

DRAGONSEED

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Where the Fallen Jarls Sleep



By John A. Turcotte

Where the Fallen Jarls Sleep

An AD&D Adventure for Character Levels 3-5

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Editor: Mike Stewart

Assistant Editor: Jim Thomas

Layout: Chris Gonnerman

Cover Art: Stefan Poag

Interior Art: Stefan Poag, Steve Zieser, Dan Dalton, Lord Kyle, Brant Bollman

Maps: Andreas Claren

Proofreading: Michael Tapia



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"Aye, laugh if you will! But who knows what shapes of horror have had birth in the darkness, the cold gloom, and the whistling black gulfs of the North? In the southern lands the sun shines and flowers bloom; under the soft skies men laugh at demons. But in the North, who can say what elemental spirits of evil dwell in the fierce storms and the darkness?"

Robert E. Howard, "The Cairn on the Headland"

Background

Disturbing shadows have grown long over the northern reaches of The Land of Song. The fierce people who once fished the chilly fjords and hunted in the evergreen peaks now huddle in their villages. An evil is abroad in the land. Outlying villages and holdings have become abandoned, their populations missing. Hunting parties and traders have vanished. Bandits and worse roam the lands unchecked. The harvests have soured and now, as winter descends, the Clans fear that their meager stores shall not last.

A Moon ago, the six most powerful clans each sent their champion to discover the source of blight. The six never returned, nor has any trace been found. Putting aside his pride, Yngvar, the old Jarl of the Clans, has called for outlander heroes to aid the free peoples, promising great rewards and remembrance in song.

The journey to Yngvar's halls was long and arduous. The last leaves have fallen, and the cool air blowing off the sea has turned sharp and cold. The first morning frosts already grip the soil. Siri, the Jarl's wise woman, has consulted with the ancestors of the Clans. An old evil has arisen, they say, full of anger at the living. The stain on the land originates from the Valley of the Sleeping Jarls, where all the Clans' chieftains are laid to rest. The evil will not abate, the ancestors warn, for it bears a great malice for past deeds and hungers for vengeance. Siri has sought to discover what offense has been made, what appeasement can be offered; all for naught. Two nights ago, guards along the wooden palisade protecting Yngvar's Hall disappeared. The spring calves have died and the poultry refuse to lay.

The heroes are charged with traveling to the Valley of the Sleeping Jarls to discover the source of the malevolence bearing down upon the land and with eradicating it. The well-protected gorge can be found on the eastern shoulder of a particularly rugged mountain some three days' travel from Yngvar's hall. Who can say what evil lurks amid the towering peaks and shadowed fjords?

Starting the Adventure

The Jarl can outfit the adventurers with whatever necessary and reasonable provisions they may need for the journey. He will also send a guide, Gregers, to lead the party to the Valley. Gregers is a 2nd level chaotic good fighter (HP: 14). He is equipped with leather armor, large wooden shield, spear, throwing axe and long sword. Since the Clans' champions have failed to return, and the disappearances have now struck his own stronghold, the Jarl does not dare to send any additional forces. If the heroes insist, and a favorable reaction roll is made by the party's representative, Yngvar will consent to provide each adventurer with a warrior bodyguard. These warriors are chaotic good 1st level fighters each outfitted in the same manner as Gregers. These warriors will follow the orders of their assigned hero for the duration of this adventure, but will never take any action that may in any way violate their alignment, or harm or otherwise impugn the honor of Yngvar or their people.

There is no road to the Valley, for Yngvar is quite old. The last Jarl was laid to rest nearly twenty years ago. It is believed that the ancestors of the Clans guard the valley, therefore no guards or protective measures are necessary. Siri will provide each hero with a bronze torc that, she

says, will allow them to safely enter the valley (in fact, the torcs confer no special powers). The Jarl's wise woman is a 7th level neutral good cleric, and she could provide the party with a pair of earthen jugs containing **potions of extra healing** if asked.

If the party leaves the morning after meeting with the Jarl, they will arrive at the valley in the late afternoon of the third day. As discussed below, it would be prudent for the party to wait until the sunrise of the fourth day before entering the hidden gorge. Regardless of when they decide to leave, the Clans treat the company to a rousing send-off with ever-flowing flagons of mead and ale, and vivid songs of heroic epics.

Notes for the Dungeon Master

An old foe of the clans has indeed stirred in the Valley of the Sleeping Jarls. Some time ago, beyond the years of any clan members alive (some seventy years ago), an evil power arose in the sunless north and sought to subjugate the Clans. The jarl Hjalmar rallied the people of The Land of Song and crushed the evil forces in an epic battle upon a frozen fjord. One of the enemy's lieutenants survived the fray and fled to a secret place.

For decades this malevolent being plotted his vengeance upon Hjalmar's heirs, for the jarl had gone the way of all mortals. Taking for himself the name **Mogens** ("powerful"), this evil spirit, now a self-styled dark lord, gathered wicked cronies and servants to itself and came to the Valley of the Sleeping Jarls. There, he has spent nearly two decades corrupting and desecrating the sacred resting place, reshaping the hollowed tombs into a blasphemous temple to his infernal lord.

Mogens has animated the dead of the valley, and invited evil spirits to inhabit the shells of the deceased lords and ladies. The valley is now infested with undead. Mogens has slowly spread out his forces from the valley, slaying and then animating those who fall within his reach, thereby swelling the ranks of his abominable host. The six champions sent by

the Clans fell before him and now serve in undeath as his personal guard.

Once the adventurers arrive in the Valley, it will be difficult for them to find rest. When the party retires to rest and recuperate, Mogens will make every effort to locate them and will send undead to harry and haunt them. Prudent heroes will consider sleeping during daylight hours when Mogens's servitors are weakest.

This adventure is best run with a sizeable party, between five to seven adventurers. The party should have a cleric. If the party size is smaller, the Dungeon Master should consider ensuring that either each party member is closer to 5th level of experience, or should provide the party members with additional henchmen or lackeys.

Note on Turning Undead: The majority of opponents in this adventure are undead. Therefore, the cleric ability to turn undead will be crucial. Note that according to the DUNGEON MASTERS GUIDE, each cleric may attempt to turn one type of undead within a group (or a singular undead foe, as the case may be) only once! The only exception to this case is where multiple forms of undead are encountered in a group. In this event, each cleric may use their turn undead ability one time upon each type of undead, beginning with the lowest form of undead. With each successful roll, the cleric may attempt to turn a greater form of undead. Once the cleric fails a turn undead roll, s/he may not attempt to turn any other types of undead in that group.

For example, the cleric encounters a mixed band of undead consisting of a wight, three ghouls and four zombies. The cleric attempts to turn undead, and must therefore consult the MATRIX FOR CLERICS AFFECTING UNDEAD with respect to zombies. The cleric is successful on his first roll, and the zombies are turned. The next round, the cleric attempts to turn the ghouls and fails. The cleric may not attempt to turn the wight the following round.

Note that within THE TOMB OF HJALMAR (q.v.), an area thoroughly desecrated and now a stronghold of evil, it is more difficult to turn the undead. Within that Tomb, all undead are

treated as the next most powerful form with respect to turning (i.e., zombies turn as ghouls on the MATRIX FOR CLERICS AFFECTING UNDEAD, ghouls as shadows, etc.).

As a final note, it is incumbent upon the Dungeon Master not to directly inform the party what kind of undead they are facing. As a general rule, the majority of undead monsters share a similar appearance. The party should not be able to tell from appearance alone whether the creature they are facing is a zombie, coffer corpse, wight, mummy, etc. Make every effort to vividly describe the horrific inhabitants of the valley. Remember that undead come in all both genders and all age groups.

Rumors: Before setting off, the adventurers may seek information from the townsfolk. However, heroes with successful encounter reaction rolls may learn 1d4 of the following rumors. Note that an (F) following the rumor indicates that the rumor is false.

1. Yngvar's predecessor, Vilfred, was poisoned by his spiteful mistress. His angry shade will not rest until her remains are removed from his burial cairn. (F)
2. A ghostly cat with eyes of fire haunts the abandoned fields and farms.
3. A many-headed monster lurks just offshore, sneaking into villages at night and carrying away its victims (F).
4. Farms and entire villages have been found abandoned and empty. The inhabitants have vanished without a trace.
5. The former jarls are not truly dead. They sleep until Ragnarok, when they will rise from the Valley of the Sleeping Jarls and do battle beside the gods. (Partially True)
6. Burial grounds have been desecrated and bodies removed from their graves and cairns, even the bodies of children.



The Journey to the Valley

The Valley is located on the east shoulder of a sharp peak overlooking a deep fjord. The peak is known locally as "Three Horn Mountain" for its trio of imposing summits. The land through which the party must travel is hilly, with little fertile soil clinging to the rocks. There is a stark beauty to the cool fields and birch thickets. The heroes' journey will take them past empty farms and deserted villages. The party members are free to explore if they choose, although Gregers, if he is present, will exhort them to make haste. No clues can be found. The simple shelters are empty, their inhabitants gone. There are few tracks to be found, although a ranger can spot unusual movement around all, as though a great number of persons had congregated around each such spot.

Three Horn Mountain is easily spotted from afar, with its trio of majestic snow-capped peaks. Like the rest of the land, the mountain is only sparsely forested. The going is exceptionally steep and arduous. Climbing up to the gorge is an exhausting three hour trek. Sheep and goats no longer graze along its slopes, and the shepherds who once lived here are absent. Ice-cold mountain ponds reflect the steel-gray clouds above like mirrors. The entire mountain seems swathed in an unnatural silence.



Wandering Monsters

During the journey to the Valley, there is a 1 in 10 chance per hour of encountering a wandering monster. If an encounter occurs, consult the table below.

<u>Die Roll</u>	<u>Day Encounter</u>	<u>Night Encounter</u>
1	Gnoll Raiding Party	Gnoll Raiding Party
2	Hag	2-8 zombies
3	Berserkers	Berserkers
4	Gorecrow Flock	2-5 shadows
5	Survivors	Undead Patrol
6	Luck Eater	The Hellcat

Gnoll Raiding Party: The party encounters 14 gnolls (HP: 14, 13, 12 (x2), 11 (x4), 10, 9, 8 (x2), 7, 5), together with their leader (AC: 3, HD: 3, HP: 16). The gnolls are armed with large wooden shields, spears and battle axes. The leader wears studded leather armor, and bears a medium metal shield, a long sword and a throwing axe. If encountered during the day, the gnolls have made camp, but have set three guards.

The gnolls hail from the Bloody Moon tribe, and their shields all bear a lurid red crescent. They have descended from the mountains to raid

and pillage, having heard that the Clans were weakened. Instead, they have encountered Mogens's forces and have recently lost more than half of their number to wandering undead. They now seek to return to the highlands. If questioned or parlayed, they can relate that the undead seem to be carrying their victims towards the "horned peak" (an identifiable reference to Three Horn Mountain).

The gnolls carry waterskins and dried meat rations. The leader carries the party's monetary treasure: 14 gp, 22 sp and 112 cp, and wears a silver torc (100 gp value) as an armband. Two

gnolls are pulling a horse cart loaded with goods looted from abandoned farms. The cart carries an assortment of farming tools, a pair of long swords, three medium metal shields, four helmets, five sacks of grain, two casks of mead, a ceramic flask of brandy, more than 20 pounds of smoked fish, a silver tankard (10 gp value), eight sacks of wool (10 sp. each), and a dozen valuable fur pelts each worth 20 gp.

Hag: This 5th level lawful evil illusionist (HP: 16) is on her way to the Valley to offer her services to Mogens. She travels by day, hoping to avoid the undead that plague the land. Warned of the heroes' approach by her familiar, she has used **change self** to appear as a robust matronly widow of some means. She is leading a goat. If encountered, she informs the adventurers that she is on her way to her deceased husband's highland territory. She is a smooth liar and will invent any plausible story. If she learns the heroes' destination, she will seek to travel alongside them, "for a wee bit." In reality, she seeks to curry Mogens's favor, and will use any opportunity to betray the heroes and bring them to ruin.

Beneath the illusion, she is a ghastly, withered thing. She has the following spells memorized:

First Level: *change self (already cast),
color spray, phantom armor,
wall of fog*

Second Level: *detect magic, invisibility*

Third Level: *spectral force*

She wears **+1 robes of protection** (AC: 6 with DEX bonus), and bears a quarterstaff. Within the sleeves of her robes she hides a pair of throwing daggers. In addition to her bedroll, she carries a backpack, a large sack, a belt pouch, her spellbook (contains all of the above spells, plus **dancing lights, hypnotism, mirror image** and **suggestion**), a waterskin, a **potion of diminution**, 6 days of iron rations, 23 sp. and 60 cp. Her characteristics are as follows: STR: 8, INT: 16, WIS: 13, DEX: 17, CON: 11, CHR: 5. The "goat" is in fact an imp (HP: 17).

Neither the hag nor the imp are particularly brave, and both will seek to save their own skins if threatened. They may shadow the heroes, if

given a chance, in the hopes of foiling their plans at a later time. If the hag is faced with certain death, she might relate that the undead are part of an "army" under the command of the "Dark Lord Mogens." She knows that Mogens lairs in the Valley of the Sleeping Jarls, but knows little else about him.

Berserkers: This band of 11 berserkers (HP: 7(x2), 6(x2), 5(x3), 4, 3(x3)), from enemy clans, have come raiding from the east. Each carries a throwing axe and a long sword. Their leader, Lennart, is a 2nd level Neutral fighter (HP: 14). Like the gnolls, they have heard of the dark shadow spreading over the land. They have found little to pillage, and have suffered losses fighting against the deathless creatures patrolling at night (they originally numbered 34). If encountered at night, they will have formed a tight camp and will have set four guards. It is conceivable that a shrewd and persuasive party might convince the hardened berserkers to accompany them, although they will prove to be uncontrollable in any combat situation.

Each berserker has 2d6 sp on his person, and carries a large sack that holds 3 days iron rations, a full waterskin, and a piece of hard cheese. Lennart wears a bronze torc (20 gp value), carries 25 sp and 32 cp. He also carries a wineskin (full), and a horn.

Gorecrow Flock: These predatory creatures will surround the adventurers and follow them for 1d6+4 turns, hounding their moves and creating an endless racket. There will be from 4-16 birds in the flock. They will not attack the party unless there are at least three crows for each party member (not counting bodyguards or henchmen), or unless the party looks obviously weak. They may "dive-bomb" the party at times, hoping to sneak a bite. The flock will disperse if they are attacked with magic or if they lose four or more of their number.

Survivors: The heroes encounter 1d8+2 farmers and peasants fleeing with meager belongings to Yngvar's hall. There is a 50% chance that they are accompanied by 1-6 children. The survivors will relate chilling tales to the adventurers: of dead children returning to knock at their parents' doors late at night, of

thin inhuman shapes drifting through the orchards, etc. They can vividly describe walking corpses and worse. One terrified young mother can describe how she watched from hiding as an enormous "pumpkin-headed giant" directed an awful crew of skeletal farmers to dig bodies out of a burial ground. They carried their grisly booty to the northeast. The survivors will not pause long, for they seek to cover much ground during the night hours.

Luck Eater: The party comes across the scene of an apparent attack. Two carts are overturned beside the path. Personal belongings are strewn about the area. There is no sign of the cart's horses, nor of the cart's owners. Searching the debris, a party member (at random) will discover an overturned wicker

basket. Beneath the basket is a tiny orange kitten that will stare at its discoverer with enormous frightened blue eyes and pitiful mews. If any friendly action is taken, the kitten will begin purring loudly and will rub against the legs of the character who found it affectionately.

The "kitten" is in fact a Luck Eater (HP: 19). It will do everything in its power to accompany the adventurer who found it, acting cute and bounding along after him or her in as adorable a manner as it can muster. Of course, it will begin purring immediately, attempting to snare the heroes. The DM should roll the saving throws secretly and surreptitiously inform those players whose characters have failed that they sense



the kitten is not what it seems, but possibly some good ally.

Undead Patrol: This party of undead roams the land seeking fresh bodies to swell the ranks of Mogens's loathsome host. It is led by a bearded devil (HP: 33) who hides himself under the **illusion** of a 7' tall starkly naked giant with an enormous carved pumpkin where his head should be. Any successful hit will dispel the glamour. With him are a pair of shadows (HP: 17, 14), nine zombies (HP: 16, 14, 13 (x2), 11, 10, 8, 7, 4) and thirteen skeletons (HP: 7 (x2), 6 (x2), 5 (x3), 4 (x4), 3, 2).

The zombies and skeletons all bear digging utensils, for the devil has found a plentiful source of recruits amidst the clans' abandoned burial grounds. These tools may be used as rough clubs in battle for 1-6 points of damage. There is a 30% chance that the devil's charges will be carrying 1d8 bodies when encountered. The

devil is unarmed. The patrol does not carry any treasure.

The Hellcat: A hellcat (HP: 44), summoned by Mogens, hunts in these haunted lands and begins to stalk the party. The beast will seek to pounce on the last member of the party in marching order and to slay him silently. If it is able to dispatch its victim during its surprise attack (attacking at a +2 "to hit" bonus from behind, the victim having neither shield nor dexterity bonuses), then it does so silently, and drags the body away to be devoured at its leisure.

Shadows and Zombies: The lost souls roam the land at the will of Mogens. They include within their number women and children. Virtually all the zombies are unarmed, and those who are (5%) carry farming tools (flails, scythes, sickles, rakes, forks, etc.). If any zombies succeed in slaying any victims, they bear the body to the Valley to be reanimated.

The Valley of the Sleeping Jarls

On the late afternoon of the third day, after an exhausting climb up the steep mist-enshrouded slopes, the shoulder of Three Horn Mountain is attained, and the deep cleft along its east shoulder can be spied. A faint trail leads to the gorge through stunted waist-high trees.

The "valley" itself is in fact a deep ravine carved by a mountain stream down the face of the peak. The walls are steep, and crowded with tenacious clinging trees and hanging roots. The cleft itself is cool and shadowy. Near the entrance, the stream cascades down a thirty foot fall into a loudly splashing pool. A fine chilly mist serves to screen the entrance into the valley. From there, the stream flows down the length of the gorge to a noisy waterfall where it continues its journey to the sea.

Guarding the entrance, but nearly hidden beneath the strangling scrubs are stone totems, one for each of the Clans represented in the Valley: Bear, Wolf, Boar, (Cave) Lion, and (Sabre-toothed) Tiger.

The floor of the valley is thick with tough weeds and short thorny trees. Two long mounds, obviously artificial, face each other on opposite sides of the stream. Each is bare. The rock walls of the gorge have been eaten away by the leaning trees' roots, water and time. They are pocked with depressions and caverns. Many depressions seem to bear pale stone portals etched with runes.

Aside from the crashing and gurgling of the stream, there is no other sound here. The high walls prevent even a slight breeze. A watchful silence engulfs the Valley.

Encounters in the Valley: During the day, there are no encounters in the Valley other than the possibility of attracting the gorecrow flock's attention. Mogens has summoned 31 of these nasty creatures here, and they roost in the skeletal trees overlooking the valley. Characters moving in the open during the day have a 1 in 6 chance per turn of attracting 3-18 of the crows. Unless they outnumber the party three to one, or unless the party is obviously wounded, they will not attack. They will, however, follow the

party around the Valley, flitting from tree to tree and maintaining a steady racket. They will flee and retreat for at least two hours if attacked with magic or fire. If they attack, 1-3 will join in the melee per round, until the entire flock is engaged. The DM should make sure that any casualties are subtracted from the flock's total population for any future encounters.

During the night hours, the Valley is a much more dangerous place. Encounters will occur on a 1 in 6 chance, per hour. If any encounters are indicated, consult the table to the right:

Die Roll	Wandering Monster
1	1 wight
2	2-5 shadows
3	4-10 (2d4+2) zombies
4	2-16 skeletons
5	2-8 animal skeletons
6	1 monster zombie
7	2-5 ghouls
8	1 spined devil

The valley is obviously a dangerous place to explore during the night. Player characters who attempt to rest within the Valley will be subject to endless waves of undead.

Key to the Valley

A. BASIN: The cold mountain stream cascades 30' down into a natural basin, creating a turbulent pool. The pool is some 8' deep at its deepest point. The chilling water churns around the basin before spilling out into the stream.

C. THE BRIDGE: This is a simple stone bridge some 15' long and 5' wide.

B. THE STREAM: This stream varies from 3' to 8' in width and from 2' to 6' in depth. A wide bed of smooth stones along both sides indicates the seasonal swell of the flow. The frigid water is strong enough to carry along any small-sized creature who fails to roll equal to or less than their Strength on a d20. Creatures swept away may again attempt a Strength roll each 30' of travel. The bumpy flow and bone-chilling cold inflicts 1d4 hit points of damage per 60' traveled. Any creature unable to escape the current will eventually be poured into the POOL (Area D).

D. THE POOL: The stream empties into a wide, deep pool. Here, the mountain water bubbles and froths, eventually making its way through a breach in the gorge wall some 4' wide, creating a thunderous waterfall to an unknown distance below. Dead trees and other detritus bob and jostle within the pool.

The pool is 11' deep at the edge closest to the falls, but is only 3' deep around its edges.

Inquisitive player characters may be able to make out the stone portal leading to Area L. Note that any creature that enters the deeper edges of the pool will be swept over the edge of the waterfall within 1d10+2 rounds. Anything swept over the edge will be slain.

E. VIOLATED CRYPT: Each of these areas is a crypt to a lord whose final rest has been disturbed by the minions of Mogens. Each bears a stone portal decorated with faded and weathered runes naming the jarl within and setting forth his great deeds and heroics. Many of these are very faint and only a **comprehend languages** spell (or a thief's successful read languages roll) will suffice for translation. The names of the sleeping jarls, beginning at the northernmost crypt and moving clockwise, are as follows: Severin "The Younger", Verner, Bendt, Holger, Severin "The Elder", Kjold, Steen, Gunne, Vilfred and Jorck. The DM is encouraged to invent colorful accomplishments for each. Moving a portal, including the portals to Areas F – P, requires a successful OPEN DOORS roll.

Hanging roots and cankerous growths obscure many of these tombs. Upon inspection, however, it is clear that all the portals show signs of recent use and some defacing. Beyond each is usually a small, hollowed-out area, hewn from the living rock. In keeping with the

traditions of the Clans, within each is either a stone bier upon which the body of the deceased it to be laid, or a stone cairn under which it is to be buried (50% chance of either). Buried with the jarl are crocks of mead and cheese, personal effects, and very often some of his servants (sometimes even his wife!).

In all these areas, the biers are empty and the cairn stones scattered. During the day, any

given crypt is occupied by the following undead as shown on the table below.

After the sun sets, these undead move the portals aside and exit their crypts. The buried possessions of the jarls have been smashed and strewn about. Anything of value within has already been presented to Mogens.

Die Roll	Undead Present
1	1-4 shadows
2	1d4+1 zombies
3	1d6+1 skeletons
4-5	<u>Mixed Undead</u> (roll again on the following sub-table)
1	1 shadow, 1-4 skeletons and 1-3 zombies
2	1-2 shadows and 1-4 zombies
3	1-3 shadows and 1-6 skeletons
4	1-4 zombies and 1-6 skeletons
6	1-2 huecuvas

F. THE LONG MOUND: This obviously artificial burial mound curiously bears no growths upon it. A long ring of pallid white flowers grow wildly about its base. Its bald top is some twenty feet above the floor of the gorge. At the southern end, a tunnel has been dug into the mound.

Mogens breached this mound long ago and invited malign spirits to reside within. The circular tunnel, only 3' wide worms into the great mound. It is a lightless, disconcerting crawl. Those brave enough to wriggle along the 18' length will find that the tunnel punctures a roundish chamber within the heart of the mound. Although some 20' wide, the ceiling is only 7' tall at its peak, giving the chamber a cramped feel. The sense of the weight of the earth above this room is prevalent. The adventurers' light will play over ancient weaponry and armor, gilded drinking horns and a bejeweled harp. This is, apparently, only an antechamber. A round entrance leads further into the tomb.

This sight may be the last thing the intrepid adventurers see, for at that moment the antechamber is reached, nine larvae (HP: 5

each) erupt from the walls of the tunnel and attack the party! The larvae surprise their victims on 1-5. Given the cramped conditions, player characters may not use shields nor apply any dexterity bonuses to their armor classes. The larvae attack at an additional +2 bonus within the tunnel. Conversely, characters fighting in such close conditions are unable to use anything other than a short weapon requiring little space (short sword, dagger, hand axe), and even then size medium player characters fight at a -2 penalty to hit and on damage.

At the same moment, two large desiccated hounds charge from the darkness beyond the antechamber to attack the hero peering in. These are animal skeletons (HP: 6 each). They likewise attack adventurers peeking into the chamber from the tunnel at a +2 bonus on the initial round. If both hounds hit, the victim is hauled bodily into the room and attacked on the floor while prone.

Three rounds after combat begins, the lord of the tomb will appear. With a frightful roar, a great spectral bear charges through the wall of

the antechamber! The lord (and former werebear) is a wraith (HP: 37). Being incorporeal, it is not bothered by the cloistered quarters, although the players will be.

The antechamber contains six long swords of excellent quality. Each has a scabbard decorated with silver and bloodstone worth 55 gp. Each is laid across a polished medium metal shield. All are excellently preserved, depicting a snarling bear, although none are magical. There are three drinking horns decorated with gold and mother-of-pearl, each worth 125 gp. Stacked in a pyramid are eight stoppered crocks of mead, three are still potable if water is added (and quite good). The player characters may assume that these are dried potions of some sort. The harp will crumble if touched, but the seven chalcedony stones set into the rotting wood are worth 50 gp each.

Beyond the antechamber, a 6' wide round tunnel leads to an 8' by 8' chamber, the tomb of the jarl. Here lies a stone bier with a long-moldering body atop. The body is helmed and is draped with a rich fur blanket. The player characters may recognize the helmed figure as identical to the wraith. The fur has not rotted, for it is magical in nature. This **berserker cloak** enables its wearer to assume the form of a brown bear once per day for up to six hours. However, each time the cloak is so used it has a 2% cumulative chance of inflicting lycanthropy (werebear) upon its possessor.

Beneath the cloak, the jarl's remains are clad in rotted and rusted armor. His shield and crossed spear, however, remain in pristine polished condition. The jarl's golden torc (250 gp value) identifies him as Folke "The Fist of the Clans." The **+1 large metal shield** bears his name upon it, together with the familiar snarling bear. The spear is named as "Alfbrande;" it is a **+1 flame tongue** (as the sword of the same name). See THE REWARDS OF THE CLANS (q.v.) with respect to the party's possession of this item.

G. THE MIDDLE MOUND: This mound is some twenty feet tall and perhaps forty feet long. It is bare, although thorny scrub has begun to creep up the sides. A narrow tunnel has been dug into the side of the mound.

Like the LONG MOUND, the passage dug into the mound is only 3' in diameter. It debouches 12' into a cloistered low-ceilinged (4 ½' high) chamber. Within are several mounds of broken crockery, the remains of fur and tapestries, and several weapons.

Within this mound await thirteen shadows (HP: 17, 15(x2), 14, 12(x3), 11, 10(x2), 9, 7, 6) who will wait until the party has entered the chamber and begun to search for treasure before striking. The close nature of the chamber causes all fighting with weapons more than 3' in length to fight at a -2 penalty. In addition, any miss indicates a chance to hit a fellow party member! During evening hours, the shadows will pursue any fleeing party members out of the mound.

Searching the contents of the burial mound, the party may find a gold torc set with amber (350 gp) naming the jarl for whom this mound was raised as Arvid. The party can also find a matched pair of battle axes with silver insets along the grip worth 35 gp each. Everything else has rotted away or has been taken by Mogens.

H. THE SMALL MOUND: This small mound is roughly twenty feet around and forms a small hemisphere nearly that tall. The entire mound is covered with tough gray grass and curious blue flowers. No entrance can be seen.

Despite the best efforts of Mogens, this mound remains undisturbed. The mound is protected by a permanent **protection from evil** spell of 20' radius. Whatever may lie within is up to the DM's discretion.

I. THE TOMB OF INGEMAR: The entrance to this tomb appears as any other. The stone portal names the jarl sleeping within and relates that he slew the "demon fish of Karfay." Beyond the portal, a short corridor hewn from the rock leads to a larger area. The walls and ceiling of the

tunnel are covered with pictograms relating Ingemar's brave deeds in life.

11. CRYPT OF THE IMPOSTORS: The tunnel leads into a low-ceilinged (6' high) chamber. The walls and floor are wet, and a standing puddle of cold water covers most of the floor. A thick moldy stench makes it difficult to breathe. To either side are set stone biers. Upon each lie the remains of the jarl and possibly his wife. Hanging on the wall behind the jarl's remains are the bone jaws of some massive animal.

Ingemar died long ago, and both he and his wife's remains are long gone. Atop each bier rests a fat ghaſt (HP: 30 and 29, reſpectively) wearing the nobles' accoutrements. The "jarl" wears a ſuit of **+2 studded leather armor** (and therefore enjoys an effective armor class of -1) and a gold torc worth 110 gp (and inſcribed with the jarl's name). The remains of a large ſhield cover moſt of the thing's body and it is helmed, thereby poſſibly enabling it to remain undetected until prey is cloſe. His "lady" wears the tatters of thick furs and "her" face is hidden behind what may have once been a hooded cloak. "She" wears four gold rings; two are plain (120 gp. each), one ſet with ſmoky quartz (170 gp) and one maſterwork depicting vines encircling a large amber globe (350 gp). Upon cloſer inſpection, the ſtone contains a ſmall waſp-like inſect. Once per day, upon ſpeaking the command word, its wearer may ſummon the creature forth from the amber where it balloons into a giant waſp of laſteſt ſize (HP: 32) to do the wearer's bidding for up to 2 turns, whereupon it returns to the amber. If the waſp is ever ſlain, or if the ring is deſtroyed, the dweomer is forever loſt. Unfortunately, the command word is long forgotten, but an enterpriſing DM may wiſh to deviſe a ſhort queſt to recover it.

It goes without ſaying that the ghaſts will throw aſide their diſguiſes and attack (almoſt certainly by ſurpriſe) once the party draws cloſe. The chamber contains no other treaſure, everything elſe being hoſded by the head ghaſt in area J4. The jaws are clearly from ſome ichthyian creature, but one of at leaſt 30 feet in length. The remains of a tapeſtry can be drawn aſide to reveal a ſhort (3' tall) paſſage that

leads out of the chamber. The paſſage ceiling riſes to 5 feet in height after only a yard or ſo.

12. CACHE OF BONES: Another pair of ghaſts (HP: 18, 13) may be diſcovered here. Neither has any treaſure.

13. UNHALLOWED POOL: The tunnel dips down ſharply. Water bleeding in through the rough walls forms a ſlick carpet. All adventurers muſt make a ſucceſſful Dexterity check (by rolling their DEX or leſs on a d20) or ſlip down the tunnel into this area (taking 1d3 hit points of damage in the proceſs and loſing initiative to the chamber's inhabitants). The tunnel debouches into a roughly dug paſſage. Water drips from the ceiling and combines with a ſteady ſtream from the paſſageway to create a mucky pool.

When the chamber is entered, ſeven ſkeletons (HP: 6 each) riſe from the pool and hurl their heads at intruders (inſlicting 1-3 points of damage on a ſucceſſful hit). The headleſs ſkeletons will then ſeek to engage any opponents. The pool is nearly 3' deep and bone-chillingly cold. The ſkeletons have no treaſure.

14. BLACK SEPULCHRE: The entrance to this area is concealed behind a pile of bones ſet againſt the wall. The tunnel is only 3' diameter and medium-sized characters will have to make a nerve-wracking crawl to reach the chamber beyond.

The head ghaſt lurks here in abominable ſplendor. This chamber is 12' tall and is lit by a pale ghoſtly glow from cancerous fungal growths that have been cultivated to grow along the walls, ſeemingly choſen for their diſquieting appearance. Skulls and bones decorate the room, fitting trophies for the groſſly fat ghaſt that wallows within this daemonic vault. The head ghaſt has 36 hit points and fights as a 6 Hit Dice monſter. He is turned as a mummy. He is ſerved here by four ſkeletons (HP: 7, 6, 5, 4) of the head-throwing variety, a pair of ſhadows (HP: 14, 11), three ghoulſ (HP: 11, 9, 8) and its pet uſtilagor (HP: 17). The uſtilagor is, in fact, clinging to the wall near the entry, hidden among the noiſome growths.

It will spring out at intruders when they enter, thereby signaling the attack.

The head ghast is a favorite of Mogens, and has been provided with some of Ingemar's treasures and a portion of goods taken from victims in the surrounding lands. Amidst the squalor can be found a stoppered **potion of extra healing**, a **scroll of protection from fire**, 1,200 cp., 800 sp., 360 gp and a wrought silver necklace set with onyx worth 1200 gp (the last worn by the head ghast himself). He also wears a cloak of fine furs worth 100 gp. A burial shroud serves as a curtain concealing the passage to Area J5.

J. THE TOMB OF ROLF: The stone portal guarding this entrance names the jarl sleeping within and credits him with "breaching the invulnerable walls of Rollin." The motif of the bear appears more than once (Rolf was in fact a descendent of Folke (AREA F), and a member of the same clan). Beyond the portal is a tall (8' high) passage. It is richly decorated with faded paintings depicting the jarl's brave deeds in life.

J1. HALL OF HISTORY: The tunnel opens, through an archway engraved with runes of power, into a large chamber. Once, colorful paintings decorated the plastered walls of this room. Now, deep gouges have been raked through the artwork and disgusting runes have befouled what was once surely awe-inspiring ode to the sleeping jarl.

It is impossible to make out what the artwork originally depicted. Adventurers who take the time to closely examine the walls may determine that it depicts a bright host of valiant forces charging from a green and bountiful land to meet a dark army of inhumanly tall and thin figures marching out to meet them from beneath an ominous black cloud. The figure leading the army of the Clans has been completely chipped and gouged out. The leader of the black host, originally a small figure, has been grossly enlarged by later hands to depict a looming black figure with a wicked glyph upon its brow.

J2. DESECRATED CRYPT: A short arched hall, its art likewise desecrated and ruined, leads into a smallish chamber with a domed ceiling. Three

broad steps lead up to a stone bier. No body lies upon the bier, instead ofal and noxious waste have been piled upon it. The stench is ghastly.

J3: This chamber is identical to Area J2.

J4. GUARDIAN HALL: The stone portal leading into this room has been utterly defaced, its surface a jagged scar. The portal has been protected by a **glyph of warding** (cold) that will inflict 12 hit points of damage to any person not uttering the glyph's name ("cuh").

Beyond the portal awaits an awful scene. A long and wide hallway extends into darkness. Despicable figures are carved into the walls capering and cavorting in an obscene procession into the gloom of the hall's far end. Haunting, luminous figures silently advance upon the party.

The glowing figures are nine zombies (HP: 15, 14, 12(x3), 11(x2), 8) whose moldering bodies are covered with a faintly phosphorescent moss. They are especially horrific for they obviously died violent deaths, their grievous wounds apparent. Tottering amidst the zombies are a pair of wolf-headed humanoids with licks of blue witch-fire where their eyes should be. Each wears highly polished plate mail, full helms (with jet black plumes) and drags a massive two-handed sword. These figures are **illusions** generated by the pair of spined devils (HP: 19, 14) currently hiding at the far end of the room. They hope to dupe the party into directing their attacks against these phantasms. Once the zombies engage the party, one of the devils (now covered by the illusion of a rotting, zombie harpy armed with darts) will swoop in and unleash a flurry of spines (not caring whether or not they strike zombies accidentally). The other devil will teleport to Area J6 to lead in the undead host there. If the battle goes badly for the devils, one will teleport to Area J5 and the other will teleport directly to Mogens (Area O30). The inhabitants of Area J5 will therefore be prepared for the party's entrance and Mogens will now be aware of the intrusion into his stronghold. He is likely to be most displeased...

More evil works are discovered at the far end of the hall. Any dwarf or gnome can easily determine that this chamber was not a part of the original tomb, but is instead of more recent construction. Four raised alcoves look down upon the hall, within each rests a grotesque statue of a decomposing lord, all sculpted in a particularly horrific fashion. At the end of the procession, three steps lead up to an obscene altar of jet upon which are carved putrescent figures and disgusting acts. A great, unbroken circular sheet of slate is hung at the absolute far wall, an obeisance, no doubt, to some dark power. The most horrific element of all, however, are the fragile headless remains of the jarl, strung up, bony arms flung wide, upon the face of the slate circle.

Both the altar and the slate radiant evil if searched for, but neither is magical. No treasure has been left to the remains of the jarl. The hall contains a pair of secret doors, each covered by a bas-relief carving of a gibbering reveler. The doors slide up (at least 12 Strength required to move the heavy stone portals).

J5. HALL OF SORROW: The roughly-hewn stairs sweep down into a stifling stygian vault. Here rest the evil servants of Mogens, a drelb (HP: 32),

a wight (HP: 24) possessing the remains of the jarl's wife, and a pair of skeletal bears (as zombies, HP: 15, 13, attacking thrice per round for 1-3/1-3/1-6 hit points of damage). If alerted by one of the spined devils in Area K4, the drelb will hide within the stone and emerge from the floor to attack from surprise while the bears draw the adventurer's attention.

Like much of the awful hall above, this area is of newer construction. The area has the general appearance of a crypt, with funeral shrouds strewn on the floor, and bones and objects best left undescribed scattered about. Brave adventurers poking through the mess will find a **+1 long sword** in a bejeweled scabbard (worth 500 gp alone), a scabbard for a dagger decorated with pearls (400 gp, the blade inside has long since rusted away), three gold and ivory cups (worth 200, 250 and 375 gp, respectively), a long-stemmed ivory pipe with extensive scrimshaw depicting ships at sea (worth 250 gp), a drinking horn with silver and mother-of-pearl inlay (400 gp), and the item the drelb was summoned to guard, the **Eastern War Horn of the Clans**. The wight wears a pearl pendant on a silver chain worth 550 gp and a pair of gold rings set with rock crystal, each worth 150 gp.



J6. RESTLESS DEAD: These secret stairs lead down to a lightless hall. The drelb (in Area K5) has mustered his undying troops here, and they tirelessly stand in formation.

Lined up in this hallway are 6 animal skeletons (wolves and badgers, HP: 6(x2), 4, 3(x2), 2), 23 skeletons (HP: 8(x3), 7(x2), 6, 5(x5), 4(x6), 3(x3), 2(x3)) and 19 zombies (HP: 16, 15, 14, 12, 11(x2), 10(x3), 9(x4), 8(x2), 6(x2), 5, 3). They are led by a horrific headless ogre (monster zombie, HP: 36) armed with a maul.

The undead have no treasure.

J7. GUDRUN'S TOMB: This door is concealed behind a wall of plaster. The plaster will only be detected as being different from the surrounding stone wall if a successful roll to find secret doors is made (although dwarves and gnomes will automatically notice if they search the area). If the plaster is chipped away, the stone portal can plainly be seen. Upon it are runes that read as follows:

Gudrun of the Angry Eyes lays here
Neither sleep nor death can give her rest
May the gods grant her peace

Mogens, divining what lays beyond, has not breached the door. Moving the heavy stone slab will require a successful BEND BARS/LIFT GATES roll. Gudrun is beyond, and death has not dulled the anger of Rolf's niece.

The chamber beyond is tiny, only 7' by 5'. It is nearly entirely taken by Gudrun's bier. The shrunken body of a woman lays atop, a stout wooden staff still clutched in her shriveled hands. Gudrun will seek to destroy any who disturb her slumber. She is equivalent to a mummy (HP: 37), but her touch does not spread disease. Instead, she exudes a *cloak of fear* (as the spell) as a 6th level cleric. She wields her **staff of striking** (12 charges) in combat. She wears a silver diadem set with three perfectly matched pearls (1,800 gp value), a **ring of warmth** and a pearl bracelet (550 gp).

Gudrun will pursue adventurers who flee throughout the valley, sunset permitting. If party members escape, she will best the drelb and

take this area for her own, setting herself against Mogens.

K. THE TOMB OF TEODOR. The entrance to this tomb is very nearly hidden behind hanging vines. The stone slab is only a few inches above the turbulent waters of the pool. If brave adventurers make their way to it, they will find that it names the occupant within as "Teodor, son of jarl Hjalmar," who fell bravely during the Winter of Tears."

Aside from a disturbing growth of blackish mold coating the short entrance hallway, the tomb beyond is pristine and undisturbed. Like the SMALL MOUND, this area is protected by a permanent **protection from evil** spell. This is the one accessible area within the valley where the party can be safe from Mogens's forces (although if the party is discovered, foes will certainly wait just outside).

Teodor's body is fairly well-preserved although his armor and weaponry have not fared well, having become furry and misshapen by rust. Removing the remains of the large shield on his chest will reveal a preserved dagger worn upon his hip, the pommel fashioned into the likeness of a snarling wolf.

If the dagger is removed, the body's hand will dart up and grasp the responsible party's wrist with unbreakable strength. A moment later, the withered hand will loosely drop. In that short time, the individual touched has a startling vision. He or she sees a handsome yet painfully young warrior laying upon the bier. The fallen lord relays the following message:

I am Teodor, son of Hjalmar, Jarl of the Land of Song. Upon the frozen fjord, I fought the Black Watch at my father's side. Together, we brought the Winter of Tears to an end. We thought we destroyed all the blight brought to our land. Those of Her Dark Majesty's servants who survived the battle fled the field, escaping our axes. We believed they had scattered forever. We were too proud. Too proud, and too spent by the battle.

I was slain by treachery upon returning home. Not all of Her slaves were accounted for.

Although my father spent the remainder of his life tracking her minions down, one eluded the Clans. He was known to us as "The Evil Tongue," for it was he who spoke as Her messenger. He still lives. Now, he calls himself "Mogens" and seeks vengeance against the Clans.

Take this knife. It was intended for Her Dark Majesty, but it will do for him. When you strike, let him know that it was I who gave you this!

The weapon appears to be a **+1 dagger**. However, **Teodor's Knife** is **+4 versus undead**. The blade is semi-empathetic with an Ego of 12, and will throb in the presence of undead. It is Chaotic Good aligned and its purpose is to destroy undead. To further that aim, if a natural hit roll of 20 is rolled against an undead opponent, the knife acts as a mace of disruption. See THE REWARDS OF THE CLANS (q.v.) for further details on keeping the knife in the party's possession.

L. DROWNED TOMB. The entry way beyond the stone portal (naming the occupant as "Jan, Hunter of the White Bear of Madbeem, Slain by the White Worm Hallakire") descends into a still pool of cold water. The tomb has become filled with water. There is no treasure here, nor any occupants.

M. TOMB OF INGOLF: Set into the rock face above the entry portal, shrouded now in thick growths, is a stone bust of a snarling wolf's head. The deep-set runes in this portal have been nearly defaced. Upon examination, the jarl's name "Ingolf" can be determined, and the name of his wife, Johanne, who preceded him in death.

M1. ANTECHAMBER: The entryway is Spartan. It leads directly into a large stone chamber. The walls were once decorated, no doubt with Ingolf's exploits in life. Like the stone portal, the walls have been defaced with deep scars and crude smears of paint. Ahead, an archway leads ahead into darkness. To either side, stone portals similar to the entryway, block entry deeper into the tomb.

M2. TRAPPED TOMB: This room is trapped. Beyond the portal, the small cloistered square chamber holds only a stone cairn. On its top have been laid a shining helm and a tankard of wrought gold.

Just beyond the entryway is a 14' deep pit lined with jagged bone spits. The lid of the pit is designed to look like stone, and unless the floor is being examined, the first person weighing more than 500gp who steps more than half-way across the 8' wide lid triggers the latch beneath and suffers 3d6 from the fall.

The tankard is of wrought gold and is worth 120 gp. The helmet is of new construction.

M3. HAUNTED CAIRNS: This chamber is noticeably colder than the antechamber before it. The walls here are in ruins, with deep grooves chaotically carved through the prior bas-relief carvings. A pair of cairns have been set here. Atop one is a drinking horn capped with gold, atop the other is laid a knife with a gilded pommel. Scattered about the floor are clay and ceramic pots.

Here were laid Ingolf's two most faithful henchmen. The room is now haunted by a pair of huecuvas (HP:12 x2) who cling to the ceiling, having polymorphed into bats. The drinking horn is well preserved and is worth 200 gp; the dagger's blade is rusted (although it can be cleaned). Its pommel is gilded with gold and set with four pearls. It is worth 250 gp. The pots contain the remnants of grain, mead and cheese. One, however, contains a **potion of heroism** paste that may be restored to potability by adding water.

M4. HALL OF LOST HUNTS: The long hall beyond the arch is flooded in inky darkness. Torches and lanterns shed only one-half normal illumination. This effect continues in areas M5-7. Pillars carved to represent great birch trees support the soaring ceiling. Gamboling woodland animals have been carved in bas-relief along the walls, appearing at times as if they are running through the trees.

At the very far end of the chamber is a fearful creature, a massive bull-like monster with

metallic scales. When the party reaches the mid-point of the hall, the monster will charge, breathing out goutts of thick greenish gas. The gorgon is not real, it is another **illusion** fashioned by the hidden guardian of the chamber, a red abishai devil (HP: 27) who lurks 20' above near the ceiling amidst the stone "branches." While the party engages the phantasm, it will attack with its long bow, flitting from "tree" to "tree." The fiend has 25% cover, gaining a +2 bonus on its armor class and saving throws. When it has depleted its arrows (it has a dozen), it will descend and attack. It will not fight to the death, but will instead teleport to Area M7 to warn its mistress. When combat ensues in this chamber, a pair of skeletal stags (HP: 5 x 2) will canter in from Area M5.

The abishai wears a pair of silver torcs (looted from Area M5) as bracers. Each is inscribed with artwork depicting hunting scenes and is worth 75 gp.

M5. DISTURBED REMAINS: Each of these chambers house three stone cairns, each set into an alcove expertly carved out of the wall. The runes here name Ingolf's trusted servants who had the honor to be buried with their lord. The cairns have clearly been disturbed; their inhabitants are missing. The pots and bowls surrounding the cairns have been smashed.

M6. DARK FORCES: Each of these circular vaults are identical. Stone stairs sweep into these chambers. Each once held a small ceremonial pool of water, but the basins have long since dried out. The pastoral decorations have been desecrated beyond description. The troops of Mogens are stationed here.

The eastern chamber holds 18 skeletons (HP: 4 each) and 9 zombies (HP: 9 each), the western chamber 21 skeletons (HP: 4 each) and 5 zombies (HP: 9 each). All are armed with spears. Each small host is led by a particularly ghastly monster zombie. The eastern is that of a bugbear with a boar's head sewn atop (HP: 31) bearing a bardiche, the western is that of a hill giant with a rotting horse's head (HP: 38) armed with a morning star. The undead have orders to attack any living thing that enters their room.



Any victims slain are borne off to Area M7. None of the undead have any treasure.

M7. HENRIKKA'S VAULT: This stygian chamber once held the remains of the jarl Ingolf and his wife. Mogens has placed one of his servants in command here, and has refashioned the room to make it more fitting.

This room is a nightmare. Rotting tapestries, all depicting loathsome rites, have been strung up around the chamber. Atop a stout stone platform (originally Ingolf's bier), a hideous throne of bones and sinew has been constructed. Atop it sits a desiccated figure in long gray robes.

The figure is a female juju zombie (HP: 25). She wears a bejeweled tiara worth 1,200 gp. and a pair of gold rings set with topaz each worth 150 gp. The zombie is not Mogens's servant; she is meant to draw any intruders' attention. In a raged voice, she will call any remaining undead from Area M6 to the attack. While the party is otherwise engaged, Mogens's agent Henrikka, a sheet phantom (HP: 14), lurks along the

ceiling, seeking to drop upon one of the heroes, preferably a cleric.

Among the foul remains can be found a silver dagger worth 100 gp, a steel stoppered vial (holding a **potion of healing**), a pair of **+2 arrows** and a clerical scroll (**create food & water**, **dispel magic**, **cure serious wounds**) in a bone tube. Ingolf and Johanne's remains can not be found (for they constitute the throne). However, a secret compartment in Ingolf's bier may be discovered. It contains a wolf fur cape, **Ingolf's Mantle**, that functions as a pair of **boots of the north**. See REWARDS OF THE CLANS for details on the party keeping this magical item.

N. TOMB OF EGIL: The stone portal guarding entry into this tomb depicts a great snarling lion. The sleeping jarl within is named as "Egil, Hunter of the Black Bull of Lendel."

N1. RUINED ANTECHAMBER: It appears that the ceiling of this chamber has partially collapsed. Huge sections of earth have fallen in, the funeral arrangements within are largely buried. Thick roots dangle from the ruined roof.

Some small items, flagons, copper torcs and the like, can be found here, although they are of minimal value.

N2. HELLCAT'S LAIR: The Hellcat described in WANDERING MONSTERS (q.v.) lairs here. Unless already destroyed, it will always be encountered here during the day. The area is littered with fresh bones. Scraps of clothing and ruined leather armor can be found if the heroes poke through the mess, but nothing of any value.

O. TOMB OF HJALMAR: This area is described in more detail in the next section.

P. TOMB OF INGEBOLG: The entry portal depicts a large solar disc which was been desecrated with scorn. The sleeping jarl buried beyond is named, "Ingebolg, the Sun Hero."

P1. UNLIT HALL: The entry chamber is high-ceilinged. Once it was decorated with rich scenes recalling Ingebolg's life and his service to the Sun God. Now, the walls and floor are scarred with evil runes and insults. The air is thick

with a hot, nauseating steam. A faint flickering light can be seen emanating beyond the archway.

P2. ENOK'S SHRINE: This former shrine to the jarl's patron deity has been converted into a place of foul evil. Three flights of broad stairs lead up to three landings. On each landing, a pair of cauldrons boil, gasping putrid steam which congeals on the ceiling, dripping down in thick rivulets to form a milky pool at the chamber's base. At the top of the third landing, a gray-cloaked figure tends the topmost cauldrons.

The figure is Enok, Mogens's most trusted servant. Enok is busy expanding upon his lord's undead host. He has turned Ingebald's tomb into a horrid laboratory for experimenting with new and dangerous forms of undead. Enok is a lawful evil cleric of 6th level (AC: 2, HP: 34). He wears a suit of **+1 plate mail** and a **+2 ring of protection**. He bears a **staff of the serpent (adder)** and carries potions of **gaseous form** and **extra healing**, as well as a scroll containing the following spells: **aid**, **sanctuary**, **withdraw**. He wears an iron key on a leather thong around his neck (this is the key to his strongbox, below). Enok has the following spells memorized:

First Level:	<i>command, detect good, penetrate disguise, protection from good, sanctuary</i>
Second Level:	<i>hold person, know alignment, resist fire, silence 15' radius, spiritual hammer</i>
Third Level:	<i>animate dead, dispel magic</i>

Enok is guarded at all times by his personal bodyguard, a scarecrow (HP: 28).

If the party enters this chamber, Enok will mock their efforts, informing the heroes that they will join Mogens, willingly or no. He will then call forth his current experiments. In each of the six cauldrons are a pair of zombies being slowly boiled to turn their skin into tough leather.

The "boiled zombies" are identical to normal zombies (HP: 14, 12, 11 (x 2), 10 (x 2), 9, 8, 7 (x 3), 5) except that their hardened leather skin grants them an effective armor class of 6. They save at +3 versus fire attacks and suffer one-half or no damage against the same. Blunt

weapons inflict only one-half normal damage upon these monstrosities.

If the party begins to charge up the stairs, Enok will command the scarecrow to overturn one of the cauldrons. The monster will aim for one character. If that character, and any character within 5,' fails a saving throw against petrification, s/he is struck by the boiling water and suffers 3-18 points of damage (save again versus breath weapon for one-half damage). On a successful save, the character(s) are merely splashed for 1-6 hit points of damage.

At the back of the top landing, Enok has made his abode in the former resting place of

Ingebold, whose remains have been callously scattered about. A heavy table is nearly buried beneath bottles, beakers and small pots. A Spartan sleeping area has been prepared beside a large metal-banded chest. The chest is not locked; it contains 41 small ceramic pots. The majority are filled with mundane items: pumpkin seeds, spider silk, human teeth, etc. One contains three doses of giant bee royal jelly, another contains aqua regia (a powerful acid that inflicts 4-16 hit points of damage on a direct hit, and 2-8 points of damage on a splash), and one contains a **potion of levitation**. Also within the chest is a locked strongbox. The strongbox contains a Manual of Scarecrow Construction (See NEW MAGIC ITEMS, q.v.).

Key to the Tomb of Hjalmar

Upon first inspection, the stone portal leading into this area appears no different from any other. Upon closer review, however, the runes *celebrate* the death of Hjalmar, who is named as the "enemy of the Clans." The portal is trapped with a **glyph of warding** that will inflict 12 hit points of electrical damage if the portal is shifted without first intoning the command word ("leh").

FIRST LEVEL

The area beyond the portal is obviously not of the same make as the other tombs. The air inside is unpleasantly warm, and a foul sulfuric stench permeates the entire area.

01. DIABOLICAL WARDENS: At this point in the passage, a pair of statues lean into the passageway looking towards the entrance. Each depicts a tall cloaked vulture-headed figure. Anything passing between the figures is subject to a **dispel magic** spell cast at 8th level of experience. Moreover, any paladin passing the figures stands a chance of being turned, as if by an 8th level evil cleric.

The trap itself can be disarmed by a successful dispel magic spell. Likewise, anointing the statues with holy water will make them powerless for 24 hours. They could be physically destroyed, although they each have an effective armor class of 0 and 50 hit points. If harmed, they will begin a keening wail that will alert Aren at Area O3.

02. THE VEIL: The hallway ends in a curtain of solid darkness. A pair of **continual darkness**

spells have been cast to either side of the hall beyond. The spheres of darkness meet here, overlapping the hall in an impenetrable gloom.

03. THE GREAT AND TERRIBLE HALL: Passing through the veil of darkness, intrepid adventurers will enter a great hall. The walls and floor are fashioned from glossy black stone. Great pillars, each individually forged to depict naked and tormented souls piled atop one another, support the vaulted roof above. Horrific chandeliers of bone hang from the ceiling, dimly glowing with a hellish green ghost-light.

This area exudes a palpable sense of evil. The stench of brimstone is thick. Old Aren, a longtime servitor of Mogens, guards this area and the entrances to the lower levels. Aren is clad in only a tattered bear-fur cloak. He is one of the Heartless Ones (See NEW MONSTERS, q.v., HP: 16), and is armed with a battle axe. He is painfully aware of his near-invulnerability, and will fearlessly engage any enemy of Mogens. If allowed to regenerate, he will stalk the PCs

down throughout the complex unless and until he is destroyed.

04. WICKED SHRINE: An alcove in the rear of the hall is filled by a looming statue, nine feet tall and carved from some greasy jet stone. The statue depicts a fearsome cloaked figure bearing a tall staff of authority. One foot is set forward, and it can be seen to be hoofed. The features of the figure cannot be made out.

Immediately before the figure is a wide chalcedony bowl set atop a brass stand. A filmy liquid is within. The bowl would be worth

SECOND LEVEL

07. SEAT OF THE DARK LORD: The chamber walls, ceiling and floor of this massive subterranean vault are set with the same glistening black stone as that in the GREAT AND TERRIBLE HALL (Area O3). The chamber yawns out of the reach of the party's lights. An archway is set into the far wall opposite the stairs, fashioned to represent the yawning jaws of some jackal-like beast. A recessed shelf is set 8' above the floor, running along the entire chamber. An army of skulls decorates the shelf, all facing the awful throne at Area O8. The air is uncomfortable warm here and thick with a charnel scent.

Woe to those who pass here, for the dead cannot abide the presence of the living. If the chamber is entered, 16 shadows (HP: 15, 14 (x2), 13, 12 (x3), 11 (x2), 10 (x3), 9, 8, 7 (x2)) will coalesce out of the gloom and attack. This is as far as the Champions of the Clans made it in their efforts; the party may be hard-pressed to do better. If Area O8 is approached, the party may unwittingly call forth the guardians there (q.v.). Worse still, loud noises have a 5% cumulative chance per round of attracting the attention of the inhabitants of Area O9.

08. THE THRONE OF MOGENS: The throne is set at the end of a short hall. Steps lead up to a dais, upon which is set an awful throne. The throne is fashioned out of some pallid stone, and decorated with onyx, malachite and volcanic glass. The whole is shaped to represent a tortured tree with the "bough"

some 1,900 gp if the party could divine a means to carry off the heavy and cumbersome object. It is filled with four flasks' worth of **unholy water**.

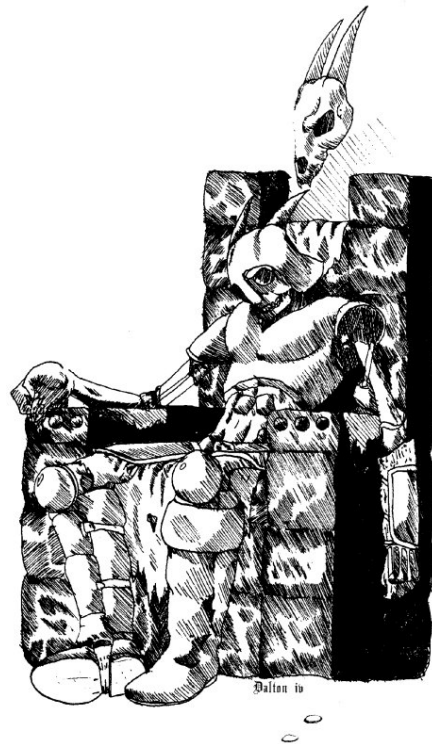
05. LANDING: Each of these rooms contains a broad staircase leading further down into the Tomb. Warmer air wafts up from below, and the stench is much stronger here.

06. TOWER STAIRS: A narrow (3' wide) stair climbs steeply up some 600' to a secret watch tower in the bluffs overlooking the Valley and the slopes of Three Horn Mountain. The view is beyond compare.

forming the seat and back. Serpents with ruby eyes are intertwined throughout the branches.

To either side of the throne are tapestries depicting the Land of Song falling beneath a calamitous horde of awful things. Triumphant over all is a tall cloaked figure, not unlike the statue in area O4.

If anyone sits upon the throne, the eyes of the countless skulls in Area O7 alight with faerie fire. A smoke mephit (HP: 13) immediately appears,



ready to do the bidding of he in Mogens's seat. Worse still, the guardians at Area O12 animate and make their way here to guard the area. However, if any good-aligned person is so brave to rest upon the throne, the snakes will animate and seek to bite the trespasser. Up to six may attempt to do so, attacking as 2 Hit Dice monsters. The damage from a bite is only 1 hit point of damage, but the victim bitten must save versus poison or die. The snakes will become inanimate if the throne is vacated.

Some 15,000 gp in gemstones may be retrieved from the throne (destroying the throne's dweomer), although this will take considerable time).

O9. GHOUL TUNNELS: Those ghouls who serve Mogens lair in a tangled series of tunnels outside the main dungeon complex. The secret door is a stone panel that easily slides aside to the touch. The area is not mapped and is left to the DM's creation. The cramped, stinking tunnels branch out for many hundreds of feet. Anyone so brave (or foolhardy) to enter this area will certainly attract the attention of the complex's inhabitants.

In all, 31 ghouls (HP: 16, 15 (x2), 14 (x3), 13, 12 (x7), 11, 10 (x4), 9 (x5), 8 (x4), 7, 6 (x2)) and 8 ghouls (HP: 30, 27, 24, 22 (x2), 17, 14, 9) serve Mogens. The most powerful ghouls rule here, and lairs in the largest tunnel. The ghouls and ghouls have collected some treasure: 2,000 sp., 1,400 ep., **+2 leather armor**, scroll of clerical spells (**cure serious wounds**, **dispel evil**, **neutralize poison**), scroll of magic-user spells (**dispel magic**, **fireball**, **legend lore**), and a **scroll of protection from elementals**.

O10. PROCESSION HALL: Beyond the carved archway, a broad and high passage leads further into the earth. The passage is unlit.

O11. SPIRAL STAIR: This narrow stair winds 60' down to Area O34 of the FIFTH LEVEL. An ochre jelly (HP: 17) lurks some 40' down the stair.

O12. GUARD HALL: A stout door opens onto a rough natural cavern. Standing in tireless orderly rows within are twenty zombies (HP: 16 (x2), 14 (x2), 13, 12, 11 (x3), 10 (x2), 9 (x3), 8 (x2), 6, 5 (x2), 3) and forty skeletons (HP: 8 (x6), 7 (x4),

6 (x5), 5 (x8), 4 (x12), 3(x2), 2 (x2), 1), awaiting Mogens's orders when he is seated upon his awful throne (Area O8). They are led by a hulking minotaur with empty eye sockets (monster zombie, HP: 33) armed with a maul (treat as a bardiche). At the moment, without orders, they will ignore intruders. If attacked, they will respond, swarming at the trespassers.

O13. COUNCIL ROOM: A pair of massive unlit braziers hang from iron chains set in the ceiling. A tall chair of lacquered wood sits atop a small dais along the center of the north wall. A long granite table is surrounded by stout chairs. A pair of skeletons (HP: 6, 5) stand motionless in the corner of the room. They will obey the command of anyone seated in the tall chair, but are otherwise harmless.

O14. GUEST CHAMBER: Mogens is not without his guests, and one is quartered here, bearing news from Mogens's dark allies. This room is starkly Spartan and lit dimly by a small brazier.

Nodar is a duergar of 4th level (HP: 24), clad in plate and shield and armed with a throwing hammer and a **+1 short sword**. He carries 22 gp and a 200 gp sapphire in his belt pouch. Nodar does not entirely trust his host, and therefore among his possession is a **potion of undead control (ghouls)** and a flask of holy water.

O15. TROOPS: This roughly-hewn chamber holds fourteen zombies (HP: 13, 12, 11 (x4), 10 (x2), 9, 8 (x2), 7, 6, 5). They await the instructions of their master. They will defend themselves if attacked.

O16-O20. HAUNTED BARRACKS: These areas house more of Mogens's fearsome servants. The entire area is lit by a ghostly pale fungus.

O16: This natural cavern is thick with the phosphorescent growth.

O17: A narrow crack (3' wide) leads into this area. The stinking cavern beyond is haunted by a sheet ghoul (HP: 19). It has no treasure.

O18: This dark vault contains funeral effects and goods looted from Hjalmar's original tomb. A wight (HP: 21) lairs here, attended by a pair of a trio of coffer corpses (HP: 14, 11, 9). An

(unlocked) old chest contains an even dozen silver ingots each worth 800 sp.

O19: This chamber features a cloudy pool with small floating islands of scum, fed by a natural spring. The fungal growths are exceptionally large here. Surrounding the pool are a pair of violet fungi (HP: 12, 8).

O20: This room is noticeably colder than the rest of the Tomb. Scraps of bone, rusted metal, and broken pottery are strewn about the chamber. A headless stone statue lays in the room, nearly buried beneath the mess.

Four huecuvas (HP: 15, 13, 11, 7) lurk here, polymorphed into the form of rats crawling amidst the mess. A full search of the chamber will reveal a small coffer holding 420 sp., a gold ceremonial dagger (useless in combat) worth 250 gp, and a gold ring set with a opal (500 gp value).

O21. UNHOLY GUARD: The former champions of the Clans have been set here to guard the entrance to the lower levels. The champions were so powerful in life, that they are treated in undeath as juju zombies. In addition to their monstrous powers, the champions still bear their arms and magic items. Mogens's honor guard is described more completely as follows:

Erlend (HP: 27) is stocky and stout. His face is covered with a greenish moss, thick tufts of which have taken root in his tangled beard. Erlend still wears his plate mail and carries his silver-shod **+1 shield**. He bears a **+1 mace** and wears a **ring of water walking**.

Benedikte (HP: 29), tall and beautiful in life, has become frightful, her ashen face a frozen mask of horror. She wears her **elven chain** and uses a buckler in battle. She still wields "Majstang", her **+2 long sword of giant slaying**. Her longbow remains strapped to her back, and she wears a quiver with 12 normal arrows, 6 silver-tipped arrows, and 1 **+3 arrow**. She wears a small pouch on a thong about her neck. It still holds her **luckstone**.

Rikard (HP: 31) remains a massive imposing foe. He wears no armor, but instead a cape of white dragon hide that protects him as studded

leather (and grants him a +3 saving throw against all cold attacks and -2 hit points of damage/die of the same) and hefts his **+1 shield/+4 versus missiles**. He deftly wields his **+2 battle axe**.

Jytte (HP: 20) fell in battle, and is therefore among the more grotesque of the champions, missing half of her face as she is. She still wears her **bracers of defense** (AC: 5) and remains wrapped in her **cloak of elvenkind**. She uses her quarterstaff in combat with inhuman strength.

Filip (HP: 22) is small and slight. He will attempt to remain unseen and to strike from the shadows. He wears no armor, but carries "Dödenben", a **+3 shortsword** that neither sheds nor reflects light. He also carries a pair of throwing daggers and a **rope of climbing**.

O21a. LEERING PORTALS: These portals are decorated with brass plaques, each bearing a leering fiendish visage. Beyond the gates, polished steps lead to the THIRD LEVEL of the Tomb.

O22. SECRET VAULT: The secret door to this chamber is trapped with a **glyph of warding** that will blind any who fail their saving throws versus spells. Mogens has secreted all his ill-gotten gains stolen from the Clans. Weapons line the walls, and six chests are neatly stacked along the southeast wall, filling the narrow chamber.

There are 20 broad-bladed spears, 40 javelins, 21 long swords, 13 battle axes and 18 throwing axes. There are three dozen leather shirts, and 15 shields. Three cedar chests contain 42 ermine pelts worth 75 gp and a winter wolf pelt worth 2,500 gp. An iron-bound chest (unlocked) holds 3,200 cp, 1,400 sp and 890 gp. Another holds 50 rough beryls worth a base 20 gp each (in a silk bag itself worth 20 gp), a leather sack filled with 32 rough opals with a base value of 50 gp, a silver necklace set with a dozen matched pearls (1,200 gp value), and a five walrus tusks each worth 45 gp each. The last chest holds 14 silver tankards ranging in value from 10 gp to 120 gp., one wrought gold chalice worth 80 gp., and a rough leather sack that holds 11 copper torcs (2 gp each), 4 silver

torcs (20 gp. each), a pair of silver torcs inlaid with mother of pearl (75 gp apiece) and a gold torc set with three large but poor-quality diamonds (125 gp).

O23. POLISHED STAIRS: These stairs are polished to a reflective smoothness. They seem slick.

THIRD LEVEL

The stench that pervades the Tomb stems from this area. The evil air is strong enough to require the party members to save against poison at a +3 bonus or suffer a loss of 1-4 points of strength until they leave the dungeon level. The heat is sweltering.

O24. TEMPLE ANTECHAMBER: The stairs lead down to a dark circular chamber. Directly opposite the stairs is a dull iron portal. The chamber appears to be empty.

Of course, the chamber is not. There are four 6' by 6' pits in the room which will deposit any person weighing more than 500 gp into an 8' deep pit with a ghoul (HP: 13). The lid will then snap shut, awaiting the next victim.

Four terrible shades have been set to guard this chamber. Each is as powerful as a shadow (HP: 17, 14, 13, 12), but its touch paralyzes as a ghost. The shades are incorporeal and float; they will not set off the pit traps. They are turned as if they were wights.

O25. TEMPLE OF DISPATER: A palpable wave of noxious fumes boils out of this chamber when the doors are pulled open. Beyond is a scene from a nightmare. The room beyond is hewn from red-veined grayish stone. Thin pillars fashioned from serpentine support the vaulted roof. At the far end of the room is a frightful bas-relief depicting a massive devilish face. The mouth is gaping and thick smoke pours forth, rising to the ceiling and filling the chamber with a toxic stench. Before the great stone face are a pair of statues representing capering fiends, each triumphantly bearing a standard decorated with silk banners emblazoned with evil runes.

Intricate tapestries hung from the walls depict horrifying scenes: entire cities drowning in tears,

Halfway down the descent, a **magic mouth** spell has been cast that howls with mocking daemonic laughter should any living being past before it. This cacophony will alert all inhabitants of LEVEL FOUR of the intrusion.

farmlands turned barren from storms of poisonous black smoke, clouds of flesh-eating beetles devouring tormented souls, etc. The sense of malevolent evil is nearly overwhelming.

The mouth of the great stone face is a one-way portal to Hell's second level. If good-aligned persons enter the Temple to dread Dispater, the great stone face will begin to spawn monsters. Every other round, consult the following table to determine what clambers out of the mouth to defend the Temple:

Roll	Monster Spawnd
1	devil, spined (HP: 12)
2	2 lemures (HP: 10 each)
3	3 larvae (HP: 5 each)
4	mephit, 01-33: fire, 34-66: smoke, 67-00: steam (HP: 12)
5	1 hellhound (HD: 4; HP: 14)
6	devil, abishai (red) (HP: 15)

The stone face can be damaged by magical blunt weapons, although it is considered AC: 0 and has 75 hit points against such attacks. Bladed weapons will inflict no damage against the face, although they must save versus crushing blow if used against it. The face takes no damage, *per se*, from spells, but it must itself save against the appropriate attack form (fireball, etc) or be destroyed. It saves as hard stone +3. Holy water inflicts 2-8 points of damage against it.

A successful **dispel magic** spell cast against a 12th level caster will make the face powerless for 24 hours. A **continual light** spell likewise renders the face powerless until the spell is removed. A **dispel evil** spell permanently severs the gate.

If the face is rendered powerless, the party is awarded 5,000 XP. If it should be permanently destroyed, the award is increased to 10,000 XP.

FOURTH LEVEL

O26. PRIVATE COURT: The stairs descend into a cool, unlit vault. The floor has been polished smooth and is decorated in a pattern of red and black squares. Plush red tapestries are draped in the four corners of the chamber.

Presumably warned by the magic mouth in Area O23 (and possibly by the spined devils at Area J4), Mogens will meet the intruders here. Hiding behind the curtain concealing Area O30, he will create an **illusion** of himself near the center of the room. He is flanked by two towering figures in full plate. The guardians are quite real; they are members of the Black Watch (HP: 15, 13, NEW MONSTERS, q.v.) armed with pole axes. While the Watch members occupy the party, Mogens will use his rod (q.v.) to summon additional reinforcements. He is unable to gate.

O27. FORLORN PRISON: Stairs lead down to a chilly unadorned chamber. The area is kept in pitch darkness by a continual darkness spell in the center of the low (8' high) ceiling. The nine cells are locked. Mogens, in Area O30, holds the keys. The bars of the cells are magically chilled, they inflict 1-4 points of damage if touched by bare skin. The cells are utterly bare, without any furnishings.

Only two cells are occupied. Cell **a** holds a 5th level dwarf fighter named Mogram (HP: 12 (42); S: 18/21; I: 9; W: 8; D: 13; C: 16; CH: 11), eager to avenge his capture. Cell **b** holds Anakka, a gray elf (HP: 5) of noble bearing. Anakka desires only to flee the Tomb. If rescued, she will ensure that the heroes receive a reward from the Court of Birch and Fir: 5,000 gp and two sets of elfin chain.

O28. AUDIENCE CHAMBER: This chamber is unadorned save for a large smoky mirror set in a frame of malachite hung on the southeastern wall. The mirror radiates magic. The mirror acts as a magic font, but only to its mate, hung in a wicked place far to the north. If a person peers into the mirror for three consecutive rounds, the "smoke" clears and the red-lit countenance of a beautiful but scornful woman can be seen. She appears surprised to see the hero. Visibly

cursing, she clouds the mirror with an abrupt waive of her hand. The mirror will not function again.

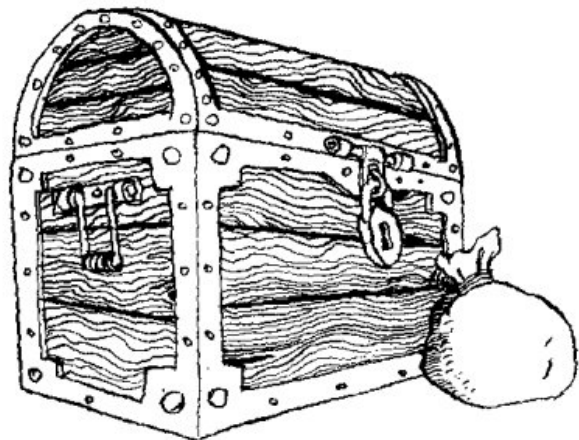
The mirror is 5' by 2' and weighs some 250 gp. If the party can find a way to bear it with them, it could be worth 6,500 gp.

O29. SECRET TREASURY: This secret door melds seamlessly with the walls of the chamber. It slides upwards if found. However, immediately behind the door Mogens keeps a cockatrice (HP: 24) as a guard against any would-be thieves.

Mogens has thoroughly plundered the Valley of the Sleeping Jarls and keeps his ill-gotten gains here. The treasure is meticulously organized and secured into containers. Each container and its contents are set forth as follows:

Chest #1: Locked. Trapped (poison needle, save or die). Holds a sack of 2,000 cp, a silver torc set with amber (800 gp value) and a small purse holding a star sapphire (1,000 gp), a topaz (500 gp), a black pearl (500 gp), two spinels (100 gp each) and a moonstone (50 gp).

Chest #2: Locked. Trapped (poison dart, save or die). Holds three wrought silver torcs (200 gp each), a scroll of magic-user spells (**dimension door, haste, disintegrate**), a wood and mother-of-pearl coffer (unlocked and worth 55 gp itself) holding an **elixir of youth**, and a sack holding 1,400 sp.



Chest #3: Locked. Trapped (scythe blade for 2-8 hp damage). Holds sack of 650 cp, sack of 800 gp, a wrought platinum diadem set with bloodstone (800 gp value), ivory statuette worth 200 gp, a silver torc set with amber (200 gp value), and a **+2 dagger, +3 versus shape-changers** in a scabbard decorated with amethysts (120 gp value).

Chest #4: Locked. Untrapped. Holds sack of 690 cp, sack of 475 gp, a sack of 300 gp, and a gold torc set with obsidian (300 gp value).

Chest #5: Locked. Untrapped. Holds mixed coins: 300 sp, 2,800 gp, and three traveling spellbooks (formerly belonging to Clan champion Jytte). Spellbook #1 holds the following spells: **affect normal fires, armor, detect magic, magic missile, mount, read magic**. Spellbook #2 holds: **continual light, mirror image, web**. Spellbook #3 holds: **dispel magic, hold person, lightning bolt**.

Coffer #1: Locked. Trapped (glyph of warding (cold) 16 hp damage). Holds a topaz (450 gp value) and two garnets (worth 200 gp each) and a **potion of superheroism**.

Coffer #2: Locked. Untrapped. Holds a silver necklace set with jet (1,100 gp), and a **potion of gaseous form**.

Coffer #3: Locked. Untrapped. Holds platinum pendant set with amethysts (3,000 gp value).

Stoppered Clay Pot: Unlocked. Trapped (glyph of warding (fire) 16 hp damage). Holds 250 sp, and a small steel vial containing an **elixir of life**.

Stoppered Clay Pot. Untrapped. Holds Aren's heart (Area O3). Destroying his heart is the only means of destroying him (see NEW MONSTERS, q.v.).

Loose: +1 warhammer.

Loose: Scroll of cleric spells (**speak with animals, death's door, speak with dead**)

Loose: Scroll with one magic-user spell (**Bigby's interposing hand**).

Mogens carries the keys to the various locked chests and coffer.

O30. SALON: This area seems wildly out of place. Several plush couches surround the chamber. The walls are draped with silky black curtains and thick cushions line the floor. The air is thick with a cloying incense that steams from the mouth of a censer fashioned in the likeness of a crouching toad. A small marble-topped table holds small silver plates of sweets and delicacies.

The room is covered with an **illusion**. The furniture is rough and moldy, the tapestries torn and threadbare. The table holds bloody gibbets and fungi.

Mogens will confront the heroes here. He conceals his form beneath another **illusion**, that of a tall cloaked figure not unlike that depicted by the idol at Area O4. His features cannot be seen, although his hooved feet may be. He himself is a barbed devil (HP: 52), although he will reveal his true face only if seriously threatened, preferring that his opponents only guess at his nature. Mogens bears a silver **rod of conjuration** (32 charges) that functions as a wand of the same name. He will attempt to conjure reinforcements and will teleport to Area O32 if seriously harmed.

The silver censer may be worth 500 gp to a collector of the grotesque.

O31. PRIVATE QUARTERS: An enormous bed strewn with furs and silk pillows dominates this room. A pair of small braziers sheds a nauseating mauve light on Mogens's private quarters. A massive bureau of dark lacquered wood, topped with a large mirror is set against the northeast wall.

There is no illusion. Mogens rests in luxury while reaping the fruits of his evil designs against the Land of Songs. The bureau holds rich and expensive clothing, together with rare unguents, oils and perfumes. The contents are best left to the DM's discretion, but total 4,000 gp in value.

O32. TROPHY HALL: The dark lord has created a ghastly trophy hall of sorts. The heads of the Sleeping Jarls are kept here on shameful display. He has fashioned an obscene drinking cup from Hjalmar's skull. Set on the wall is the

head of a fantastic lion-like creature (a lammasu).

If Mogens has been forced to flee here, he will have deliberately set off the trap on the door to Area O33 (q.v.). He will fight to the end in this place, surrounded by the leering skulls of his former enemies.

O33. HIDDEN ROOM: The secret door here is exceptionally hard to find (1 in 8). The door

slides to the side. However, opening the door without first intoning the proper prayer to Dispater will summon a bearded devil (HP: 41).

The smallish chamber beyond contains only a prayer mat, a large (empty) iron jug with a bronze plug, and a gold incense burner (worth 800 gp) and four blocks of rare incense (worth 20 gp each).

FIFTH LEVEL

O34. UNFINISHED AREA: Mogens has been steadily expanding this area. These rough caverns are inhabited by fourteen zombies (HP: 15 (x2), 14, 13, 12 (x3), 11 (x2), 10, 9 (x2), 8, 6) who labor tirelessly expanding the area. They are armed with picks and shovels. There is no treasure here.

REWARDS OF THE CLANS: The Clans believe that their sleeping jarls need their possessions in the afterlife. They will accordingly forbid the heroes from claiming possession of any obvious treasure hauled from the Valley, with three exceptions: First, Yngvar will decree that any items taken from the Clan Champions (Area O22) is fairly gained, and belongs to those who bested those fallen heroes. Second, because of the heroes' great valor, the Jarl will allow them to keep one of the following items, if such items have been recovered: **Alfbrande** (Area F), **Teodor's Knife** (Area K), or **Ingolf's Mantle** (Area M7). Lastly, although the Jarl will not allow the **Eastern War Horn of the Clans** to pass out of his peoples' possession, he will greatly reward the heroes for its safe return (at the DM's discretion, but a standard **Horn of Valhalla** is suggested).

The heroes will be honored in song and treated as if they were royalty. The Clans have little in the way of monetary treasure, but will be able to reward the heroes with 3,000 gp in jewelry and another 6,000 gp more in furs, livestock, miscellaneous equipment & items, provisions and tack and harness.

If the heroes should commit such a tremendous insult as to keep as loot the treasures of the Sleeping Jarls, Ingvar's hand will be set against them, and the adventurers will no doubt be forced into servitude or exiled, at best.

HERE ENDS WHERE THE FALLEN JARLS SLEEP

New Monsters

THE BLACK WATCH

FREQUENCY: Very Rare (at best)

NO. APPEARING: 1 (6-60)

ARMOR CLASS: 1 (or better)

MOVE: 6"

HIT DICE: 2 and better

% IN LAIR: 100%

TREASURE TYPE: Incidental

NO. ATTACKS: 1 and better

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi

ALIGNMENT: Lawful Evil

SIZE: M (7' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil



The Black Watch was created during dark times in the utmost, sunless north. The majority of these dreadful things were destroyed along with their creator in a great battle. Some remain, hidden in secret places, tirelessly awaiting their mistress's return.

Each member of the Watch is a suit of full plate armor animated by a wicked spirit. The armor of each member is inhumanly tall and thin, a dead black in color, with a great plume of jet atop their full helms. Neither faces nor eyes can be seen within the empty helms.

Watch members are all armed with pole arms. Although they will almost always be encountered singly, there are rumored to be entire units secured in hidden vaults in the underworld. Watch members are armed as follows:

40%	pole axes
25%	halberds
15%	voulge
10%	lochaber axe
10%	bardiche

As mere animated suits of armor, Watch members are immune to all mind-affecting spells (including fear and illusions), in addition to *death magic*, *paralyzation*, *petrification*, *poison*, *polymorph other* and cold. They suffer only 1 hit point of damage per die of fire and electrical attacks. They are immune to psionics. They have no need to eat, drink, breathe or rest and, not possessing eyes, they are not swayed by *invisibility*, *alter self*, or other concealing magics. They take only one-half damage from slashing and stabbing weapons. Because they cannot heal, but instead must be repaired, it is not uncommon to come upon Watch members who have been damaged in past battles. Therefore, maximum hit point Watch members are quite unheard of.

There are Black Captains and Lieutenants among them. For every twenty Black Watch members encountered, there will be a captain. Captains are immediately recognizable by the fact that they bear shields and their helms have dark purple plumes. The armor and shields of the Captains are both +1, granting them an armor class of -2. They have 4 hit dice and are typically armed with

+1 bastard swords or battle axes. If fifty Watch members are encountered, a lieutenant will be present. Lieutenants are equipped with +2 armor and shield (armor class -4), have 6 hit dice and fight at the rate of 3/2. They are identified by red plumes and are all armed with bastard swords of *wounding*. It is rumored that there was once a Black General, but surely this abomination was destroyed.

The members of the Black Watch are daunting adversaries for they march and attack without firing, without pity, and with no regard for themselves. They can be turned on the MATRIX FOR CLERICS AFFECTING UNDEAD as "Special," but holy water does not harm them. They are kept at bay by circles of *protection from evil*.

The arms and equipment of Watch members are well-made, if Spartan. While the weapons and shields may be recovered from a fallen Watch member, its armor cannot, for these monstrosities must literally be battered into uselessness in order to be destroyed. Note that the spell *mending* heals 1-3 hit points on these creatures.

GORECROWS

FREQUENCY: Rare

NO. APPEARING: 4-32

ARMOR CLASS: 7

MOVE: 1"/24"

HIT DICE: 1-4 hit points

% IN LAIR: 10%

TREASURE TYPE: Incidental

NO. ATTACKS: 1

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: Swarm

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi

ALIGNMENT: Neutral

SIZE: S (3' wingspan)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil



This rapacious breed of raven travels in large flocks that work together to bring down prey. Carnivorous, these creatures attack in swarms, dive-bombing their prey and engulfing their victims in a whirling swarm of buffeting wings, slashing beaks and raucous screams.

The flock will usually concentrate on one victim. While being swarmed, the victim makes all rolls (saving throw, "to hit," etc.) at a -1 penalty, and must make a successful saving throw versus petrification each round in order to cast spells.

These creatures are not brave, and will usually not attack unless they outnumber their prey by three to one.

Gorcrows look much like normal ravens, except for their larger size and that their beaks are much more like those of a raptor.

HEARTLESS ONE

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 9

MOVE: 12"

HIT DICE: 3

% IN LAIR: 75%

TREASURE TYPE: K

NO. ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: None

SPECIAL DEFENCES: See below

MAGIC RESISTANCE: Special

INTELLIGENCE: Low to High

ALIGNMENT: Evil

SIZE: M

PSIONIC ABILITY: None

Attack/Defense: Nil/Nil

Created through the darkest magic, the Heartless Ones are humans transformed into undying minions of evil. Through unspeakable rites, they have become abominations neither dead nor alive, but are rather kept hovering in an awful state in-between.

Heartless Ones look as they did in life, although the gaping wound in their chests where their hearts should be will never heal. They are immune to death magic and death poison. They may neither be cured, nor subject to cause wound spells. They can shrug off attacks from normal weapons, and only magic weapons can temporarily harm them. They will regenerate against even these attacks at the rate of 1 hit point per round. Neither fire nor acid will prevent a Heartless One from regenerating. They may only be destroyed by finding their heart, usually kept in a safe place by their masters, and destroying it. Such an act obliterates a Heartless One from existence. Holy water also harms these things, inflicting 2-5 hit points of damage on a direct splash. Wounds caused by holy water regenerate at the rate of 1 hit point per turn.

Note that Heartless Ones are still subject to attacks that do not cause damage, e.g., they may be paralyzed, blinded, deafened, etc. Moreover, they are not undead, and are therefore vulnerable to mind-affecting spells.

New Magic Items

Manual of Scarecrow Construction: This tome is a treatise on the construction and animation of a scarecrow (Fiend Folio, p. 77). The process described takes two weeks and costs 15,000 gp. During this period, the cleric must have the manual at hand to study, and he or she must not be interrupted.

Once the scarecrow is finished, the writing fades and the book is consumed in flames. When the ashes are sprinkled upon the scarecrow, it animates. Note that in order to be effective, the cleric or magic-user must be of at least 8th level of experience.

Experience Point Value: 1,500

G.P. Sale Value: 15,000

War Horns of the Clans

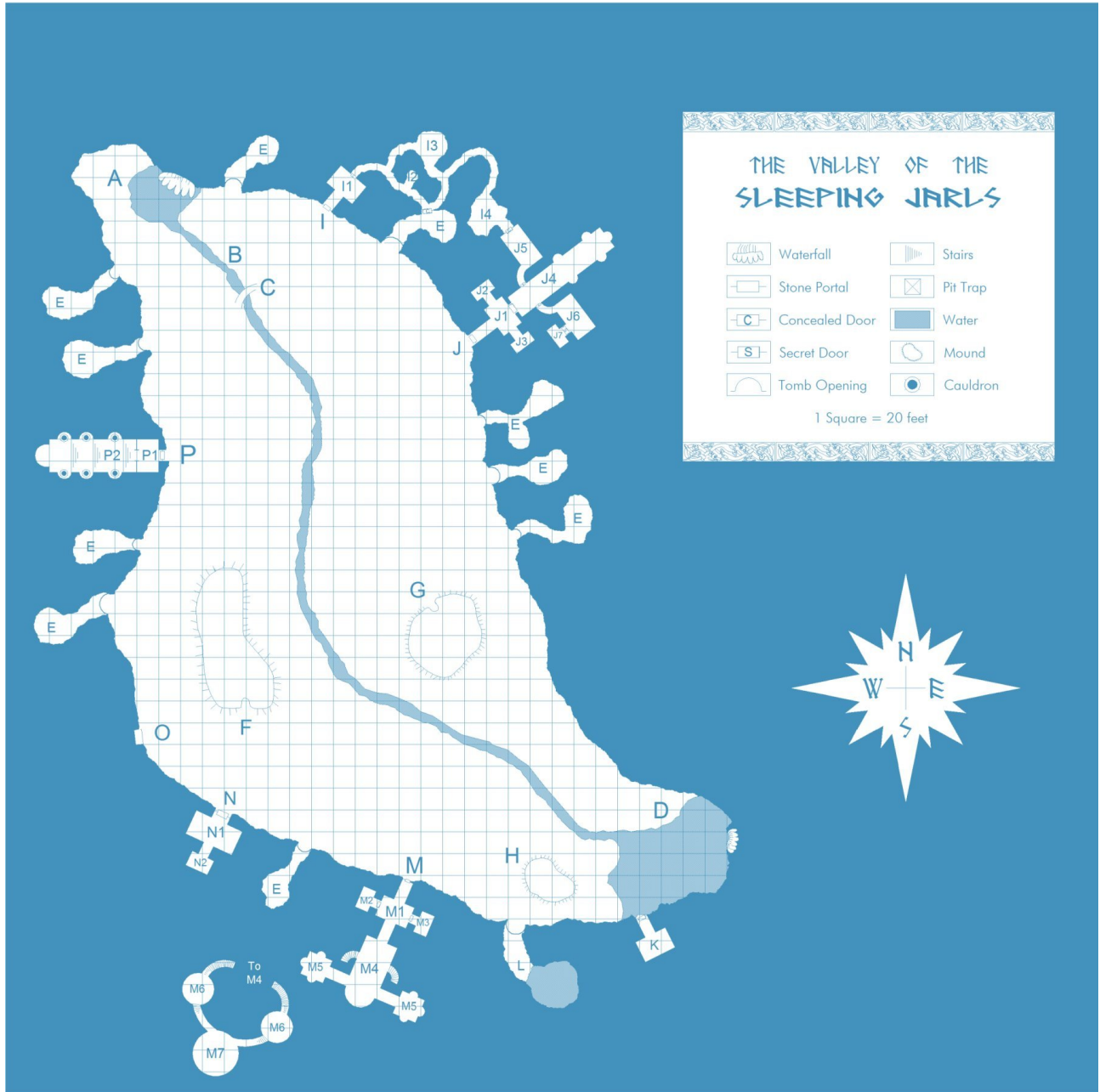
These relics were forged in antiquity by the ancestors of the clans. Each is a long curved instrument of tempered steel with inlays of actual horn. Although each is decorated with runes of power, each one bears a particularly large rune, one of the cardinal directions (North, South, East and West, respectively). The war horns may be sounded once per day for a magical effect. If multiple horns are sounded simultaneously, it is said that additional effects can be obtained.

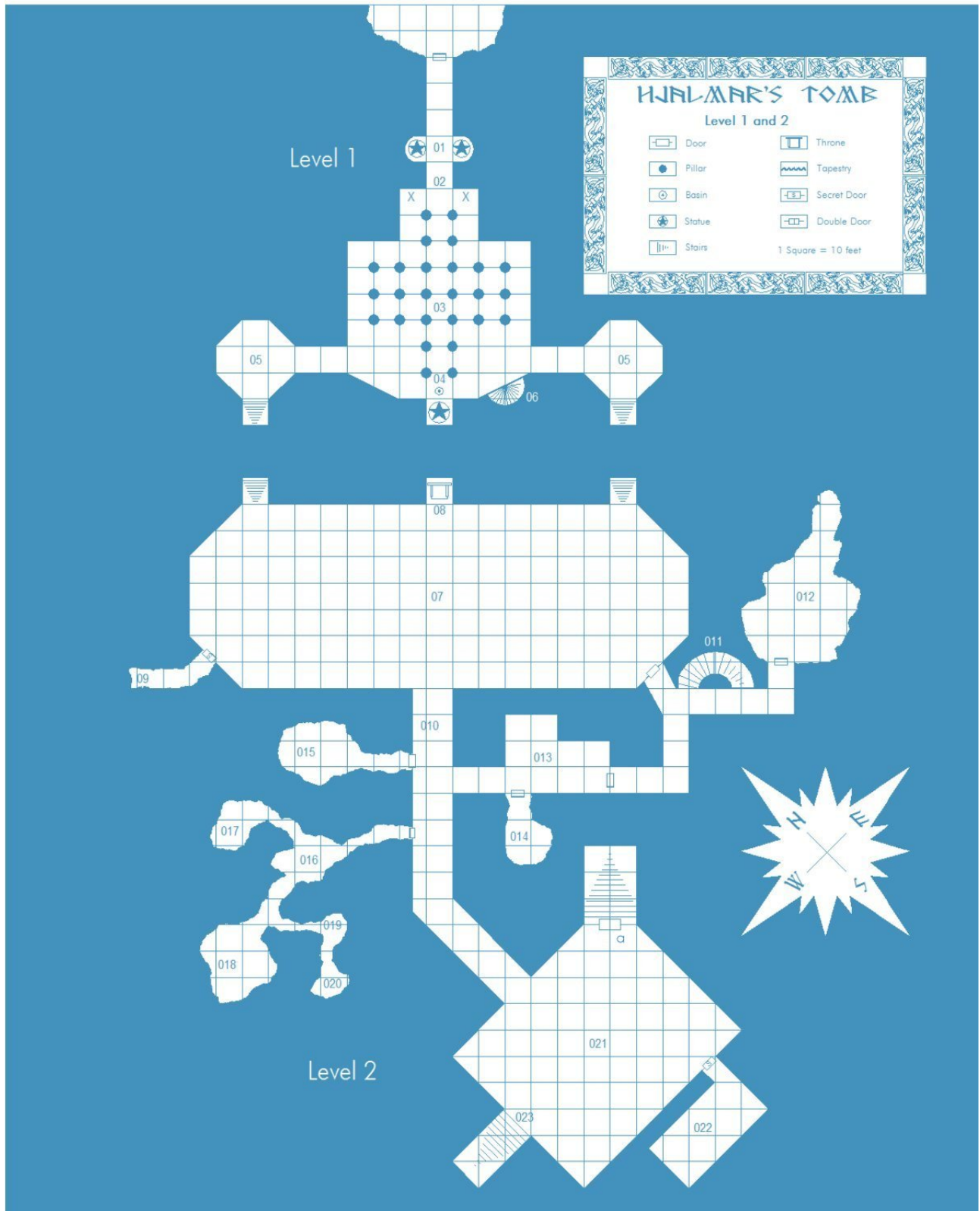
The Eastern War Horn: When sounded, this horn functions as a Horn of Goodness (Unearthed Arcana, p. 101). Note that, unlike that item, the Eastern War Horn will not adapt itself to the alignment of its possessor.

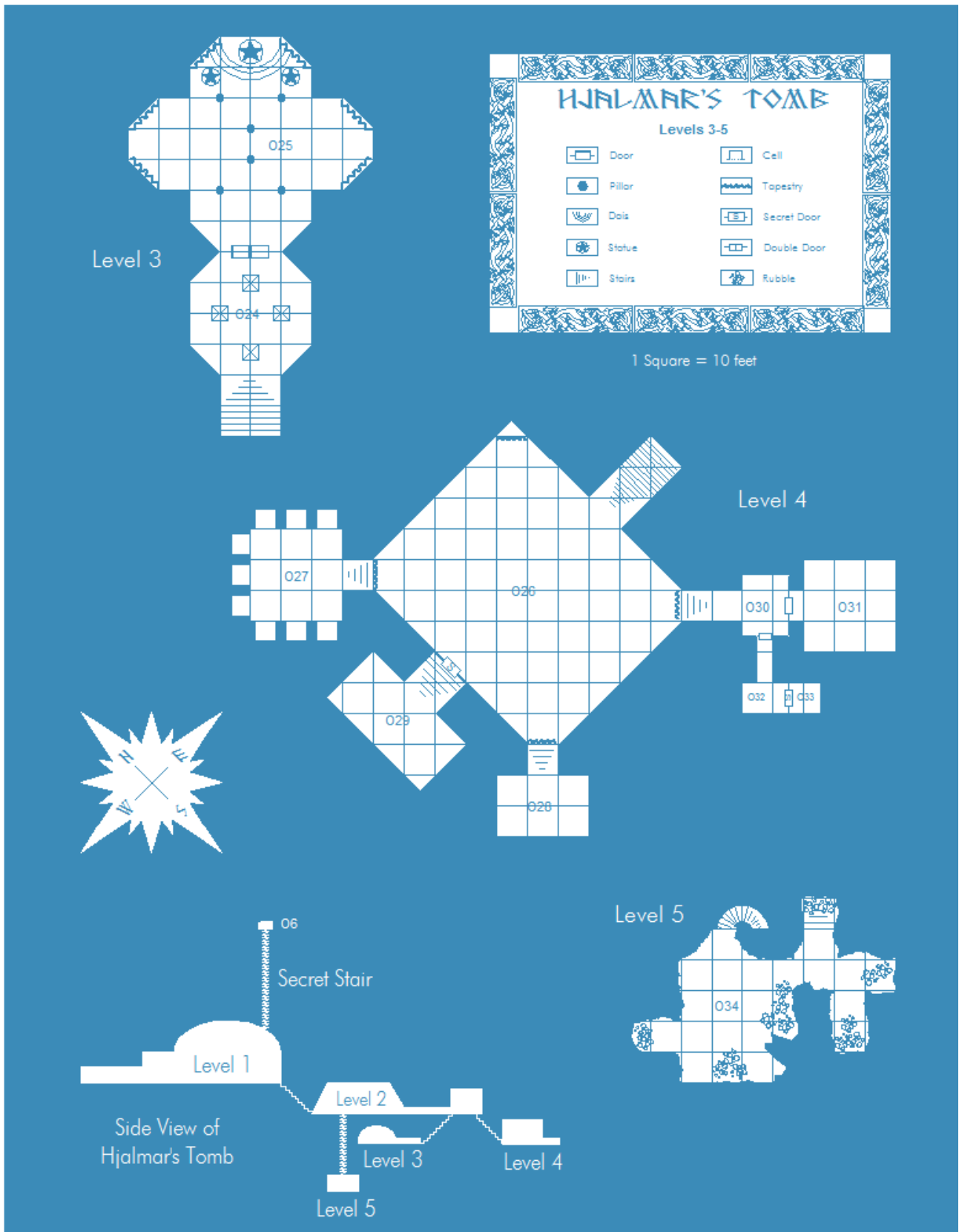
Experience Point Value: 1,500

G.P. Sale Value: 6,000









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Where the Fallen Jarls Sleep

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