plant "Devil's Dung," the players have been told that it grows in the graveyard. Are you brave enough to enter and retrieve it. Dan Smith created this cover art highlighting the dangers within.

On the Back Cover

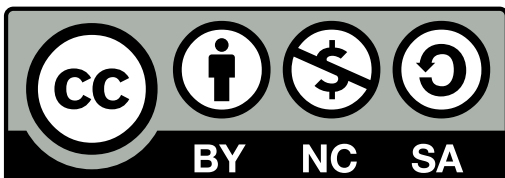


The hill and mountainous areas where Meanderford and Kester lie provide a scenic backdrop for this adventure.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards of the Coast. Portions of the materials used are property of Wizards of the Coast, Wizards of the Coast LLC. No challenge to this copyright is implied or intended.

<https://creativecommons.org/licenses/by-nc-sa/4.0/>



All other original material in this work is copyright 2023 by **LAKOFKA ARCHIVE**.

Advanced Dungeons & Dragons

Dungeon Module LA 2

Devil's Dung

TIP: REMINDER FOR THE DM

This is a TIMED ADVENTURE. Once the players start asking questions about the town and where certain people, shops, etc., are located, the clock starts. You have two and a half hours to complete the adventure. Good luck.

Players' Introduction

The king of the land, Perfidus Maximus, has ruled for 35 years. The early years were marked by war as he consolidated power and took it away from the barons. That consolidation has begun to fall apart over the last five years due to a strange malady that has befallen the king. He has become weakened and lethargic, as if each year of his life has added 10.

Tractix's father, Rheumatix, was a loyal friend and advisor to the king. He told you that he believes the king's malady is due to some powerful magic, and has been doing research to find the solution to the king's ailment. He asked for your aid in this endeavor, and had asked you to meet him in his apartment in the king's castle to discuss what could be done to save not only Perfidus but the kingdom as well.

You found your father slumped over his desk, his hands cold and body lifeless, a strange blue color on his lips. On the desk before him was a half-written scroll. The goose quill was locked in his right hand as if he did not finish before he died. His last words to you read as follows:

"My son, I am poisoned by...(illegible), I know not which one. I have solved the riddle of Perfidus Maximus' ailment, and I am sure that I know the ingredients of a potion that will cure him. You and those trusted by you must go forth and obtain these items, mix them correctly and administer the potion to the king. Seek my laboratory for the instructions I have prepared for you, though I dare not tell you exactly where they are; I trust that you can find them. Make haste! My home may be razed if they suspect what I ..."

Having gathered your friends, you journeyed to Rheumatix's house and found his hidden laboratory. After a grueling search, you discovered what amounts to magical hot plates placed randomly in the room. Once all six were gathered, the following message appeared on the top plate:

"Collect your friends. When you are all together, have each touch this top plate at the same instant. This will allow any of them to use the plates in case one or more of you might die in the quest to save the king!"

"Each of these plates has two purposes. 1. They will allow you to Teleport to the starting place for the quest. 2. Upon arrival, the plate will reveal the nature of the item you seek! When the item is found and placed upon the next plate (plate #1 is then useless), the party, who must all be present within 10' or some will be left behind, will then be Teleported to the next site. Upon arrival, the next item will be indicated. When the last item is found, place it on plate #6, and you will return to exactly where you started. BEWARE!! The teleportation has a variable time limit, and if you have not found the item, you will be trapped in that place! Gods save the King... and you, my son!"

The first "hop" in your quest proved extremely dangerous... and soggy. This area of the kingdom had been flooded by unnatural rain. Seeking the wisdom of a dead mage, you were able to find the Temple of Rhyn, otherwise known as the Temple of the Planes. Therein you found the first ingredient required, a gallon of elemental water, and also were able to correct a magical imbalance and stop the torrential rains, thus doing your king a double service. Placing the water on the plate (and being certain that all ten characters were within 10' of the plate), you were teleported to the next leg of your journey. The flask of water disappeared, to be held in a safe place until required for the actual mixing.

Notes for the Dungeon Master:

The party is in the following condition: they are NOT RESTED, thus if the spell casters want new spells, they must rest for four hours for first and second-level spells and six hours for third-level spells and then pray or read for fifteen minutes per level of the appropriate spell. Further, the party is not fully cured since some damage was taken in the finding of the gallon of water. The party could not rest on the Elemental Plane, since





the time limit was running out! The party can, if they wish, throw away, i.e., "FORGET," any spells they desire before announcing that they will rest. Thus, they are not obligated to keep the spells they now have. The magic-users have their spell books, and the druid, bard, and cleric may pray for any of the spells given. Read the following aloud.

Before deciding about rest, new spells, curing, etc., here is a description of the teleportation site. You have arrived just outside of a small hamlet that lies on two sides of a stream. You are on the western road out of town. The time of day is about 6:00 in the morning, and the sun is about to rise. Plate number 2 forms a glowing message that reads the following: "DEVIL'S DUNG. 24 hours."

Just outside the town is a sign that reads, "MEANDERFORD, County of Idee, population 110. "

If you have any questions about what has gone before or about what has just been read to you, ask now. No questions about the town will be answered until time officially begins. Once the party begins to make decisions or ask questions about the town, the time limit will begin. Once time begins, you will have two and a half hours to finish the scenario.

Name	Current Hit Points	Spells Left, if any
Tractix	21/30	-----
Rubixcubix	27/37	Cure Light Wounds x3, Find Traps
Lockpix	18/22	-----
Generix	17/23	Light, Levitate
Isometrix	27/36	-----
Unharmonix	22/31	Shillelagh
Macormix	25/35	Detect Magic, Faerie Fire, Cure Light Wounds x2, Water Breathing
Alvin	18/24	-----
Missile-emmix	5/12	Detect Invisible
Fiberoptix	49/49	-----
TOTAL:	Down 70 hp	

DM Only: Give the players the UNLABELED copy of the map of Meanderford. The labeled copy is for your use only. They must go up and down the streets to determine what the buildings are. A wise party will have the spell casters rent rooms and rest the balance of the day to regain spells. Naturally, the **Cure Light Wounds** spells that they now have memorized would be cast prior to resting. Each **Cure Light Wounds** will do 4 plus d4 of healing for the purpose of this scenario and **Cure Serious Wounds** will do 2d4 plus 10. Some of the party will then search the town for the meaning of, and the location of, "Devil's Dung."

If any player asks about the locale, read the following upon contact with any town resident. (Some players may know the WORLD OF GREYHAWK, of course.) "Idee lies south of the Great Kingdom. To the west is the city of Iron Gate. To the east is the province of Sunndi. To the south is the ocean and the land of the Scarlet Brotherhood. Iron Gate and Sunndi are allies in the Iron League, a Lawful Neutral alliance to oppose the evil of the Great Kingdom. Meanderford lies on the river Meander that flows south to the ocean. On either side of Meanderford are the hills that feed the stream. To the west are the Iron Hills, a haven for dwarves, and to the east, the Hollow Highlands, which are home to some bands of friendly gnomes, halflings, and dwarves. Meanderford is near the border of Idee and has been, on occasion, trampled into the dust by raiding armies of the Great Kingdom. "

There is a slim chance that some player might know that "Devil's Dung" is synonymous with the substance Asafetida. Asafetida is used to ward off colds. It is a gummy resin of the

plant often called the "Devil's Own", or even called the "Plant of the Gods", since Asafetida is also known as the "Food of the Gods." It is worn in a small bag around the neck called an Asafetida Bag. It smells like onions or garlic-both scents are common. Thus, if a player knows this information, they will know that an Herb and Spice shop is the place to begin the search for Devil's Dung.

The town has 40 numbered locations. Your labeled map has a brief reference description on it to tell you about the building and its occupants. The following five people will know what Devil's Dung is. Three people will know where to find the plant and how to process it to make Asafetida.

#8 Fresh food dealer will know that Devil's Dung is a gummy substance made from some plant. He does not know the plant. He will recommend that the Spice Merchant be sought.

#16 The priest of the church (a Lama) will know that Devil's Dung is a ward against the common cold. He knows how the plant should be processed and where it can be found (see hereafter).

#19 The wife of the farmer who lives here uses an Asafetida Bag. However, the amount she has is tiny and incredibly old. It is so weak as to have no aroma, but the old woman will "smell bad". She knows where to pick it and how to process it (see hereafter).

#24 Spice and Herb merchant knows what Devil's Dung is and how to process it. He does not know a current location but will refer the player to the priest (#16).

#38 Food dealer knows what Devil's Dung is. Some people use it for a spice, and some eat the plant as a vegetable (the vegetable is not Asafetida). He knows roughly where it can be found but is unsure how to process it. He will refer the player to the Spice Merchant, from whom he buys it.



The balance of the individuals in the town do not know what Devil's Dung is. In fact, they will feel that a character asking for something about a devil is not to be trusted. The town is mixed Lawful Neutral and Chaotic Neutral; thus, they will not just rise up and attack the party.

If the party splits up, be sure to go through every speech and every conversation with each merchant. A wise party might search in two groups, but not as individuals.





Meanderford

Here is a brief recounting of the town's occupants. Hopefully, melee will not occur with any of them, but if the party starts the fight, by all means respond! All town's folk know of the Red Dragons (see hereafter).

It is the object of the DM to roleplay these people in a non-hostile way to the party. The town's people surely know the town's history and will convey such information. Any attempt

to bully or threaten will cause the person being talked to "clam up" immediately. He/she will go for the sheriff, if possible, after the interrogation.

As DM, you must not overdo this portion of the play. Just react normally and give answers to direct questions. However, no character knows what level the sheriff, innkeeper, arms maker, and priest are. Neither does anyone know what magic they own. The town is a tight unit that will respond to melee in the streets by bringing everyone they can into the

fight! The players and DM should convey information in a normal conversational manner.

PLAYERS NOT PRESENT MAY NOT INJECT THEMSELVES INTO ANY CONVERSATION AND MUST BE QUIET! Conversations should be charged as at least 10 minutes of game time. Moving from building to building will only take a minute.

#1 Fortress

Sheriff, Superhero, Lawful Neutral, 8th level, 3/2 attacks per round. **Chain +2** and Shield for AC 2, hp 78, **Long Sword +2**. Strength makes him +1 to hit and +3 to damage. He will melee one figure until he/she is down (read: Dead), then melee another. War dogs, 2+2HD, AC 6, hp 15, 16, 17, 1 attack bite for 2-5 damage. SD: **Collar** makes dog immune to **Sleep** (will not work on intelligent creatures). Hawk, 1+4HD, AC 6, hp 12, 1 attack for 1-2 damage, but if attacked by surprise 30% chance to blind a figure by attacking his/her eyes. "To hit" must be scored and figure must not be wearing a helm. SD: Hawk also immune to **Sleep** via a **Collar**. Dogs and hawk will come to sheriff's call in 1-4 melee rounds in the fortress. He will take them along if answering a disturbance in town. The hawk will be airborne, of course, and will dive to the attack if melee occurs. Sheriff will listen to party but cannot help them.

#2 Fisherman's Cottage

OHD fisherman and wife, plus four children. Wild dog, 1+1HD, AC 7, hp 5, bite 1-4.

#3 Rope Maker

OHD husband plus wife and child. Rope sold for 10GP/50ft.

#4 Farmer

OHD human male.

#5 Clothing Store

OHD husband, wife, and 2 children. Clothing ordinary but well made, 10-40SP per garment.

#6 Hardware Store

OHD husband and wife. Spikes and small hammers, flint and steel, etc. Prices fair. Charge as you see fit.

#7 Baker

Man-at-arms, Studded Leather, AC 7, hp 5, long sword. Wife and 2 children. Wild dog, 1+1HD, AC 7, hp 4, bite 1-4. Pastries 2-20SP.

#8 Fresh food

OHD female shopkeep but knows about Devil's Dung (see aforementioned). Many vegetables and fruits, no meat.

#9 Warehouse

OHD human guard with horn (ordinary). Wild dog, AC 7, hp 6, bite 1-4 damage. Contents, furniture, dried food, cloth.

#10 General Supplies

OHD husband and wife. Torches, lanterns, oil (oil is NOT napalm), backpacks, and sacks.

#11 Tavern

Man-at-arms, studded leather, AC 7, hp 7, long sword. Wild dog, 1+1HD, AC 7, hp 8, bite 1-4 damage.

Stable: Light warhorse, 2+2HD, AC 7, hp 14, bite 1-6 damage.

Two rooms will hold 2 people each @ 1GP/night. Beer, wine, mead, light lunch/dinner. Peaceful night. No one of interest or use will come in, just town's people (select at random--BUT NO ONE who knows what Devil's Dung is!).

#12 Fisherman

OHD husband, wife, and 2 daughters.

#13 Guard Post

Swashbuckler, 5th level, Chain and Shield for AC 4, hp 55, long sword aligned for Chaotic Good, thus dealing out 10 points damage to not Chaotic Good. **Long sword is +2 to hit and damage**, swashbuckler is +1 to hit and +1 to damage, due to strength. Toll is 1CP per person to cross bridge.

#14 Bowyer

Elf, 2nd level fighter, chain mail for AC 5, hp 12, long sword and longbow (+1 to hit with each due to skill). Bows 200GP, arrows 1GP for four.

#15 Fisherman

OHD husband, wife, and 4 children.

#16 Church Deity: Oberon

Lama, 7th level, **Chain +4** and Shield for AC -4, hp 56, **Mace +3** aligned for Chaotic Good, thus take 8 points damage if picked up if not that alignment. Wearing **Ring of Protection +4**. God help them if they fight this guy **Cure Light wounds** x3 (sold for 100GP each), **Bless**, **Protection from Evil**, **Hold Person** x2, **Silence** x2, **Augury**, **Dispel Magic** x2, **Cure Blindness**, **Cure Serious Wounds** (sold for 250GP). He is accompanied by 3 war dogs, 2+2HD, AC 7, hp 11, 12, 14, bite: 2-5 damage. He knows about Devil's Dung (see aforementioned).



Further, he knows that the site of this plant is in an old graveyard above an abandoned town in the hills. He knows that the graveyard is occupied by some undead, but not the type. The town may or may not be occupied, but he feels that no plants can be found there. Further, some ogres have a camp somewhere near the old town.

#17 Farmer

OHD husband, wife, and 3 children.

#18 Farmer

2 men-at-arms, studded leather, AC:7, hp 5, 6, long swords. Wild dog, 1+1HD, AC 7, hp 9, bite:1-4 damage.

#19 Farmer

OHD husband and wife. Both are quite old. They will be together, and both will smell like onions. This is because she is wearing an Asafetida Bag with a small amount of old "Devil's Dung" in it. This amount, if placed on the plate, will cause it to glow, but there will be no teleportation. She knows that it can be found in the graveyard in the hills, but she can give no information on the occupants of the area. Wild dog 1+1HD, AC 7, hp 3, bite:1-4 damage.

#20 Farmer

Man-at-arms, studded leather, AC 7, hp 5, long sword. Wild dog, 1+1HD, AC 7, hp 5, bite:1-4 damage.

#21 Farmer

OHD husband, wife, and 3 children.

#22 Blacksmith

Man-at-arms, chain for AC 5, hp 7, Long Sword +1 to hit and +3 to damage due to strength. 6 ponies, 1+1HD, AC 7, hp 6, bite:1-2 damage. Ponies cost 45GP each.

#23 Leather Smith

Man-at-arms, studded leather for AC 7, hp 6, long sword. Wife and 2 children. Saddles sold for 30GP each, tack and harness sold for 8GP, saddlebags sold for 5GP.

#24 Spice and Herb Merchant

OHD husband and wife. Knows what Devil's Dung is, but he is out of it right now, has not had it in stock for over a year. Can tell the party how it should be processed (see hereafter). Has numerous other spices (no pepper in the face)! He will send players to the church for information on location of the plant.

#25 Fisherman

Man-at-arms, leather, AC 7, hp 5, long sword. Also, wife and 2 children.

#26 Fisherman

OHD husband and wife.

#27 Butcher

OHD husband and wife. Sells beef, lamb products, and mutton.

#28 Farmer

OHD husband and wife.

#29 Arms Maker

Swashbuckler dwarf, 5th level, chain and shield for AC 4, hp 44, **flail +2**, +2 to hit and +4 to damage, due to strength.

Sells an assortment of weapons at normal prices, but doesn't carry missile weapons or pole arms.

#30 Farmer

OHD husband, wife and 7 children.

#31 Fisherman

OHD man and brother.

#32 Farmer

Widow and 2 children.

#33 Inn

Thief, 9th level, Chaotic Neutral, AC 1 (**Bracers of Defense AC 4** plus dexterity bonus), hp 45. He has the following **long sword +1, +4 versus magic-users** (Chaotic Neutral with ego of 10), **2 golden lions** (5-5HD, AC 2, hp 40 each, 3 attacks for 2-7, 2-7, and 1-10 damage). Lions cannot be taken via pickpocket attempt. Lions usable once per week, and if attacked, he will employ them at once, commanding them to kill any magic-user he sees as a priority.



Rooms (4 available), 1GP per night, will hold 3 people each. Meals from 2-12SP, drinks. Quiet night for business. Only townspeople will come in, and none that know of Devil's Dung. If there is trouble in the inn, he will call for sheriff and aid from the town. He is popular and well-liked in town.

#34 Farmer

OHD father and 2 daughters.

#35 Farmer

Man-at-arms, studded leather for AC 7, hp 7, long sword. Also, his wife.

#36 Fisherman

Man-at-arms, studded leather for AC 7, hp 5, long sword. Also, his wife and 2 children.

#37 Farmer

OHD husband and wife.

#38 Food seller

OHD husband and wife. Knows what Devil's Dung is. Knows it can be found in the graveyard in the hills. Does not know how it is made. Will refer to spice merchant. Has many types of preserved foods and rations.

#39 Farmer

OHD husband and wife.

#40 Farmer

OHD husband, wife, 2 older sons and daughters.

Searching for Devil's Dung

The plant being sought will be two to three feet in height. It will have small yellow flowers. The stems are woody. (i.e., a bush). The base of a stem must be stripped near the root on the tallest plants only. Those under two feet will not yield sap that will produce useful Asafetida (Devil's Dung). The sap from at least one hour of tapping is needed to produce a useful quantity. If they let the sap run right onto a "hot plate", teleportation will not occur for one hour. Remember those not within 10' of the plate will not go along! The sap will be clear at first but will become pink and then reddish in color as it is exposed to the air. It will form into a lump of firm, sticky, gummy resin that can be picked up something like "silly putty."

For purposes of the scenario, there are FIVE places in the graveyard where Asafetida grows. Sap from THREE of those locations is enough. Thus, sap from one location will not cause the "hot plate" to teleport the party. The druid will know that the plant from one small growth is not enough useful material. As sap touches the "hot plate" it will glow.

A map of the area is provided for your use. If the players screw-up in town or decide to just go wandering on their own, they may, of course, do so. The druid in the group will know what type of plant will produce Asafetida. However, he will NOT KNOW that Devil's Dung is the same as Asafetida. A search of the countryside for the plant without knowledge of its location beforehand will consume a great deal of time. Remember that the party arrives at 6 AM and has till 6 AM the next morning (24 hours) ONLY, or they will be TRAPPED in Idee. The WORLD OF GREYHAWK is an alternate prime plane from the one they are coming from; thus, they have NO WAY to get back!

The person carrying the plates must be specified. If the party wanders more than 20 miles from the teleportation arrival point, the plates will begin to get cool, and then they get so cold that ice will form on them. At the distance of 30 miles, if they wander that far, the plate will begin to actually deteriorate and rust at the edges.

The DM does not have a map of the area for 20 miles in all directions. However, suffice it to say that nothing of interest will occur in those directions. The DM can draw a rough map as they wander. If they are directed to the site of the graveyard, the person giving the directions will provide a map. The map shows Meanderford and the abandoned town of Kester.



Travel Out of Town

There are four marked signposts on the map of the town of Meanderford. Each states the name of the town and its population. (Note: they arrive on the WEST edge of town.) The signposts that are on the south, east, and north roads also have on the other side, the following:

"Beware! A mated pair of Red Dragons flies over the Hollow Highlands during the day! Travel in the open during the day at peril of your very life!"

This peril is very real and will come home to the party if they travel out of town. If they are between the graveyard and the town between 7 AM and 5 PM), they will, 100% certain, encounter the mated pair of dragons! Note further that ANY townspeople will warn the party of the dragons in the Hollow Highlands if the party shows the smallest interest in daytime travel. The dragons will appear as the party enters the Highlands themselves, whether via an overland route or via a road. The dragons will appear in the sky (which is clear) at an encounter distance of about 3000 feet, altitude about 150 feet. Dragons fly at 24", and thus can move 720 feet. From the point of sightline, the dragons will be four full rounds away. Thus, the party can split up, cast spells, etc. in the four rounds before the first pass. There will be NO forest or rocky cover within two full hexagons of the party at the time of sighting!

Male Dragon: 11HD, 6th age level, AC -1, hp 66, 3 attacks for 1-8/1-8/3-30 damage or fire breath weapon for 66 points of damage. (The dragon is not old enough, relative to the party, to panic any party member, but horses and ponies will run in terror 100% of the time, taking their rider along (60%), or throwing him/her (40%). Spells: **Magic Missile, Shield, Mirror Image, Pyrotechnics, Slow, Dispel Magic.** He will do the following:

Round	Range at Start	Action
#1	3000'	Engage the Shield spell
#2	2280'	Mirror Image himself (3 images plus the real dragon)
#3	1560'	Pyrotechnics (just a display, no effect on the party).
#4	840'	Slow on as many party members in a 40' x 40' square, up to 6 affected. Comes into arrow range only on round #4, -5 to hit and -2 to hit at the end of the round. On round #5 no penalty to arrow shots.
#5		Breath weapon and keep flying straight.
#6	1320'	Begin slow banking turn.
#7,8,9		Complete turn and make second run.
#10	1320'	Fly in for approach.
#11	840'	Magic Missile any obvious spell caster.
#12	120'	Breath and land ON someone if possible.
#13 and on		Fight to the death!

Female Dragon: 9HD, 5th age level, AC -1, hp 45, 3 attacks for 1-6/1-6/2-24 damage or fire breath weapon for 45 points of damage. Spells: **Enlarge** (makes claws 1-8/1-8 and bite 3-30), **Detect Magic**, **Detect Invisible**, **ESP**, **Protection from Normal Missiles**. She will do the following:

Round	Range at Start	Action
#1	3000'	Engage Enlarge spell (same range as above, but APART FROM HUSBAND SO BOTH CANNOT BE HIT BY SAME SPELL.)
#2	2280'	Protection from Normal Missiles.
#3	1560'	Detect Invisible.
#4	840'	-----
#5		Breath weapon and fly over.
#6, etc.		No spells, but same as husband above

This encounter will be brutal and deadly. ALL ten could die!

Notes on the map showing Meanderford and the town of Kester Travel during the day will produce the encounter with the dragons, see aforementioned. The party will not want to travel at night, but they really will have no choice. Travel over one hex on that map will take about 5 rounds (minutes). The direct road route will take 4.5 hours of travel plus rest (about an hour), for a total travel time of around 5.5 to 6 hours. Thus, if they leave at dusk (5PM to 5:30PM), they will arrive at Kester at or near midnight. Travel overland is shorter, but slightly more difficult, reducing movement rate to 4 rounds per plain hex and 2 rounds per hill hex, thus arrival at Kester will still be about midnight.

Travel at night is normally dangerous, and there will be an incident on this trip. If the party enters Kester itself or the tower outside of Kester (see detail map showing 1 square = 100 feet), then a different set of encounters will occur.





Kester

The town can do great damage to the party and the items they might find there are of no value to them. However, a detailed search of the town will waste TIME, which they do not have in abundance. A complete roster for the town is provided. If the party is careless in searching, all monsters should ATTACK BY SURPRISE. An asterix (*) next to the building number means that the monster in the building will be encountered only if the

party searches the building.

The inhabitants of Kester do not roam during the day, but the minotaur, killer, and ogres (who know of one another and have an uneasy truce) do keep an eye open for strangers.

At night, the various inhabitants of the town are distributed as indicated near their particular building. They will be hidden, moving quietly in shadows. The undead will not leave their respective buildings at any time.

The stone bridge across the stream is in poor repair. It can support 300 pounds without danger, but excess weight has a 1% chance per excess pound of causing it to collapse for 1-10+4 damage to each person on the bridge.

The stream itself is little more than a trickle, and can easily be forded at any point, being only a few inches deep at most points. Maximum depth is only a foot or two.

The Town of Kester

Abandoned/Ruined Town

#1 Cottage

The building is burned to the ground. There are no occupants.

#2 * Cottage

The building is burned to the ground. In the rubble is a spider: 1+4HD, AC 5, hp 11, 1 attack for 2-8 damage, plus save vs poison or 2-8 additional damage.

#3 * Cottage

The building is rotten and the roof leaks. In the basement is a skeleton: 1HD, AC 7, hp 7, 1 attack for 1-6 damage. Immune to **Sleep, Charm, Hold**, 1/2 damage from edged weapon.

#4 Tavern

The building is of partially burned stone, with the upper level gone. There are no occupants.

#5 * Garrison

The building is made of stone and is in good condition, except that the door is broken. In a cell with a Broken door is a zombie: 2HD, AC 8, hp 14, 1 attack for 1-8 damage. Immune to **Sleep, Charm, Hold**.

#6 * Warehouse

The building has a stone foundation, but the wood is burned. There is a secret door to the basement. In the basement are three spiders 1+4HD, AC 5, hp 11,9,8, 1 attack each for 2-8 damage, plus save vs poison or 2-8 additional damage. They are guarding 320GP and 180SP. They will attack if the party comes within 30 feet of the building.

#7 * Cottage

The building is rotten. In the debris are centipedes 1/2HD, AC 9, hp 2,2,1, 1 attack each, save vs poison +4 or die.

#8 Cottage

The building is burned to the ground. Camped out behind in rubble is a minotaur: 6+3HD, hp 38, 2 attacks for 2-8/2-7 damage. He is active and cannot be surprised. He will always attack a party at some point. If his building is not approached, he will attack the rear guard as the party exits town.



#9 * Broken Building

The building is so badly broken up that you can't tell what it was. Throughout the rubble is a yellow mold: 0HD, AC 9, hp 0, 1 attack for 1-8 damage. Affected by fire, 50% cloud of gas/spores, save vs poison or die.

#10 Home

The house is severely damaged. There are no occupants.

#11 Bowyer

The building is rotten. There are no occupants. Party members will fall through floor if not careful (allow saving throw of 12 +1 per point of dexterity over 14. Damage 2-16. If 12 or more damage, save versus crushing blow.

#12 Hotel

The building is burned and broken down. In the basement is a male human killer: 6th level, **leather armor +1, shield +2**, AC 4/1, hp 18, 1 attack with long sword for 1-8 +2, or with dagger for 1-4. **Dagger of Venom**, save vs poison -2 or die instantly. **Ring of Invisibility**, He lingers by his home. He will attack any lone figure or pair of figures within 90'. He will NOT approach the minotaur at #8.

#13 Cottage

The building is rotten and collapsed. There are no occupants.



#14 Statue of a Fighter

The statue is in good repair, but a gray ooze clings to the base of the statue, it attacks at 10' range! Gray ooze: 3+3HD, AC 8, hp 20, 1 attack for 2-16 damage. Eats metal, immune to **Heat** and **Cold** spells, strikes as snake, no harm to stone/wood.

#15 Shop

The building is burned down. There are no occupants.

#16 Armory

The building was made of wood and is partially burned. There are no occupants, but in the rubble can be found a suit of plate, intact.

#17

The stone building is broken down. There are no occupants.

#18 Mill

The building is in good condition. In front and back rooms (duplicate roster) are 4 spiders: 1+4HD, AC 5, hp 7,8,10,11, 1 attack for 2-8 damage, plus save vs poison or 2-8 additional damage. They will attack anything within 29' of the building.

#19 Burned Down Building

The building is burned to the ground. There are no occupants.

#20* Jeweler/Money Changer

The building is made of stone. The door is undamaged, made of iron, and Wizard Locked (7th-level magic). In the basement is a stone statue: 8HD, AC 3, hp 36, 2 attacks for 3-12/3-12. Edged weapons do no damage. Immune to **Cold**, **Hold**, **Lightning**, **Polymorph**. **Fire 1/2 damage**. Hit

by magic blunt weapons only. Treasure: gems: 6x50GP, 8x100GP, 4x200GP and coins: 220GP, 440EP, 1400EP, copper 2400CP



#21 Collapsed Building

The building is broken down and collapsed. There are no occupants.

#22 Cottage

The building is burned to the ground. There are no occupants.

#23* Shop

The burned building is partially wood and stone. Camped inside are 3 ogres: 4+1HD, AC 5, hp 20,22,27, 1 attack each for 3-10 damage. **Scroll of Cure Light Wounds** x2, **Ring of Fire Resistance**, **Potion of Speed** (will take potion).

#24 Shop

The burned building is made of wood and stone. There are no occupants.

#25* Food Shop

The partially burned building is made of wood and stone. In the rubble are 4 centipedes:

1/4HD, AC 9, hp 2,2,1,1, 1 attack each, save vs poison +4 or die.

Outside of Kester

In the forest just north of town is a nesting of stirges.

Stirges: 1+1HD, but attack as 4HD monster until "attached", AC 8, P:3,3,4,4,5,5,6,7,8,8,9,9. 1 attack for 1-3 damage, then blood drain at the rate of 1-4 points per round until 10 points are drained or stirge is killed.

They are 50% likely to surprise those passing through forest. They might alight on a party who sets up camp in the forest and then surprise is on a roll of 1-4 on a d6. Lair is in the center of the forest, but they patrol the entire forest.

There is a 100% chance to engage 2-5 if the forest is entered. If it is searched, the group will be 3-8. If the lair is found, the balance (minus the 2-5 that already attacked) will appear.

In lair: 440SP and a **Ring of Goodness**. The ring will operate only on the finger of a good figure. On others it will slowly numb finger (only 30% likely to notice) and then the finger will rot and fall off-including the ring in 2+d4 hours. The ring has the following powers:

1. It will allow a non-cleric (non-paladin) to turn undead as if he/she were a 1st level cleric. A cleric or paladin can turn undead as if he/she were two levels higher. The ring must be shown to the undead and the turn must be purposeful-the handheld up to repel the undead-with no other magic or action that melee round. Upon seeing an undead, the ring will glow as a hint to its power. The ring will glow, upon seeing an undead, as a full Light spell to tell the cleric/paladin of its power. If an undead is not turned by the ring wearing figure, it will not be useable versus that undead again. Further, the undead's attacks versus the ring wearer will always do maximum possible damage! Note: If the ring is not used to attempt a turn, the penalty for being attacked by an undead does not come into play.
2. All cures cast from the cleric/paladin wearing the ring will do at least half of the possible range, rounded up. Since a Cure Light Wounds does 1-8 of healing. A ring-wearing cleric would always do 5-8 healing while the ring is worn. HOWEVER: if the ring is used to cure a non-good, the healing will be half the possible range, rounded down; thus, a Cure Light Wounds cast on a non-good figure will only do 1-4 points of curing. A non-cleric/paladin can obtain 1 point of healing from the

ring each day on him/herself only.

If the party chooses to bypass Kester, proceed as follows:

Three ogre magi reside in the hills around Kester. They are ever vigilant and seek prey. They are separate from one another and do not interact. They are 100% certain to see a party coming-day or night. One of them, regardless of the party's approach route, will become invisible and track them. If the party enters Kester the ogre magi will break off contact and need not be feared. If the party is going to bypass Kester then ONE ogre magi will attack the party somewhere near the graveyard hill.

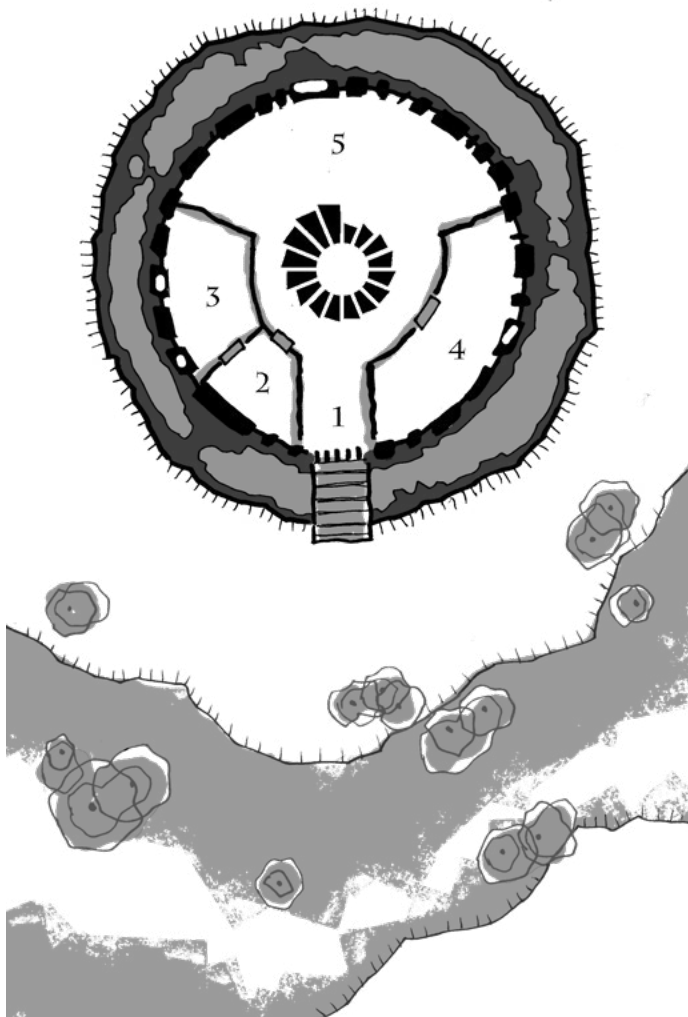
Ogre Magi, 5+2HD, hp 24, AC 4, 1 attack with weapon for 1-12 damage. Each has a **dagger +1, +3 vs. larger than man-sized creatures**. SA: **Cone of Cold** for 8d8 damage (save vs. spells for half damage); range 60', base of cone 20'. **Charm Person** once per day, **Sleep** spell once per day. SD: Fly (up to 12 turns), **Gaseous Form** once per day, at will **Cause Darkness**, 10' radius. Become **Invisible** at will, Regenerate 1 hp per round, **Polymorph** into human form at will.

REMEMBER ONLY ONE WILL ATTACK IF AND ONLY IF KESTER IS BYPASSED.

The attack is choreographed as follows:

1. The ogre mage will appear from Invisibility to the left of the party.
2. He has one round of surprise.
3. He will conjure a Cone of Cold at a range of 45'.
4. Hand-to hand combat for one round.
5. Assume Gaseous Form if still alive and flee by going UP and then away from the party.
6. He will NOT attack again.





Kester's Guard Tower

(Range to town 525 feet)

See the views of the tower as well as the detailed map of the exterior. Again, this is just a waste of time.

The ogres cannot easily be destroyed by the party, but if they are careless, one or two party members could be seriously wounded if not killed. If the party passes the tower with an open torch/magical light, the ogres will follow them at a safe distance. The ogres will try to attack the party by surprise after following them for a period of time. This is especially likely if the party splits up for any reason whatsoever. The ogres will not climb the hill on which the graveyard is located

Tower - Outside

The tower is made of rough stone blocks that are at an angle of about ten degrees. This will mean a thief can reduce his/her chance to fall by one-half, i.e., if the normal chance to climb is 88%, their chance to fall would be only 6%. The rate of climbing is 13' per round. If there is a fall, the chance of damage is 5% if under 13', 15% + 13' to 26', and 40% if 27' to 38'. Damage is 1-4/2-9/4-13 respectively ($d4/2d4+1/3d4+1$)

Three large crabs occupy the moat: 1+2HD, AC 4, hp 7,8,10, 2 claw attacks for 2-5/2-5 damage XP=25+2/(hp).

Anyone swimming the moat is 40% likely to encounter one, 30% for two, 10% for all three, and 20% for no contact at all. Broad jumping the moat is possible, but the chance to fall short/fall backward exists.

The base chance is 40% to jump with success and add 5% per point of strength over 12.



Tower Roster

#1. Ogre chief: 7HD, AC 2, Ring of Protection 1+2 for CE only, hp 34, 1 attack for 4-14 damage or spear for 2-12 damage. Immune to **Sleep**, carries seven gems valued at 150GP each.

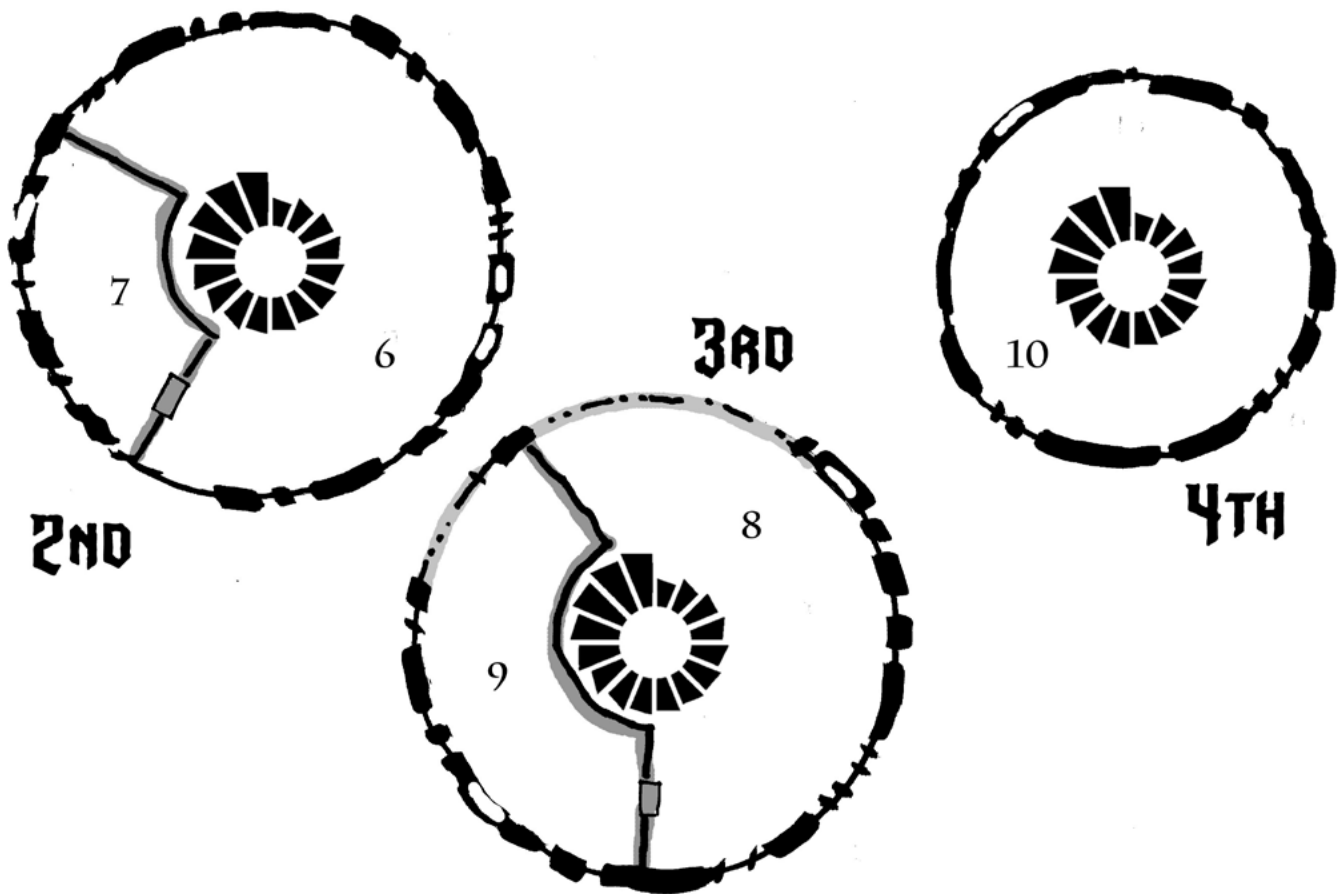
#2. Ogre shaman: 4+1HD, 3rd level, AC 4, hp 28, 1 attack for 3-13 damage or spear for 2-11 damage. **Cure Light Wounds, Fear, Resist Fire**, 36GP.

#3. Ogre: 4+1HD, AC 4, hp 27, 1 attack for 2-12 damage or spear for 1-10 damage. 85GP, 50EP, **Javelin of Lightning** 1-6+20.

#4. Ogres: 4+1HD, AC 4, hp 25, 1 attack for 2-12 damage or spear for 1-10 damage. 140GP.

#5. Ogre: 4+1HD, AC 4, hp 23, 1 attack for 2-12 damage or spear for 1-10 damage. 79GP.

#6. Ogre: 4+1HD, AC 4, hp 22, 1 attack for 2-12 damage or spear for 1-10 damage. 20GP.



#7. Ogre female: 4+1HD, AC:4, hp 23, 1 attack for 2-8 damage. 30EP.

#8. Ogre female: 4+1HD, AC 4, hp 20, 1 attack for 2-8 damage. 15GP.

#9. Ogre female: 4+1HD, AC 4, hp 17, 1 attack for 2-8 damage. 28GP.

#10. Ogre young: 2+1HD, AC 5, hp 14, 1 attack for 2-7 damage. 18GP.

#11. Ogre: 2+1HD, AC 5, hp 12, 1 attack for 2-7 damage. 20GP.

#12. Ogre young: 2+1HD, AC 5, hp 10, 1 attack for. 2-7 damage. 17GP.

Room Notes

#1. Contents:

Shelves: food stuffs of several types, cheap and of poor quality.

Barrels: cheap beer and water.

Arrow baskets: 20 in each.

Spear rack: 8 spears.

Winch: advantage 3:1 +60% to bend bars percentage (one ogre needed to lift via winch).

Table & chairs: ordinary, mugs of beer, candle

Door: heavy, fortified will take 20 points of damage minus 10% from bend bars via physical strength, 1 attempt.

Ladder: iron, set in floor, anchored along length.

Occupants: 100% for 1 ogre. 70% for 1-4 more.

#2. Nothing of note here. Merely a step off point for this floor to reach room #3. Note that floor is open, no trap door on this level.

#3. Contents: Brazier: ordinary.

Table & chair: ordinary, candle, cup of beer.

Chest: clothing, short sword, padded armor ogre size), false bottom; 104EP.

Bed: ordinary.

Occupant: Shaman: 80% at night, 30% during day.

#4. Contents:

Arrow baskets: 20 in each.

Table & chairs: ordinary.

Trap door: not locked.

Occupants: 85% 1-2 ogres.



Chests: 4 spare suits of padded armor and 4 shields, clothing.

Spear rack: 8 spears.

Barrels: water and beer.

#10. Contents:

Chest: **Potion of Extra Healing, Potion of Levitation, Scroll: Silence, Hold Person, Slow Poison.** 35GP, 110EP, 440SP.

Table and chair: ordinary.

#5. Contents:

2 Spear racks: holds 4 spears each.

2 Arrow baskets: hold 20 arrows each (covered).

Chest: 4 large rocks dealing 2-8 damage if hit.

Occupants: Day, 80% 1-4 ogres, night, 100% for 1 plus 45% for chief.

#6. Contents:

5 Pallets: straw covered with old blanket.

Spear rack: contains 4 spears.

Barrels: beer and water.

Table by door: 6 beer mugs.

Door out: not locked.

Secret door mechanism trapped, will release rock from above, 2-8 damage. Target must be below mechanism can be bypassed.

Occupants: 95% for 2-5 ogres.

#7. Occupant: Ghast: 4HD, AC 5, hp 24, 3 attacks for 1-4/1-4/1-8 damage, save vs. paralyzation.

SA: stench, save vs poison or fight at -2.

Treasure: purse (45GP, 30EP), **longsword +1**.

#8. Nothing.

#9. Contents:

8 Pallets: straw covered with old blankets, one in upper corner contains a hidden gem valued at 50GP.



Graveyard

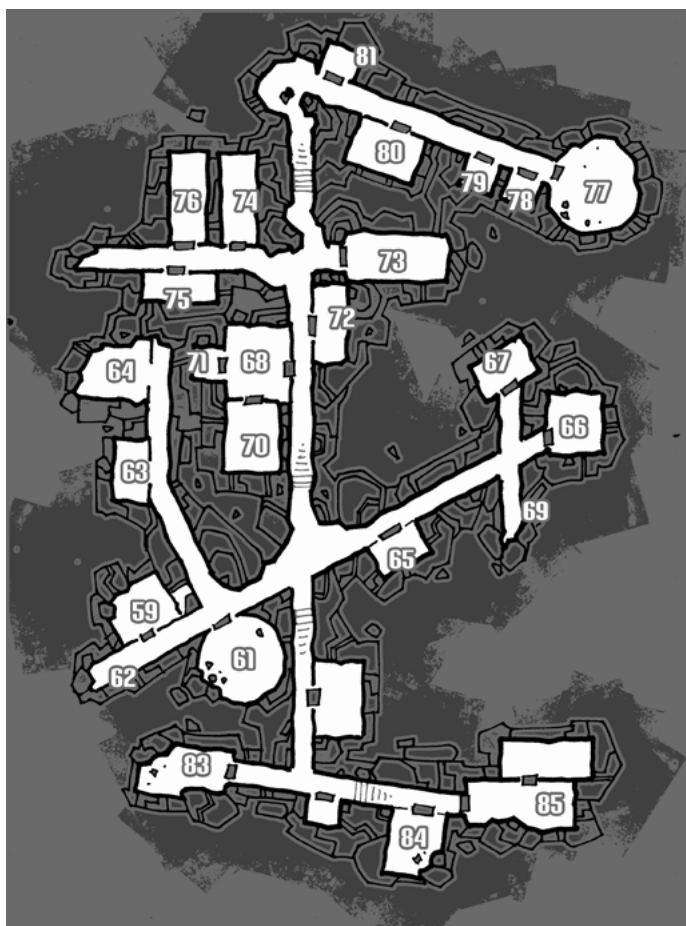
General Notes

The graveyard is surrounded by an iron picket fence supported every 9' by a large 3' x 3' stone pillar. The fence cannot be squeezed through by a human or elf, but small figures like kobolds, halflings, brownies, etc. can just barely squeeze through if they are not too fat. The pickets of the fence are shaped like spears and stand 10' high each. Each is quite sharp, and anyone falling on one would surely take 1-6 points of damage.

They are curved outward so that climbing from the outside is quite difficult (see inset drawing). Someone attempting the climb is 30% likely minus 4% per dexterity point over 12) to accidentally be injured. Climbing over the pillars is easier, but still difficult, as they are pointed. The chance to fall off and hit 1-3 picket points is 20% likely minus 3% per dexterity point over 10.

The outside wall is broken up by three buildings: a guard/door building, a graveyard office/chapel/mortuary, and a mausoleum. Each stands 12' high and has a gabled roof that has a 30° slope.

All windows in these structures are barred. All bars, including



the picket fence bars, bend at the bend bars percent (one attempt per character).

The gate is 18' high, decorated and ornate. It is chained shut and padlocked. The chain can be broken at the band bars percent -10%. A thief can pick the lock at -10%, unless he tries to open it from the inside in the normal way. The gate has a permanent **Magic Mouth** on it that sings a dirge for about 30 seconds anytime someone enters: This dirge has no power whatsoever, but it does alert the inhabitants.

The graveyard itself is under the magic of the undead. This magic only comes into play at night. Once the sun has set, and just prior to false dawn, the magic takes two forms: first, the graveyard appears to become colder than the surrounding area, dropping by one degree per turn until midnight. The temperature then goes back up. This drop is over and above any change in temperature that might occur during the night. This drop will not produce or cause snow to fall, since it is an illusion. Second, when the temperature gets down to 20 degrees or below, all Fire spells are at -1 on the hit die (minimum damage is still 1 point per hit die) and Cold spells are +1 on the hit die.

For the day in question:

Time	Outside Temp (deg)	Graveyard Temp (deg)	Effect(s)
Noon	70	70	none
1 PM	65	65	none
2 PM	62	62	none
3 PM	60	60	none
4 PM	55	55	none
5 PM	50	50	none
6 PM	48	48	none
6:30 PM	47	47	none
6:40 PM	47	46	temp drop
6:50 PM	47	45	temp drop
7 PM	46	43	temp drop, mist forms
7:10 PM	46	42	temp drop, mist forms
7:20 PM	45	40	temp drop
7:30 PM	45	39	temp drop
7:40 PM	45	38	temp drop
7:50 PM	44	36	temp drop
8 PM	44	35	temp drop
9 PM	44	29	temp drop
10 PM	44	23	temp drop
10:30 PM	44	20	temp drop, Effect Fire and Cold spells
11:00 PM	44	14	
Midnight	44	8	bottom out
1 AM	44	14	
2 AM	44	20	temp rises, Effect Fire and Cold spells goes away
3 AM	45	27	
4 AM	46	34	
5 AM	46	40	temp up, mist burns off
6 AM	47	47	

TIME LIMIT UP--USE TELEPORTATION PLATE NOW OR BE TRAPPED!

This magical cold is really an illusion, and thus, those figures who do not believe it will not suffer additional damage from **Cold** based spells, but then they will not be protected from the extra damage of **Fire** based spells either. The key to the illusion is the simple fact that the plant life is not dead. If the temperature dropped to freezing or below almost nightly, no plants could grow.

The second effect of the magic of the undead on the graveyard is that a mist will rise from the earth as soon as it is pitch dark outside at night (in this case, 7PM). The mist will burn off as soon as false dawn begins. The mist will make visibility more difficult, so that a figure can see only 10', even in bright overhead moonlight (tonight there IS a FULL MOON). Torches, lanterns, and magical light show up in the mist, but do not penetrate it, in effect acting to blind figures instead of aiding them.

Undead are not hampered by the mist in any way since they sense 'life force', so their vision, if any, is not affected. Infravision is likewise hampered.

Notes on the Graveyard

Upper Level

The mist will make clear observation nearly impossible. To identify a plant type, for example, the druid must be within 3' of the plant, and some light must be available. Various types of plants (read: Weeds) are common throughout the graveyard and exist near EVERY GRAVE AND EVERY BUILDING, growing alongside the headstone (marker) or along the wall (pillars of the gate as well). The graves, specifically where the Asafetida grows, will be listed in the text.

They are as follows:

1. Under the tree next to building #1 * (near grave #2).
2. Beside gravestone of grave #25 (right side as grave is faced).
3. Beside the obelisk of grave #29* (right side as the grave is faced).
4. Behind building #21*.
5. Beside statue marking grave #54 (left side as the grave is faced).
6. As DM, you have a keyed graveyard map, while the players have a blank that shows only grave numbers and no details. Be sure you give them the UNCODED map!

*The Asafetida has been recently culled from #1, #21 and #29.

However, small plants identifiable as Asafetida but too small to yield the substance are present. There are obvious recent footprints by mausoleum #21 going inside the building.

Your map is coded for open graves. Besides an open grave will be a mound of dirt and a discarded (often rotten) coffin. These are the homes for skeletons and zombies that have been animated and may or may not still be in the graveyard area. Your map is also coded to show warded graves. The ward might harm only the living, only the dead, or both. Some



wards are not harmful at all. Each grave marker, statue, etc., will have the victim's name and perhaps other information. All mausoleums are guarded in some way by wards, the living or the dead. The Lama, who lives in the graveyard, can call forth the skeletons, zombies, and spirits of the graveyard to fight for him. He lives in the chambers below mausoleum **#21**.

The outer fence can be opened as a secret door at position **#58**.

The exit at position **#59** is to an underground complex (see the map of lower level). It ranks as a secret door and opens only from the inside unless a **Knock** is used.

Lower Level

Most of what the DM needs to know about the lower level can be found directly on the map, since the lower-level exploration will lead to "Devil's Dung". The lower level will waste time.

Some Brief notes on each location are provided.

Upper Graveyard

Day Time:

The Lama. (see **#68** below) will be in building **#21** during the daytime hours. If he spots anyone, he will try to do battle.

Remember, he knows the underground complex and can surface at a number of locations in the graveyard. He can also call upon skeletons and ghosts, stationed below, to aid him.

A number of skeletons and ghosts are located in the buildings during daylight hours. They will not come out for any reason during the day.

#1 Skeletons: 1HD, AC 7, hp 2,4,6, 1 attack for 1-6 damage.

#13 Ghosts: 4HD, AC 4, hp 18,23,24, 3 attacks for d4/d4/d8 damage. SA: Paralyzation bite + claw hits and sawing throw failed. SD: Save vs poison or attack at -2 due to carrion odor.

#39 Spirits 2HD, AC 8/-8, hp 9, 1 attack for 1-6 damage. Ethereal for 1-4 segments after an attack or if fleeing (see the full text on monster herein). Spirits turn as Ghouls.



#57 A Skeletons: 1HD, AC 7, hp 3,5,7,8, 1 attack for 1-6 damage

F Ghosts: 4HD, AC 4, hp 14,16,21, 3 attacks for d4/d4/d8 damage.

The following graves have animated Skeletons in them: **#5**, **#25**, and **#26**, with hp 1,5, and 7 respectively.

Night Time:

Undead prowl the graveyard from the buildings given, plus some spirits rise from their closed graves as well. The number of skeletons is 10 (3 from **#1**, 4 from **#57**, 1 each from **#5**, **#25**, and **#27**), the number of spirits is 4 (1 each from **#39**, **#8**, **#30**, and **#55** the latter three are closed graves). The chance to encounter 1-4 undead is 40% per 30' of travel in the graveyard in the mists of night. Remember, the undead can sense life, while the party will be hampered by the mist. Two to five (2-5) undead WILL appear after each sample site of Asafetida is located. Multiple undead always attack from different directions so that one cleric cannot turn all of them.

Roll d20 to determine undead and then remove from the roster on the following checklist. If the rolled undead is already eliminated, take the next remaining one to the right and then begin again at **#1**.

Roll	1	2	3	4	5	6	7	8	9	10
Type	Sk	Sk	Sk	Sk	Sk	Sk	Sk	Sk	Sk	Sk
Loc.	1	1	1	57	57	57	57	5	25	26
hp	2	4	6	3	5	7	8	1	5	7

Roll	11	12	13	14	15	16	17	18	19	20
Type	Gh	Gh	Gh	Gh	Gh	Gh	Sp	Sp	Sp	Sp
Loc.	13	13	13	57	57	57	39	8	30	55
hp	18	23	24	14	16	21	9	9	11	13

The most serious encounter for the party is the wraith that wanders the graveyard at night, leaving building **#57**. It is highly intelligent and can "ACT" as if it is a spirit, its appearance is very similar at a distance of 20' or more in the mist, but close up it is clearly non-corporeal and different from a spirit. It will always attempt to attack by surprise, from behind a gravestone or building or even from atop a building.

Wraith: 5+3HD, AC 4, hp 24, Move:12"/24", 1 attack for 1-6 damage and drain one energy level with no saving throw. SD: immune to normal weapons, **Sleep**, **Charm**, and **Hold**.

The chance to encounter the wraith is 100% after the second asafetida site is located. The party that searches for the plant and ignores the buildings will be attacked by the wraith only after the second sample site is found. The exact time of the attack is up to the DM, it would occur before the third sample site is found.

Location notes on numbered sites above ground.

#1 Old guard house for graveyard. Note, window allows skeletons to "look" out. They will be prowling inside graveyard at night. Treasure: 107EP. No entrance to complex below.

#2 Open grave, "Jake the Carpenter, master builder, father of seven-we know of." Note: PLANT under tree near grave. There are footprints in the soil here, but trail is lost on the path. Prints are human boot size.

#3 Open grave, "Helen, third wife and devoted mother of Jake the Carpenter". A question mark is scrawled on the stone in chalk.

#4 Open grave, "R. I. P." Numerous bones in grave.

#5 Open grave (daytime animated skeleton), "Roscoe, son of Jake."

#6 Open grave, no statement on the marker, WARD prevents undead from coming within 10' of marker.

#7 Closed grave, "I don't know either!"

#8 Closed grave, "It's about time, you ##%*!"

#9 Open grave, "I'm glad it was you and not me."

#10 Open grave, no statement on the marker.

#11 Open grave, "Here lies little Eleanor, a truly good ewe!"

#12 Closed grave, Obelisk is warded. Any who touch it must save versus magic or fall to their knees and cry for not less than 1 hour (new save each hour until one is made). Can be removed by **Remove Curse** or **Dispel Magic**, otherwise character is useless, as all he/she will do is cry EVEN IF ATTACKED.

#13 Mausoleum. Daytime 3 zombies, prowl at night. No entrance to complex below. Closed coffin on a bier. Inside is ghoul, 2HD, AC 6, hp 15, 3 attacks for 1-4/1-4/1-3 damage. SA: touch causes paralyzation unless save from paralyzation. SD: immune to Charm, Hold, Sleep. Will not leave mausoleum. Wears **Ring of Protection +1**.

#14 Closed grave, "If only you would have listened to me"

#15 Open grave, Statue of gargoyle. "You look better now than when you were alive."

#16 Open grave, Obelisk. "I told you the sword was cursed, but would you listen! NO!....."

#17 Open grave, "A crop on the ground and THEN a drop on the tongue."

#18 Open grave, "If only once you looked for the trap before picking the lock, you might have made second level!"

#19 Open grave, "For all I care, you can take it with you, you didn't have anything!"

#20 Open grave, "I would have given you the 20 gold pieces!"

#21 Mausoleum. Daytime Lama (see #68 below and aforementioned). Entrance to the complex below ranks as a secret door. Note: PLANT can be found behind this mausoleum. Footprints can be seen leading from the cull site into the mausoleum.

#22 Closed grave, "Magic-users don't melee."

#23 Open grave, "One too many kobolds got him."

#24 Open grave, "Next time you'll go to a good high priest to get raised."

#25 Open grave, Daytime skeleton. PLANT growing next to the stone. "So, you came back as a ground squirrel. It wasn't MY fault!"

#26 Open grave, "Leave it to you to sell the gems-oh brother! "

#27 Closed grave, "If only she would have loved me."



#28 Closed grave, "R. I. P."

#29 Closed grave, obelisk. PLANT growing beside obelisk. No marking. Boot prints here also, coming from the direction of #21 and then going back toward #21-exact trail is lost.

#30 Closed grave, "Rings of Feather Falling can't save you from acid."

#31 Closed grave. WARD on the grave itself. Living must save versus fear or run away if they touch the soil of the grave.

#32 Closed grave, no marking.

#33 Closed grave, "This will teach you to use lightning in a 20' corridor!"

#34 Closed grave. WARDED. Undead cannot approach within 10'. "You gave him liberty and they gave you death. What a deal."

#35 Closed grave, "Here lies Monty Haul; his treasure room collapsed with him in it."

#36 Closed grave, "I really didn't need another necklace."
"

#37 Closed grave, "Well, now you see what calling upon



greater devils can do for you!!

#38 Closed grave. WARDED. **Magic Mouth**, "Can't you leave me alone even when I'm dead?"

#39 Mausoleum. Daytime spirit. Entrance to complex below ranks as a secret door. Coffin with a decomposed body inside. Within the "ashes" of the body is a "lodestone."

#40 Closed grave, "Fire Ball, Fire Ball/ Didn't you ever learn any other third-level spell?"

#41 Closed grave. WARDED. Undead cannot come from the remains therein. "I needed a lousy 99 and I rolled 00-give me a break!"

#42 Closed grave, "This is not what I had in mind by going down."

#43 Closed grave, "No one believes an oak tree in the middle of a swamp."

#44 Closed grave, "My mother."

#45 Closed grave, "Me."

#46 Closed grave, "Him". WARDED. Saving throw versus magic or urge to "wail" loudly for 1 turn.

#47 Closed grave, "I always get the darkest corner."

#48 Closed grave, "When in doubt don't break down the door, I'll never forget the sound of you in full plate going down the 100' staircase but then, neither will you!"

#49 Closed grave, "Subdue the dragon, subdue the dragon. I'll never listen to you again!"

#50 Closed grave. WARDED. Any good figure touching the soil of this grave will take 1d4 damage. "Gotcha"

#51 Closed grave, no marking.

#52 Closed grave, "I hate snakes!"

#53 Closed grave, no marking.

#54 Closed grave. Statue of fighter. PLANT next to the statue. "Charge! Never run into twenty orcs if they have crossbows."

#55 Closed grave, "Testing a wand does not mean yelling, 'Wand-Fire Ball' while we're sitting in an inn!"

#56 Closed grave. WARDED. **Magic Mouth** for any who touch the grave or marker. "To the only ranger who couldn't follow an elephant after a snowstorm, rest in peace."

#57 This building was used to house offices, a small chapel, and embalming equipment.

A. Corridor. Daytime skeletons, otherwise, nothing.

B. Office. Daytime 2 wraiths (see aforementioned for wraiths). hp 17 and 37. Nothing of value here.

C. Room used to prepare bodies. Embalming equipment, bandages, etc.

D. Chapel. On the altar is a pair of statues, one male and one female but of no exact form. Dim aura of magic around the altar but fading.

E. Vestment room for cleric.

Vestments "non-denominational.". No items of value.

F. Wagon and digging tools. Nothing of interest. Daytime zombies.

G. Secret staircase to complex below.

Also on the lower level is a Lama (listed on the map).

He is stationed in room #68, but is mobile via the teleporters (T) if he hears any noise. Will try to muster undead (skeletons and zombies will obey him; spirits will ignore him) and attack a party on this level. The party must catch him because he has the Asafetida (devil's dung) which he uses as a ward against the wraith in combination with his "command undead" ability.

Lama: HD: 7th level cleric, **chain +1** and **shield +1** for AC 2, hp 40, 1 attack with an evil **trident +2** for 3-8 +2 damage (d6+4). Trident aligned for lawful evil and any who pick it up will suffer 12 points of damage.



Spells:

Cure Light Wounds, Light, Darkness, Bless, Command, Hold Person, Silence, Augury, Resist Fire, Dispel Magic, Cause Blindness, Animate Dead.

Many of the undead remain on the lower level at all times of the day and night. They are listed directly on the map of the lower level as:

He has the Asafetida on his person in an "asafetida bag" around his neck.

Location notes for lower level, including trap explanations.

ENTIRE LEVEL lit by dull blue continual light that gives light similar to a full moon. Infravision is foiled by this lighting. Dispel Magic versus 17th-level magic will remove all light.

#61 Empty. Teleporter is not obvious, but Detect Magic will find it.

Person who steps on teleporter location will be delayed one segment, then teleport at-random to other location, unless he/she specifies destination during the one segment. The teleporter will not function again for rounds. If the teleporter is blocked in any way, it will not function. Other locations are:

#68, #77, #84, #85 (corridor).

#62 Dead end. Banging on the door is futile since it leads to nothing whatsoever. See #82 for the trap in the corridor outside of #62.

#63 Large spider above the door, per description earlier in the roster. Guards no treasure.

#64 Two ghouls will attack and follow into the corridor if the

door is left open. Guard 20GP.

#65 Crossbow will fire when the door is opened past 60 degrees, thus, someone looking behind the door after opening it a little can easily overcome the trap. On the table at the back of the room is a **Potion of Healing** 2d4+2.

#66 Spirit will attempt to surprise. Guards treasure of 20EP. Note poison needle trap on lock. Those who look for traps will find it 100%. Disarming is also 100% likely. If not searched for, the needle will hit for d6 damage. Saving throw from poison or 2d12 additional damage!

#67 Note the pit right in front of the door, it is weight activated. Figure falling into it takes d6 damage, but items must save from crushing blow. Spirit present, attack by surprise. Note that in the back wall is a compartment containing a **Wand of Magic Missiles**, firing one missile for d6+1 damage per round. 10 charges.

#68 Lama's normal starting location.

Falling into a pit or melee with spirit in room **#67** will alert him and he will teleport to corridor location **#85**. Treasure is obvious in the bedroom, which is 150GP, plus four gems worth 50GP each. Lama will melee with back to teleporter and will step there if he receives 20 or more points of damage! He is located near teleporter and cannot be surprised when door is opened (see room **#61**).

#69 Corridor is of no interest. Ladder to mausoleum **#21** above.

#70 Two spirits will be around the corner of the torture chamber, trying to gain surprise. Those who take no precaution upon entering will be surprised 100%. No treasure.

#71 Poison needle trap. Search and thief will find 100%. Removal is also certain. Failure to search will deal d6 damage and save vs poison or death. No treasure. NOTE: secret door open ONLY from **#71** side UNLESS a **Knock** is used from the corridor side.

#72 Ghost inside. Inside is a **cursed sword -1**, which cannot be put down once the curse is activated by using it in melee. Only **Remove Curse** will allow it to be put down.

#73 Treasure room. Ten gems valued at 10GP each plus 100GP and two Potions of Healing 2d4+2 each.

#74 - #80 all simple bedrooms with bed, chest, table, and chair.

#74 Two skeletons guard no treasure. Note the pit outside of the door.

Spears inside, so damage is 3d4 if a figure falls inside.

#75 One skeleton guards 31 GP.

#76 Empty.

#77 Teleporter location (see **#61** for function).

#78 One skeleton guards 18EP.

#79 Empty.

#80 Poison needle lock deals d6 damage and save vs poison or death for 2d12 additional damage. Search will find 100%, remove 100% certain.

#81 See **#74** for notes on spear pit trap. Stairs to **#57** above are not unusual in any way. The chance of falling rocks exists in the corridor toward **#83/84**. It is a weight sensitive trap that can be walked around or jumped over. Stepping on it will loosen 1-4 stones, each doing 1-4 damage.

#82 Pit outside of **#67** explained there. Two string traps in corridor will release crossbow bolt. Roll a "to hit" die since figure might not be in a position to be hit by bolt. Bolt is covered in contact poison and figure must save versus poison or die. Any careful movement and searching will find string stretched about a half foot above floor. Bolt does d4+1 damage if there is a hit in any case.

#83 Two spiders guard no treasure.

#84 Note teleporter (see **#61** for function). Statue of devil on altar.

Any who touch it will be -1 to hit for six full hours, unless a **Remove Curse** is used. Cleric will FORGET all spells at once with no saving throw if he/she touches it. Devil statue can be broken up with hammers and axes with no penalty. Hidden in altar are two healing potions 2d4+2 each. Those who step inside temple will set off **Magic Mouth** saying: "All praise to the devil most low and base. Hail to Thee" This

has no meaning whatsoever, nor any power. Crossbow is also fired for 2d4 damage, but no poison on bolt.

#85 (Trap east end of corridor, explained at **#82**.) Note teleporter in niche (see **#61** for operation). Trap in niche between **#71** and **#72** entrances. Anyone stepping inside of niche will glow with **Faerie Fire** until **Dispel Magic** used.

SPIRIT

FREQUENCY: Rare

NO. APPEARING 1-20

ARMOR CLASS: 8, 4, or -8 (see text below)

MOVE: 12" (2")

HIT DICE: 2

% IN LAIR: daytime 100%, night 15%

TREASURE TYPE: 50% for L or M

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Surprise on 1-4 on d6 in darkness or deep shadow

SPECIAL DEFENSES: Immune to Charm, Hold, Sleep, Polymorph, Poison. Limited ethereal access, (see below)

MAGIC RESISTANCE: (see below)

INTELLIGENCE: Low to average

ALIGNMENT: Lawful neutral tending to evil

SIZE: M or L (see below)

PSIONIC ABILITY: Nil

AT./DEF. MODES: Nil

Spirits are the remains of human, goblin, hobgoblin, orc, half-orc, or other humanoids of 1+2 or fewer hit dice (never a demi human), though the remains might have been any level of experience in life (including shaman and witchdoctors), that was an unburied dead or that was buried without any protections. The spirit has little material form and looks like a wraith at a distance. It partially exists on the ethereal plane at all times and can shift itself almost totally into that plane for very short periods of time (four or fewer segments).

When it becomes ethereal it can pass through earth, stone, and wood, but never metal of any kind, at a burrowing rate of 2" (i.e. 60') within four segments (i.e., 15' per segment). Thus, it can rise from a grave, move through a wooden door, pass through a stone floor, etc., without harm if the process can be completed in 4 segments (60' of such materials). If the wood/stone/earth is thicker than 60', the spirit will be killed instantly as it rematerializes. The spirit can be hit by any weapon in material form. When it is ethereal only metal weapons can harm it, magical or not. Thus, spears with stone heads, hammers with stone heads, axes with stone heads, stone daggers, wooden darts, etc. will pass right through the spirit, even if magical, without doing any harm if it is ethereal.

The spirit's armor class is as follows.

- In material form in some form of light at least equal to torch light, AC 8.
- In material form in darkness or poor light, AC 4. In ethereal form it cannot be hit by stone, wood, or non-metal weapons, magical or otherwise.
- In ethereal form, non-magical weapons made of metal hit at AC -8, but magical weapons hit it as AC 8. The spirit's first action in the melee round must be to attack and then seek ethereal form for protection, or to become ethereal and flee. It cannot become ethereal and then reform so that it can attack in a single melee round. Thus, if the spirit loses initiative or if it is simultaneous, its opponent will strike at AC 4 or 8, depending on light. If it gains initiative to attack, it can then become ethereal as its opponent(s) tries to hit, thus giving AC 8 or -8 if the weapon is magic metal or non-magic metal, respectively,



Spirits are undead and give off no heat, so they cannot be seen by infravision. They turn or are commanded as if they were ghouls. While ethereal, they are immune to all magic except damage magic like Magic Missile, Fireball, Cone of Cold, etc. They are always immune to Sleep, Charm, Hold, Poison, and Polymorph.

Since spirits are intelligent, they do not fight to the "death" and will seek to escape by going through a wall, floor, ceiling, etc. (they can Levitate themselves alone at 15'/segment for up to four segments).

They are connected to their actual form (remains, skeleton, corpse) and if that form is destroyed/beheaded they die at once. Their corpse cannot be Raised or Animated until the spirit is destroyed. Blessed or otherwise protected corpses cannot become spirits. A spirit will arise from 1 corpse in 20 that is not protected or given a proper burial i.e., a priest or higher ranked cleric officiates at the burial) after a period of 72 hours and only if it is night at the time of arising. Only those who die a violent death (including execution/assassination/ melee) can become a spirit.



LENARD LAKOFKA

IN DEDICATION AND LOVING MEMORY OF

JANUARY 10, 1944 – OCTOBER 23, 2020

Dragon Magazine, Leomund's Tiny Hut

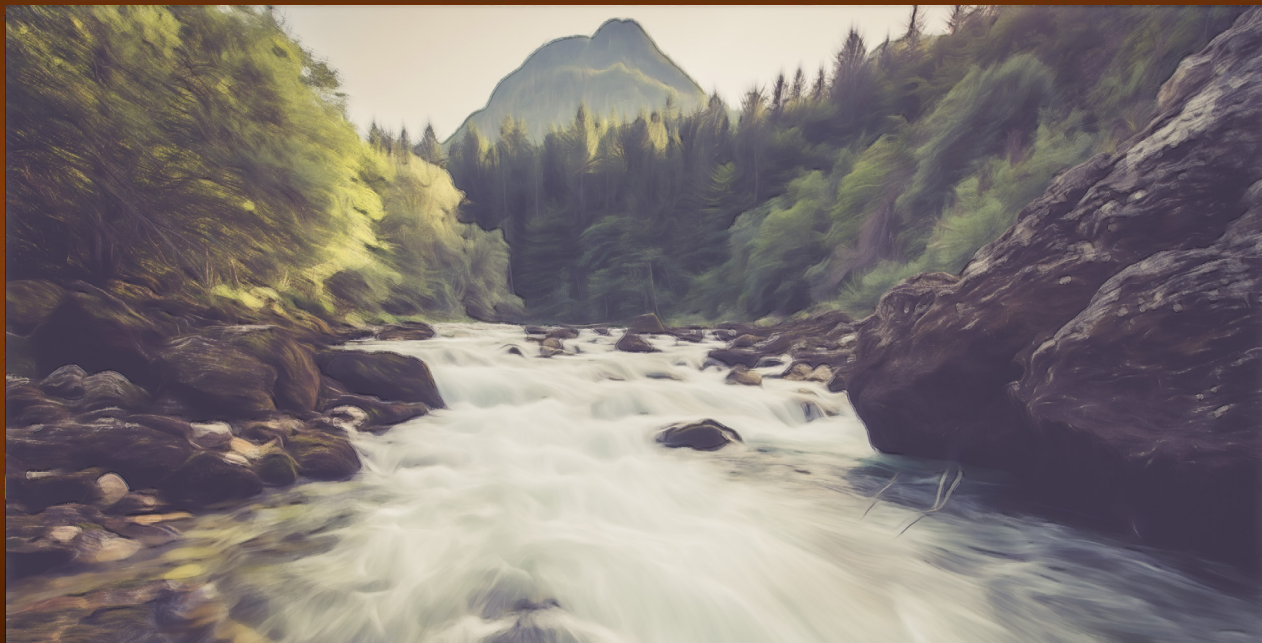
L1 The Secret of Bone Hill (TSR, 1981)

L2 The Assassin's Knot (TSR, 1983)

L3 Deep Dwarven Delve (TSR, 1999)

L4 Devilspawn (Released on Dragonsfoot for free 2009)

L5 The Kroten Campaign (Released on Dragonsfoot for free 2013)



Advanced Dungeons & Dragons

Fantasy Adventure Module

Devil's Dung

by Len Lakofka

Lakofka Archive Modules

LA 1 The Lighthouse

LA 2 Devil's Dung

RL 1 Ravages of the Mind

Other releases of additional Lakofka Archive items related to the
AD&D game system are planned for the future.