

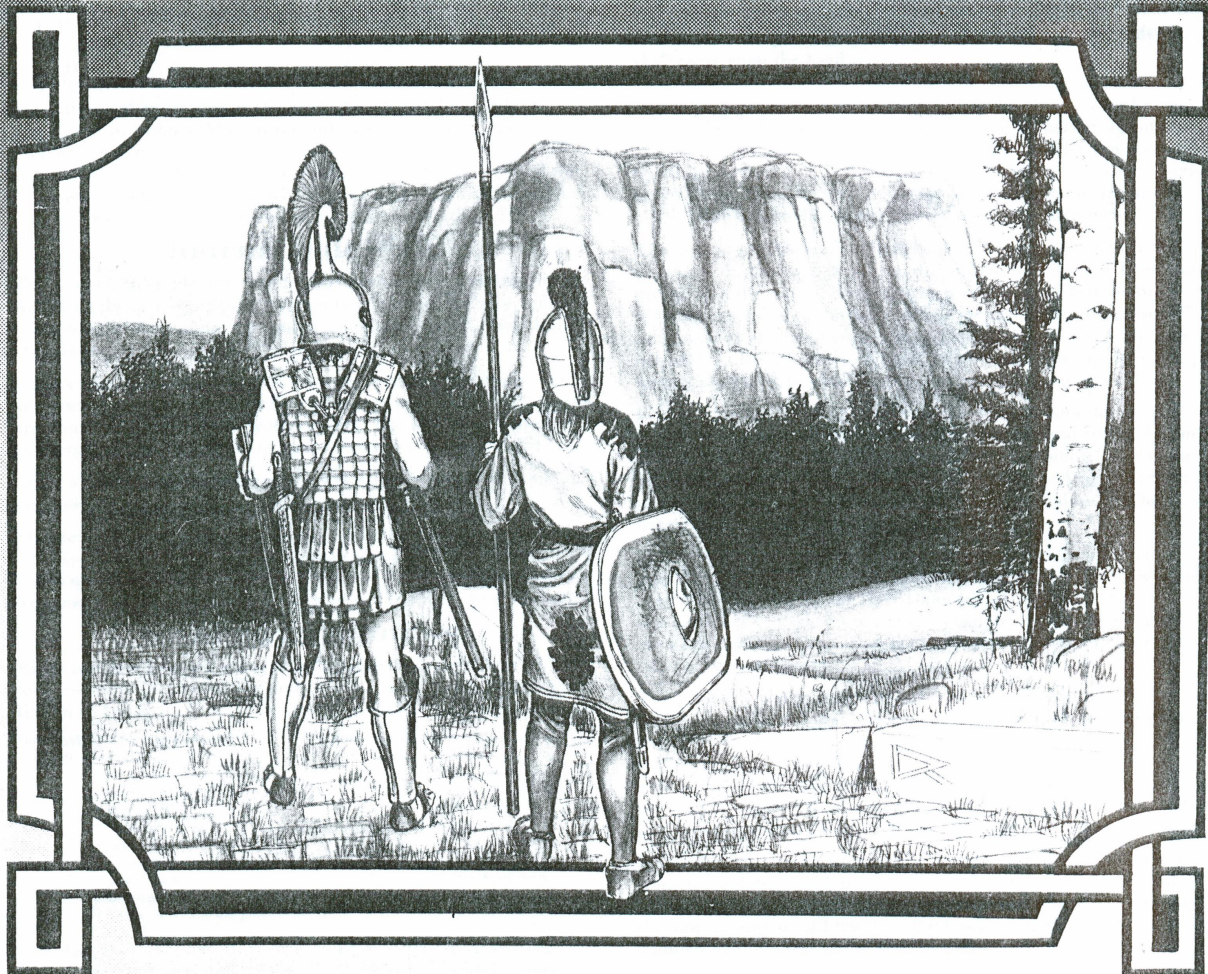
For **ADVANCED DUNGEONS & DRAGONS®** Game

RPGA™ MODULE 5

THE RIDDLE OF DOLMEN MOOR

by **Bob Blake**

An AD&D™ Adventure for 6-10 Characters, Levels 4-7



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THE RIDDLE OF DOLMEN MOOR

This mini-module was a tournament adventure originally run at the GEN CON® XVI Convention. This scenario can be run in either a tournament or a campaign setting. The Dungeon Master (DM) should read the adventure thoroughly before running it.

STOP! The rest of the information in the module is for the DM's use in running the adventure. If you plan to play in the adventure as a character, stop reading here.

Introduction

The encounters in this adventure were designed for a balanced team of 10 characters, levels 4-7. Each encounter has boxed information to be read to the players and unboxed DM notes describing how to run it. Some encounters have a **Tournament notes** section with special instructions for tournament play only. In this module, the following abbreviations are used:

AC = Armor Class	THACO = To Hit AC 0
MV = Move	D = Damage
HD = Hit Dice	SA = Special Attacks
hp = hit points	SD = Special Defenses
#AT = Number of Attacks	MR = Magic Resistance
F = Fighter	S = Strength
M = Magic-user	I = Intelligence
I = Illusionist	W = Wisdom
C = Cleric	D = Dexterity
D = Druid	Co = Constitution
T = Thief	Ch = Charisma

The number after the class is the level: F4 = fourth level fighter. *The Riddle of Dolmen Moor* is the fifth adventure in the epic *Prophecy of Brie*. It is a wilderness trip to the ancient burial ground of Pellham's kings. The characters must use the ancient poem of the "Lineage of Kings" to deduce which tomb is Llywelyn's. However, they will discover the tomb is sealed by powerful wards.

Tournament Play

The recommended playing time for this adventure is three hours. Achieving the goal is the primary victory condition, with the number of successful encounters secondary. Casualties, then expenditure of resources (spells, items, etc.), are used as tie-breakers.

Players may use only the *Players Handbook* during play. However, all personal magical items that the characters start with are known and completely understood by the owners. The DM should brief characters on the capabilities of their magical items if requested.

There are no wandering monsters in tournament play. The random monster tables included here are for campaign play only.

Monsters will fight to the best of their ability unless the tournament notes specify otherwise; they will neither check morale nor flee unless noted, and they will be fully aware of the capabilities of their weapons, magical items, and spells, and will use these to advantage.

Random Encounters

Random encounters will occur only in campaign play. The DM rolls for encounters in the morning and evening, with a 1 on 1d20 indicating an encounter.

Damrosil River Encounters		Kingsway Road Encounters	
Die Roll	Encounter	Die Roll	Encounter
1-2	1-4 stags, watering with herd at the river's edge with 4-8 herd members each	1	1-6 brown bears
3	1-12 wild boars	2	2-2 ogres
4	5-20 giant frogs	3	5-20 pixies
5	1-6 giant pike	4	2-8 satyrs
6	1-3 black bears	5	1-2 stag, giant
7	1 giant snapping turtle	6	5-30 stringers
8	4-7 NPCs, Adventuring party (1d4*3)	7	2-20 sylvan elves
		8	1-12 trolls

Each character in the NPC party will be of 4-6 (1d4+2) level. At least one magic-user and one cleric will be in the group. NPC parties can be found either on the water or traveling along the river's edge, probably opposite the party's direction.

Players' Background

Two hundred years ago the people of the kingdom of Pellham rose in revolt against the oppressive monarchy of King Alendus II. Mobs surged through the streets of the capital city of Withershin, forced their way into the palace, and ransacked it. Everything of monetary value was carried away and all else burned.

The monarchy was replaced by a council, which is currently headed by the seneschal Gwydion. However, that the council is now floundering is no secret, which has resulted in a groundswell of popular opinion for the return of the monarchy. A strong individual is needed now to pull things back together, but there is one problem: who will be king? Certainly not Gwydion nor any of the council!

Perhaps the answer lies in a packet received from a religious sect known as the Brothers of Brie. Several old manuscripts were enclosed, the most important of which is the following prophecy:

With six hands of Loring the lost upon the Wheel of Time, at the moment Bazel mounts his chariot to do battle with the seven daughters, the dead King shall rise to seize the triad with hands that cannot grasp and eyes that cannot see. All wards broken and the mystic barriers pierced with mating swords, three saints and sinners will struggle in the dust, both and neither to triumph. And while the Sundered Earth spews forth the dregs of centuries, a new order shall come upon the Land.

Most intriguing to be sure, but which dead king? With the looting of the palace all those years ago, not even the proper lineage of the dynasties is remembered. But there is one king still held in reverence by all, Llywelyn the Just. Of course! The Prophecy is ancient, probably written about the time of the founding of Pellham. Its authenticity is unquestionable, but is this the time of its fulfillment?

The task was to determine if indeed it was time for the return of Llywelyn. In Loring's Wood you discovered the Wheel of Time and proved that the time of the prophecy was at hand. Then the Brothers of Brie, deciding that "mystic barriers pierced with mating swords" must refer to locks and keys, sent you to purchase a set of nine antiquated keys from Lord Krell the Robber Baron. You got the keys, finding out in the process that Krell's reputation was well-earned.

Llywelyn's kingly trappings were not buried with him, for an accident to his funeral barge lost his baldric, sceptre, and crowned helm. The sceptre was sold by a bugbear chieftain, providing a clue to the location of the other items. Your group invaded the bugbear colony in the Eyes of Berta cave complex and found the baldric and helm, barely escaping with your lives.

You were then sent in search of the ancient wizard Caer, who possessed the elixir needed to return King Llywelyn from the land of the dead. Your journey up the river Damrosil was perilous, but you reached Caer's mountain retreat, climbed the mountain, and found the wizard within. Your answers to his cunning riddles won you the elixir of life you sought.

The prophecy will soon be fulfilled. All the necessary preparations have been made. All that remains is to find the tomb of King Llywelyn. The search will begin at Dolmen Moor, the resting place of Pellham's kings. Many kings are buried there, each in a separate mound. However, the destruction of most of the royal archives and the span of time involved has erased memory of all but a few of the past kings, let alone the exact location of their final resting places.

You will journey north up the Damrosil River, leaving it when you come to the Kingsway, an ancient road that runs from the Fens of Taravol to Dolmen Moor. There, you must find which mound holds the mortal remains of Llywelyn. But beware, for Dolmen Moor is haunted by the spirits of the dead by night.

Campaign note: Suggested compensation for this part of the quest is 500 gp (and XP) per character level.

DM Information

Remember to shift to indoor movement and ranges when the characters enter the mounds. On Dolmen Moor, a denizen of a mound will generally not attack until the party enters its mound, nor will it pursue unless stated otherwise in the encounter key.

The adventure begins as the characters, rowing in small boats up the Damrosil, approach the Fens of Tavoral. They have two boats with four oars each, and will divide five to a boat.

THE DAMROSIL RIVER

1. The Minstrel of the Fens

The trip up the Damrosil has been uneventful. The river becomes wider and more sluggish as it enters the fens. A myriad of small islands dot the water and the unmistakable odor of swampland hangs upon the air. The vegetation is profuse, overhanging the banks so that at times no more than a boat-width of open water remains. The sound of a lone voice singing in this wilderness has become louder, as if you've been going toward it.

The voice sounds human, though the words cannot be made out. One of the party will think he hears the name "Llywelyn."

As you push through a wall of vines, the singer is revealed. A barefooted old man sits cross-legged on a grass-covered hummock in the middle of a wide pool. His face is clean shaven, but his thin, silver hair, straggling from beneath a black leather cap, has grown to waist-length and is uncombed. His threadbare clothing, apparently purple when new, is long out of fashion. He strums a lute of exquisite tone and workmanship.

Near the hump of dry land, a small, red, smooth-skinned arm and hand are thrust up through the surface of the pool, shaking a tambourine in rhythm. Nearby, a blue cap with a yellow feather floats on the water's surface. As the song comes to a break, the minstrel looks at you with haunted eyes and begins again.

This is Loring the Lost (AC 0; MV 0; F/T/B 7/7/8; hp special; #AT special), though the characters will not recognize him. The purpose of this encounter is to expose the characters to "The Lineage of Kings." Loring will not respond to the party, but will sing and play his lute. The party has six rounds for action. When Loring reaches the seventh verse, all characters must save vs. Paralysis or be paralyzed. Any characters who tried to block their ears get a +2 bonus. Other methods of avoiding paralysis are detailed below. A bard or magic-user will recognise the red arm as that of an imp.

The lute's tones pierce every fiber of your bodies, and you are now able to hear the singer's words clearly and distinctly.

If the party rows away immediately (at least two rowers per boat), they escape this encounter, but do not get the poem. (The poem provides vital clues once the party reaches Dolmen Moor. The players will receive the poem at the end of the encounter, providing they have heard all of it at least once.)

The party's boats have stopped 30 feet away from the hummock (about one round's movement). At the end of the song, the paralysis disappears and Loring begins the song again. With the second singing of the poem, imps will pop out of the water at the rate of one per verse until the gate to Acheron is closed (see below). They will taunt and pester the party, then swarm to the attack. The party has six rounds to act, for when Loring reaches the seventh verse, he will say his name for the third time, and the characters must again save vs. Paralyzation. Those failing will be paralyzed until the end of the second singing of the poem (16 rounds). If the party rows away immediately after the first singing, the imps will not pursue.



Imps

(AC 2; MV 6"/18"; HD 2+2; hp 12 each; #AT 1; THACO 16; D 1-4; SA Detect Good, Detect Magic, Invisibility, Suggestion; SD poison, regenerate 1 hp per round, need silver or magical weapons to hit, immune to cold, fire and electrical attacks, save vs. Spells as 7 HD; MR 25%). They will NOT use their tails.

If the party decides to fight the imps, two imps will attack each character who actively defends; any imps left over will try to kidnap paralyzed characters. Each round, one imp (if available) will land on each paralyzed character. When three imps have landed on a character, the character will be flown into the water (and off to Acheron). An attack against kidnapping imps will force all of them off the intended victim, so it will be another three rounds before the rescued character can be carried off again. The imps will not use their tails nor try to overturn the boats.

The third time Loring begins to sing, the party has six more rounds of action before all must save vs. Paralyzation. If the encounter goes this long, the party will be fighting 22 imps! Their best hope at this time is to shut down the gate to Acheron.

Avoiding Paralysis: Loring is immortal, and immune to physical attacks. He can be asked or ordered to stop singing, but will ignore any such pleas or demands unless his name, Loring the Lost, is used. He will continue to strum the melody on the lute in any case, which maintains a gate to Acheron. The lute projects a magical field that protects it and its player against **Charm Person**, **Magic Missile**, **Fireball**, **Hold Person**, **Silence 15'** r. and **Lightning Bolt** spells. Casting a **Silence** on the party will work, but absolutely no verbal communication or coordination should be allowed.

Closing the Gate: Loring's playing can be stopped with a **Web** spell (which will NOT halt his singing), or a physical attack to smash the lute or cut its strings (treat it as AC 0 vs. physical attacks). A **Warp Wood** on the lute or **Heat Metal** on its strings will also work. A



Silence spell cast on the party will work, but will prevent the characters from coordinating their actions. If the playing stops, the arm with the tambourine goes back into the water, leaving only those imps who had passed through for the party to deal with. Attacks on the arm itself have no effect.

If a party successfully closes the gate, Loring will speak. He will thank them and reveal a secret sign that will get them past the satyrs in the next encounter without fighting (a circle of willow tied to a staff). He will then have a seizure and begin singing once more. There is nothing the party can do to help him.

Loring the Lost was the twelfth king of Pellham. He had little chance of ascending the throne, being the fourth son of the third wife of Agneus Expander, and spent much of his youth as a wandering minstrel. Two ambitions drove him, to become king and to become immortal, and, with the aid of imps from Acheron, he slew eight nobles ahead of him in line of succession gain the throne. His reign, however, lasted but a few days. The imps tormented him with maddening dreams until he fled to seek the Wheel of Time. He has since realized immortality, on Arawn's terms.

After his encounter with the mad druid Eveyd, Loring drank of the Waters of Forgetfulness in Loring's Wood. He was drawn to this island in the Fens of Tavarol 285 years ago, commanded by Arawn to forever play his magical lute and sing the same song. The lute keeps a gate open to Acheron, and the song causes paralysis in the listener.

2. The Woodland Pipes

If the characters closed the gate to Acheron and made the secret sign, they will NOT encounter the satyrs here.

Shortly after the encounter with the Mad Minstrel of the Fens, the ancient paving stones of the Kingsway are seen rising out of the mud on the southern shore, leading off to the east. The road enters an unremarkable forest and, while the trees are dense, the looming bulk of a plateau, Dolmen Moor, is seen in the distance.

Walking is pleasant, the normal forest sounds seeming to lift one's spirits and speed the journey. Even the sound of some large-bodied animal (probably a deer or maybe an elk) is welcomed and unthreatening. The sweet and soothing melody of a shepherd's pipes kindles a desire to remain here forever.

The piping is from a band of eight satyrs (AC 5; MV 18"; HD 5; hp 17, 18, 20, 21, 23, 23, 26, 30; #AT 1; THACO 15; D 2-8; SA **Charm, Sleep** or **Cause Fear** with pipes; MR 50%) that inhabits this area of the forest. There is one piper, and his music is to **Charm**. Anyone failing the saving throw vs. Spells will wander off toward the piping unless physically prevented from doing so. Two of the satyrs wait to take the charmed characters to the lair, the other five satyrs will melee anyone not charmed until all potential captives have been taken, then they will flee. The **Satyrs' Lair** encounter is played *only* if the player characters pursue.

Tournament note: A **Dispel** will automatically free charmed characters in its area of effect.

The Satyrs' Lair

The party may follow the trail of the satyrs and attempt to rescue any enspelled characters or simply continue on to Dolmen Moor. Following the fleeing creatures to their lair is easy enough, though the satyrs will fight to the death to protect it. Shortly after the party begins pursuit, they will hear the urgent blasts of a hunting horn. The trail leads northeast into the woods to a cave, the mouth of which is 30 feet above ground level. A heavy growth of trees and brush surrounds a small clearing before the cave, and to either side of the entrance are mounds of rocks and boulders on the slope.

Six more satyrs (AC 5 or 1; MV 18"; HD 5; hp 14, 15, 17, 19, 20, 20; #AT 1; THACO 15; D 2-8; MR 50%) are in the cave guarding

the captives; the remainder of the eight originally encountered are divided equally on the slopes to either side of the cave. The rocks, boulders and trees provide them 50% cover, thus raising their armor class to 1. They will hurl spears (1-6 points) and small rocks (1-4 points) if the characters approach within range, but will not come out to melee. Those in the caves will throw spears. The cave is small, so if a **Fireball** is thrown *into* the cave, any captive characters within will take damage as well.

On the third melee round, three centaurs (AC 5; MV 18"; HD 4; hp 16, 18, 22; #AT 2; THACO 15; D 1-3/1-6), summoned by the horn, will charge from the woods. Each will fight until he takes half or more damage, then flee.

Once the centaurs and satyrs are defeated, the lair may be searched. Inside will be found the captives, unharmed by the satyrs, and a **Scroll of Protection from Undead**.

DOLMEN MOOR

Keep track of game turns in this section; on the fifteenth turn the party will encounter the Undead Army (see details for this encounter at the end of this section). There will be no other wandering monsters on Dolmen Moor itself.

The plateau of Dolmen Moor rises 200 feet above the surrounding countryside. The only road to it is the Kingsway, which reaches the top through a series of switchbacks. The top is relatively flat, characterized by a number of man-made mounds.

From ground level these mounds look to be scattered about in a random fashion, though as can be seen on the map, the mounds are actually arranged in concentric circles around a central temple (this will be obvious only if the party conducts an aerial reconnaissance).

Pelcolb the Pious, fifth king of Pellham, hit upon this formalized burial scheme. He caused the construction of the central temple/mausoleum to house the remains of the dead kings of the dynasty then in power. When the dynasty changed, the old line was removed and buried in mounds in a circle around the temple, which now was to house those of the new dynasty. This pattern continued, resulting in the present layout.

The first mounds were simple affairs, but, as the centuries passed, the new mounds became larger and more opulent. They may be classified in three types:

Type III (Outer Circle): These are smaller mounds, some even planted with trees that have grown into sizable copses. All have at least two chambers, some with underground levels. The doorways are ornately carved, most with carvings dedicated to the dead king within. All mounds in the outer circle are Type III.

Type II (Middle Circle): These mounds are larger, most single-chambered but some with two. All are lined with stone instead of logs, though the covering is the same. The door ways of many are inscribed stone slabs.

Type I (Inner Circle): These are small, single chambered mounds, lined with logs and covered with stones and a layer of earth. The doorways are wooden, with an inscribed stone lintel.

All tombs are marked with the heraldic devices of the kings, but time and the destruction of the royal records will prevent the characters from recognizing the tomb of any specific king. The device of each king will be a variation of an eagle over crossed swords.

The characters are seeking the tomb of Llywelyn among all these mounds, and, if they remember Loring's song, may do so easily enough. The first king in each dynasty is buried in a mound directly north of the central temple, the rest of the dynasty interred in the same circle in a clockwise fashion.

Llywelyn was the third king of the third dynasty, thus his tomb is the

third mound in the third circle, counting from the north. If the party has figured things out, they may make a few simple tests to verify the scheme based on the song, for many of the statements about the past kings hold true for their present condition. For example, Loring said that Ciron the Hearty drinks in death still, and, on entering his tomb, they will find him entombed in a large cask of ale, and so on.

Except where otherwise noted, the characters must actually enter a burial mound to have an encounter. Generally, the occupants of the tombs will not pursue if the burial mound is left.

The party arrives about two hours before dark. The Undead Army will arrive in 15 turns.

Key to the Burial Mounds

1. Central Temple

This limestone building is constructed in the shape of an equilateral triangle, 150 feet long per side, each point truncated to form a 30 foot long wall. There are nine pillars which support the interior of the temple, three to a point in descending size. There are also double doors in each point, constructed of bronze; each panel is 5 feet wide and 15 feet high. Flanking each set of double doors is a pair of pink granite statues, 8 feet tall and carved to represent armored dwarven warriors.

The statues, similar to caryatid columns, were a late addition to the structure by Blaine to protect those lying within the Central Temple. They will animate and attack any would-be grave robbers. A long-forgotten dwarven phrase will prevent their attack, allowing the temple to be entered.

The statues (AC 3; MV 6"; HD 5; hp 25 each; #AT 1; THACO 15; D 1-12; SD half damage from normal weapons, no magical weapon bonus damage, 25% chance of weapon breakage -5% per plus for magical weapons) will animate if any character comes within 20 feet of the door they guard, shrinking to dwarven size and taking on a fleshy appearance when activated. They will move to stand before the portal to prevent entrance. If destroyed, they turn to stone; if the intruders perish or withdraw, they return to their former condition.

The interior of the temple is of smooth finished stone work. Inset panels, carved in bas-relief, are placed around the walls, separated by the remains of tapestries. These are dedicated to Alendus Crebus, Pelcolb the Pious, Lascron, and Llywelyn.

Inside is a central altar and 12 granite sarcophagi. Each sarcophagus has a flat granite top, inscribed with the name of the deceased within. Empty ones have no inscriptions. All are empty except for 1, 2, and 3. They contain the remains of Kolm the Quick, Cemor the Valiant, and Blaine (respectively). Piled unceremoniously at the foot of 4 is the jumbled skeleton of Alendus II, the last king and the tyrant overthrown by the people.

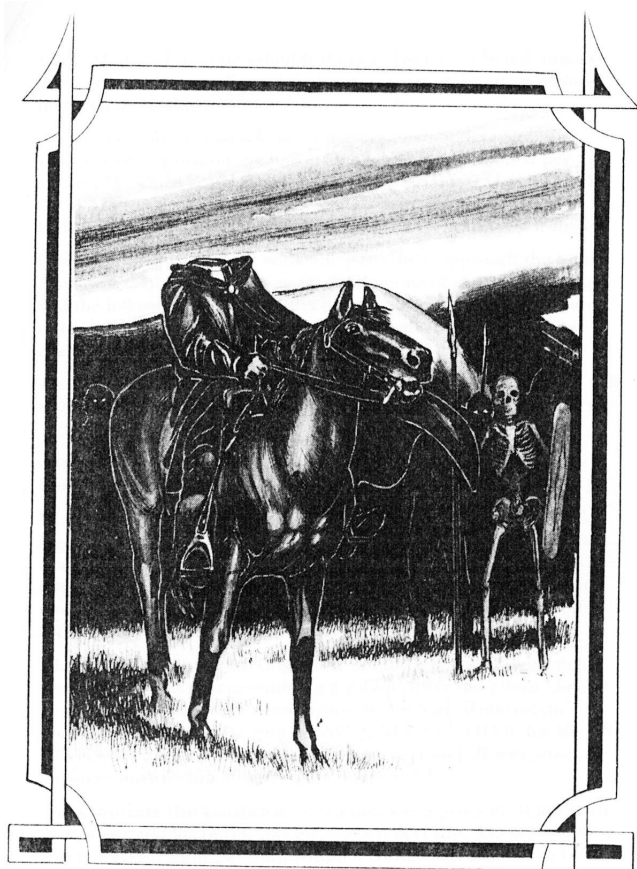
Sarcophagus 1 contains a necklace of 5,000 gp value, 2 a matched set of bracelets of 4,000 gp value and a **long sword** +2, and 3 a velvet sack of 1,000 ancient gold coins and a **hammer** +3, **dwarven thrower**. It is unlikely that the characters will desecrate the tombs by taking these items; if they do, take note of this action.

The Inner Circle

2. Alendus Crebus. The mound is very old, as all are in the first circle. A doorway on the south side bears an inscription in the common tongue that says "Alendus Crebus, the Great and Glorious Founder of Pellham." If the party desire to enter they will find a simple coffin that holds the bones of the king, along with a sword and mace. A shield lies atop the coffin.

3. Ciron the Hearty. The doorway is uninscribed. Opening the door reveals a circular interior with a large, sealed oaken cask coated with pitch. The air is very stale and scented with hops. Opening the cask reveals a corpse floating in ale with a smile on his face.

4. Fenton the Foolish. This door is jammed badly, such that



attempts to open it are at -1 to the normal die roll. If the coffin is opened, the skeleton of Fenton, attired in a jester's costume, will be found within.

5. Heimwell the Haughty. The stone slab door is slightly ajar. Inside is a lidless sarcophagus. Heimwell is now a ghost (AC 0 (8); MV 9"; HD 10; hp 40; #AT 1; THACO 10; D age 10-40 years; SA magic jar; SD need silver or magical weapons to hit) that returns here to its material body's final resting place. Heimwell will NOT use his **Magic Jar** ability in this encounter.

6. Pelcolb the Pious. His mound mimics the shape of the temple in honor of his establishment of that structure. The interior is white-washed, and symbols of all the Celtic gods abound.

7. Voltar the Victorious. The interior of Voltar's tomb is an aberration of Type I construction, in that it is totally lined with paving stones, in honor of Voltar's initiation of the Kingsway.

8. Royberno the Bloody. The tomb is tightly sealed, but may be opened. A sickly sweet smell emanates from the stained earthen floor. A moaning sound, coupled with blood dripping from the ceiling, will begin if any living creature remains in the tomb for more than three melee rounds. There is no encounter here.

9. Tornum the Terrible. This unfortunate son of Royberno has become a skeleton warrior (AC 2; MV 6"; HD 9+4; hp 50; #AT 1 at +3; THACO 10; D 1-10; SD cause fear in creatures of 5 dice or less; MR 90%). Magically bound to remain in his tomb, the opening of the door will release him. He will not pursue into the sunlight.

10. Lascron the Last. Standing within 10 feet of the door of the tomb gives a feeling of well-being. The interior is very plain, and the good feeling is much stronger. Characters entering this mound are **Blessed** (as the clerical spell) through their next encounter. This effect can only be had once by each character.

The Middle Circle

11. Karnac the Cairnlord. His name is inscribed on the door. This mound is very unstable. Any who enter and tamper with the coffin within will cause a collapse, taking 3-30 (3d10) points of damage.

12. Agneus Expander. The doorway is collapsed, but climbing to the top of the mound shows that the roof has been blasted away. Inside the tomb of the "lover of horses" is a nightmare (AC -4; MV 15"/36"; HD 6+6; hp 44; #AT 3; THACO 13; D 2-3/4-10 (2d4+2)/4-10 (2d4+2); SD opponents save vs. Spells or attack at -2 to hit and damage).

13. Loring the Lost. Although the outside of the mound is very weathered, the interior is oddly clean and dust free. A stone sarcophagus, its lid leaning against one side, looks like the stone cutters have just left it. Obviously, this tomb has never been used.

14. Marcus the Marshal. Outside, above the door, are four deep depressions in the soil above the door, arranged in a diamond shape. These were the positions of the four stones mentioned in Loring's song, but the Galeb duhr at mound 20 has removed them. The interior of the mound is unremarkable.

15. Suradel the Scholar. Suradel was the first king to dabble in the black arts, thus the references to his being a scholar and the first of the Witchkings. Unknown to his subjects, Suradel was cursed with vampirism after his death.

The tomb's door is closed, but opens easily. The coffin inside is a simple wooden box; its lid is unlatched. Upon opening it, the vampire (AC 1; MV 12"/18"; HD 8+3; hp 35; #AT 1; THACO 12; D 1-6+4; SA **Energy Drain**, **Charm** (save at -2); SD +1 or better weapons to hit; SD regenerate 3 hp per round, **Assume Gaseous Form**, **Sleep**, **Hold**, and **Charm** have no effect) will try to **Charm** the nearest target. Suradel will assume gaseous form to leave the coffin, then rematerialize and attack.

16. Argunth Elf-friend. Loring did not mention which elves Argunth dealt with; unfortunately they were drow. There are ten drow (AC 4; MV 12"; F 2; hp 9 each; #AT 2 (one at +1); THACO 20; D 1-4 (dagger) or 1-6 (short sword) or 1-3 + save vs. Poison at -4 (crossbow); SA **Dancing Lights**, **Faerie Fire**, **Darkness**; SD +2 to all saves; MR 50%) in the tomb, which is a secret gateway to one of their underground cities.

17. Rikar the Roarer. The seal on this tomb is still intact; even grave robbers respect Rikar, a gifted king slain early in his reign. Inside are two sarcophaguses, one for Rikar and the other containing the skeleton of the Lady Lara, Rikar's wife who died of grief over the death of her lord.

The Outer Circle

18. Lightmal the Dark. The stone door lies on the ground and the interior is black. Inside Lightmal is "awake for all time," as he is a spectre (AC 2; MV 15"/30"; HD 7+3; hp 35; #AT 1; THACO 13; D 1-8; SA **Energy Drain**; SD +1 or better weapons to hit, unaffected by **Sleep**, **Charm**, **Hold** or cold-based spells).

19. Dalenial the Light. Dalenial was as good as his father Lightmal was evil. On his deathbed Lightmal cursed Dalenial, and though the latter succeeded his father to the throne, his father's curse withered him and his reign was short. The coffin holds only dust, rather than bones, but if a handful of it is thrown at Lightmal the spectre will be blasted from this plane. Anyone tampering with the dust must save vs. Spells or receive the appropriate **Suggestion**.

20. Llywelyn the Just. This tomb is the party's goal. There is a large group of boulders atop the mound. One of these is a Galeb duhr (AC -2; MV 6"; HD 9; hp 42; #AT 2; THACO 12; D 3-18; SA cast **Move Earth**, **Passwall**, **Wall of Stone**, **Stone Shape** or **Transmute Rock to Mud** once per round as L20 magic-user, **Animate Boulders**; SD unharmed by lightning or normal fire, save at

+4 vs. Magical Fire; takes double damage from cold-based attacks and saves at +4 vs. cold attacks). It takes great umbrage at anyone invading its territory.

The Galeb duhr will attack by animating the boulders atop the mound to roll down on the party. One boulder is animated per round (AC -2; MV 3"; HD 9; hp 35 each; #AT 1; THACO 12; D 4d6). After two such attacks, the Galub duhr will move in. The Galeb duhr won't use its spells here or animate boulders for melee.

Once this creature is dealt with, the party may approach the tomb. Anyone touching the doorway takes 10 points of electrical damage and the following phrase appears on the stone, "Beware the Wards of Ishcabelle!" The wards extend to the walls of the mound and underground as well; they cannot be breached at this time.

Tournament note: The character with the highest intelligence will remember the mage Ishcabelle, and the round ends.

21. Logar the Loved. The tomb is unremarkable except for a shepherd's crook incised into the door. This is a clue, taken from Loring's song, to aid in orienting the party.

22. Damocles the Wizard. He is named second of the Witchkings for his interest in magic, not always for the cause of good. Any character of good alignment can almost smell the evilness. Damocles attempted to become a lich and failed. The coffin holds his skeletal remains, draped in robes marked with arcane symbols. The coffin itself is crudely painted with similar markings.

23. Rotkoddam the Strong. The mound's portal stands open, and broken rocks (one resembling a rabbit) litter the ground before it. A strong, musky odor comes from the mound. Rotkoddam's tomb is now the lair of a gorgon (AC 2; MV 12"; HD 8; hp 40; #AT 1; THACO 12; D 2-12; SA breath turns to stone). It will attack if anyone comes within 20 feet of the doorway.

24. Claudius the Cautious. Claudius was a prudent, if not paranoid, ruler and his burial specifications reflect this. He is entombed within a coffin within a coffin within a coffin, and so on. Ten boxes must be opened to find his remains.

25. Dacquiri the Witchking. Dacquiri carried his studies of magic to an extremely high level. Unlike Damocles, he was successful in his efforts to become a lich. However, he and Ishcabelle destroyed each other, so this tomb is empty.

The Undead Army

Once a day an army invades Dolmen Moor. It is composed of:

headless horseman wraith (AC 4; MV 15"; HD 5*3; hp 28; #AT 1; THACO 15; D 1-6; SA **Energy Drain** SD silver or magic weapons to hit, immune to **Sleep, Charm, Hold**, and cold-based spells)

8 ghouls (AC 6; MV 9"; HD 2; hp 8 each; #AT 3; THACO 16; D 1-3/1-3/1-6; SA paralyzation; SD immune to **Sleep** and **Charm**)

18 zombies (AC 8; MV 6"; HD 2; hp 7 each; #AT 1; THACO 16; D 1-3; SD immune to **Sleep, Charm, Hold**, and cold-based spells)

24 skeletons (AC 7; MV 12"; HD 1; hp 4 each; #AT 1; THACO 19; D 1-6; SD take half damage from sharp and/or edged weapons, immune to **Sleep, Charm, Hold**, and cold-based spells)

The wraith is mounted on a heavy war horse (AC 2 (barded); MV 15"; HD 3*3; hp 18; #AT 3; THACO 16; D 1-8/1-8/1-3).

The wraith is headless, hence its name, The Headless Horseman of Dolmen Moor. Living beings are its prey, for it may not go to Arawn's hall without a head. The Undead Army are commanded by the wraith, so they cannot be turned unless the wraith is. If the wraith is turned, the following will go with it: 6 ghouls, 8 zombies, and 12 skeletons. Those remaining are subject to further attempts. The Undead will not pursue into the mounds.

The Lineage of Kings

I sing for you now of the lineage of kings,
Of Pellham's mighty and doddering
Fools that japed and when all were done
Proved worthless at best, all save one.

Alendus Crebus, first of the kings,

First of nine by his conquerings.

Giron the Hearty, lover of ale,

Son of Crebus, he drinks in death still.

Fenton the Foolish, moron well-named,

Glutton of mutton, third fool of the famed.

Heimwell the Haughty, brother of Giron,

The fourth he became by the slaying of Fenton.

Pelcolb the Pious, bastard of Fenton,

Builder of the Temple, fifth one in.

Volgar the Victorious, paver of Kingsway,

Grandson of Crebus, so they all say.

Royberno the Bloody, bastard of Volgar,

Grim destroyer of clansmen, seventh so far.

Tornum the Terrible, tormentor of souls,

Grim as his father, eight bake in the coals.

Lascron the Last, ninth of nine,

Father to no man, last of the line.

Karnac the Cairnlord, usurper malign'd,

Lascron's cousin, mover of the mine.

Agneus Expander, true lover of horses,

Sibling of Karnac, the nine were of course his.

Loring the Lost, foul slayer of eight,

Third of the kings, but victim of fate.

Loring the Lost, known for his songs,

Plays minstrel to demons, as cursed by his wrongs.

Marcus the Marshall, of this line is fourth,

Four stones mark his cairn, pink ones, of course.

Suradel the Scholar, first of the Witchkings,

Son of the bard and prophet of many things.

Argunth Elf-friend, of this line is sixth,

Feared slayer of orc hosts who none trifled with.

Rikar the Roarer, seventh of seven,

Slain young in battle, first one to heaven.

Lighlmal the Dark, first of his line,

Cousin of Rikar, awake for all time.

Dalenial the Light, Black Lighlmal's spawn,

Cursed by his father, he's withered and gone.

Llywelyn the Just, slain at his dinner,

Gem of all kings, he was no sinner.

Logar the Loved, a shepherd in youth,

Llywelyn's son grew ancient in truth.

Damocles the Wizard, grandson of Llywelyn,

Second of the Witchkings, Time was the villain.

Rotkoddam the Strong, sixth of the line,

Led his troops into battle, led from behind.

Claudius the Cautious, Rot's son and heir,

Died in his sleep, though none seemed to care.

Dacquiri the Witchking, eighth of nine,

Slew Ishcabelle, died the same time.

Kolm the Quick, first of the four,

Fought without weapons, died at the door.

Gemor the Valiant, kept up the bard's quest,

Tried as he might, but finished second best.

Dwarven Blaine Shortshanks for Gemor went on,

Third quester and king was merely Time's pawn.

Alendus the Second, rogue liar and cheat,

The kingdom he destroyed lies at our feet.

Two hundred years have passed us hence,

And foolish rhymes sometimes make sense.

That is the lineage of Pellham's kings,

Fools, knaves and charlatans, blackguards and thieves.

But the price of the telling's an awful demand,

Hark to the wage the fiddler commands!

For now it is finished, my song is complete,

Your binding has ended, but you must be fleet,

For the third time you hear the name of me,

The third time is when they will come for thee.

