

Introduction and Synopsis

King Nuno the VI has sent word to the players urging them to attend him at his castle in Rylsk. He has grave news: the evil sorcerer Zeroun has escaped from his prison at Fort Gall. At the same time, Sir Lucan, the Knight of the Realm responsible for putting Zeroun in the prison in the first place, has gone missing. And all this just days before Sir Lucan was to wed the King's only daughter, Princess Ardella.

The two events cannot be unrelated, clearly Zeroun has plotted this escape carefully in a way to avenge himself of his captor. The heroes must find the vile sorcerer, bring him to justice, and free Sir Lucan. And it must be done quickly, for King Nuno can not hold back Ardella's other, less desirable suitors for long.

The Facts

In fact, the two events are completely unrelated. Sir Lucan may be noble and just indeed, but he's also an obnoxious prat. His holier-than-thought attitude has finally gotten him into serious trouble. The local farmers complained to him of a witch that lives outside of town named Zafina. They believe she is causing their crops to fail, despite the obvious long drought the land has been experiencing. When Sir Lucan brought these charges to the witch, she lost her temper and turned the poor man into a toad, and he has been trapped in her garden ever since.

What's worse, Sir Lucan's attitude is not his fault. Since he found the sapient sword Gildas, he has been under its complete control. Gildas is not a particularly powerful sword, however it is very strong willed and suffers a slight inferiority complex. It thus over emphasizes its one ability to detect evil and will stop at nothing to eradicate what it sees as evil, including Zeroun.

Princess Ardella is keenly aware of Sir Lucan's shortcomings, though she is clever enough not to voice such opinions to strangers or her father. She has also fallen in love with none other than Zeroun the Sorcerer. It was her aid that effected his escape, and he has promised to whisk her away from her father just as soon as he recovers the power to do so.

Before his imprisonment, Zeroun gave Princess Ardella two gifts. The first is a mirror that operates as a Crystal Ball with Clairaudience, but can be used by anyone and can only display the room containing its mate. Second is a Cirlet of Comprehend Languages. Ardella has used these two gifts in concert to talk with Zeroun's hobgoblin lieutenant, and thus organize his escape. If she learns of a party headed in his direction, she will use it to warn her lover.

Zeroun may be in one of two places. He may yet reside at Fort Gall, now captured by the hobgoblins and their pet hill giant. If warned, he may retreat to his mansion in the hills, leaving the hobgoblins to fend for themselves. Zeroun has visited the Witch Zafina since his escape and purchased from her the sword Gildas which he recognized as belonging to Sir Lucan. Zeroun knows what became of Sir Lucan, but considers the entire affair beneath his notice. He wants to destroy the sword, the true entity trying to destroy him, but has not yet found a way. Thus it lies hidden for now at his mansion.

NPCs

Zeroun the Sorcerer

Level 9 Chaotic Magic-User

S: 13, D: 8, I: 13, W: 12, Cn: 11, Ch: 12

AC: 6

HP: 26

Spells: 3/3/3/2/1

1st Charm Person, Detect Magic, Read Magic, Hold Portal, Magic Missile, Sleep

2nd Arcane Lock, Detect Invisible, ESP, Invisibility, Mirror Image, Phantasmal Force, Web

3rd Clairvoyance, Dispel Magic, Fireball, Fly, Water Breathing

4th Confusion, Dimension Door, Wall of Ice

5th Conjure Elemental, Contact Other Plane, Feeblemind

Equipment: Bracers AC 5, dagger +1, scroll of 5 2nd level magic-user spells (Arcane Lock, Detect Evil, Levitate, Levitate, Mirror Image), ring of spell turning, potion of diminution, potion of giant strength, wand of polymorph

The Witch Zafina

Level 11 Neutral Magic-User

S: 12, D: 11, I: 14, W: 12, Cn: 8, Ch: 9

AC: 9

HP: 46

Spells: 4/3/3/3/2/1

1st Detect Magic, Floating Disc, Hold Portal, Light, Magic Missile, Read Magic, Shield, Ventriloquism

2nd Continual Light, Detect Invisible, Invisibility, Levitate, Mirror Image, Web

3rd Clairvoyance, Dispel Magic, Fire Ball, Haste, Lightning Bolt, Protection from Evil 10' radius

4th Arcane Eye, Charm Monster, Confusion, Polymorph Others, Polymorph Self, Wall of Ice

5th Conjure Elemental, Magic Jar, Teleport, Wall of Stone

6th Disintegrate, Geas

Equipment: dagger +2, +3 versus goblins, kobolds and orcs, scroll of ward against magic, ring of invisibility, potion of growth, potion of diminution

Princess Ardella

Chaotic Normal Human

S: 9, D: 13, I: 12, W: 11, Cn: 11, Ch: 15

AC: 9

HP: 2

Equipment: Dagger, Cirlet of Comprehend Languages

Sir Lucan

Level 9 Lawful Fighter

S: 16, D: 10, I: 8, W: 9, Cn: 11, Ch: 8

AC: 2

HP: 60

Equipment: None

The Sword Gildas

Int: 7

Psyche: 12

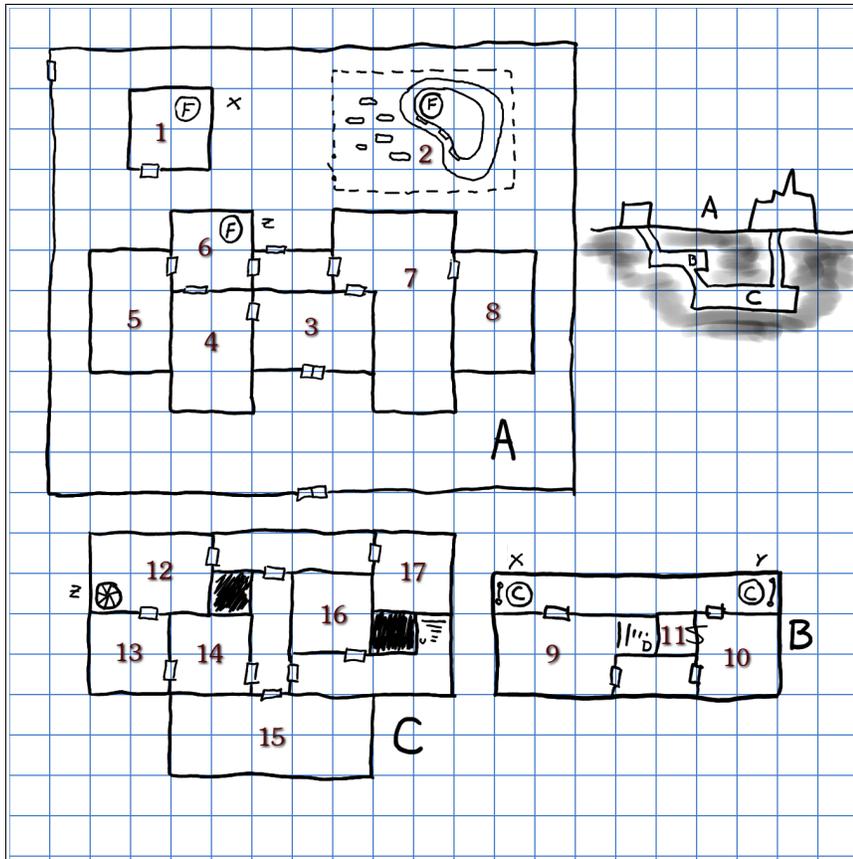
Will: 19

Powers: +1, Detect Evil 20'

The Necromancer's Mansion

By [Paul Siegel](#)

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10. Supply Room – Wood panelled room containing basic supplies of various sorts, including weaponry and common equipment.

11. Hidden Closet – Removal of a panel of room 10 reveals a locked and trapped door. Failing to disarm the trap causes a glass orb to drop from a secret compartment adjacent to the door, which will smash and fill the room with gas. Victims must Save vs. Paralysis or be paralyzed for 2d6 turns. Inside the closet is filled with swords. One of these is the sword Gildas, which Zeroun has not yet discovered a means of destroying.

12. Cellar – The cellar is filled with bottles of wine and other cold storage items.

13. Trap – The east door is kept locked, the north door unlocked, but Zeroun and his followers know to never enter the room. Empty with a wet glistening floor which is actually a gray ooze.

Background

An old run down mansion with a secret underground is the current hideout of Zeroun the Sorcerer. He will retreat here if he is aware of the party heading towards Fort Gall. A true bastard, Zeroun will risk anything to escape recapture, including Princess Ardella.

Key

1. Gardener's Shed – Padlocked. Gardening tools, hidden trap door under a pile of tarps.

2. Family Plot – Graves and three tombs in mounded earth. The left-most one is a secret entrance to level B.

3. Foyer – Pegs on walls, leaf litter, broken down stair to collapsed second floor.

4. Dining Room – The old dining room holds the most of the mansion's former splendor, including a long table, chairs, candelabra, and fine silver place settings.

5. Servants Quarters – Simple beds are still used by the servants, only Zeroun keeps 4 bugbears as his servants. They are dressed in a mockery of servant uniforms, including a butler, maid, cook, and footman.

6. Kitchen – The kitchen has been kept clean and is still used for its original purpose. It contains a large butcher block, a hearth, a stone sink, and various cooking implements.

7. Ballroom – Once a fine ballroom, now a camp for Zeroun's 10 hobgoblin minions.

8. Music Room – Old broken harpsichord and other instruments. Smashed remains make a nest for 2 basilisks the hobgoblins keep for emergencies.

9. Guard Room – Three hobgoblins and one bugbear man this room watching for intruders. The bugbear wears a girdle of giant strength.

14. Study – A desk with many candle stubs, papers, quills, book cases filled with old looking tomes. A glass stoppered bottle sits out in the open – this is a potion of delusion Zeroun purposefully leaves out to tempt thieves.

15. Summoning Chamber – Two magic circles on the floor of either end of the room. Zeroun in one, a demon in the other.

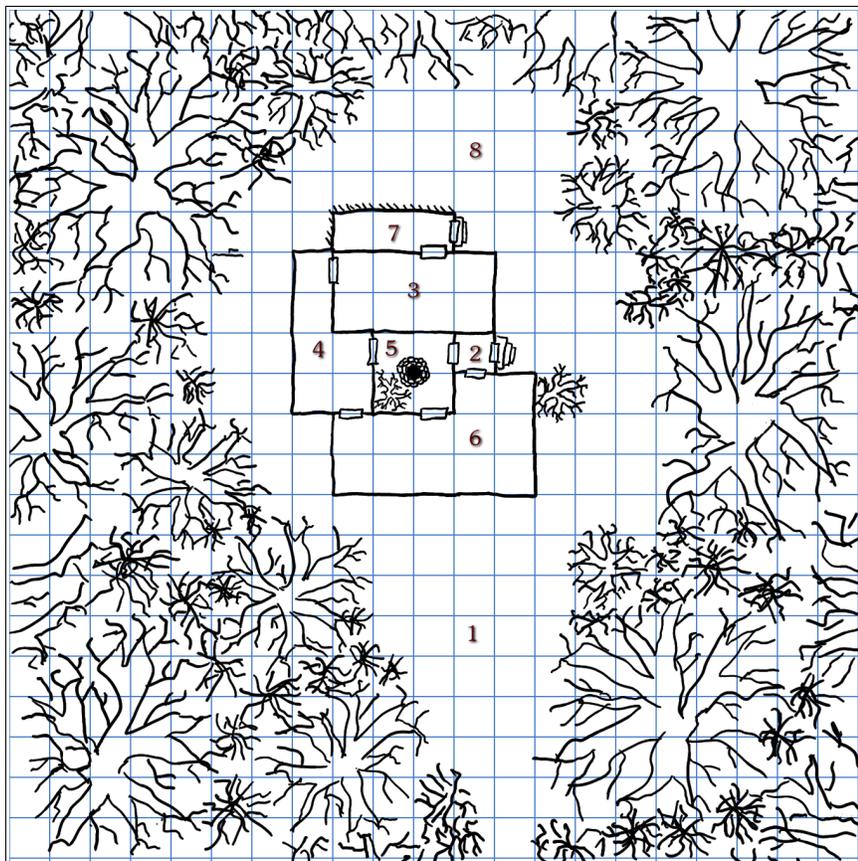
16. Zeroun's Bedchamber – Zeroun's bed chamber contains his bed and personal effects. On one wall is the mirror Zeroun uses to contact Princess Ardella. When sleeping here, Zeroun keeps his wand of polymorphing under his pillow.

17. Workshop – A large stone slab dominates the room, on top of which lies Zeroun's recently constructed bone golem. Zeroun will retrieve his golem to act as personal body guard if he is aware of intruders.

The Witch's Hut

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Background

Deep within the brambled wood lives an ancient witch. Ousted by the nearby townsfolk out of fear, she is wary of those that enter her domain and gets on better with the woodland folk than regular people. She's willing to help those who seek her, for a price or if it amuses her, but her aid has a tendency to be double-edged.

The witch's hut is a small structure nestled in amongst the trees, and raised about a foot above the ground by eight large posts. These posts can grow into huge spider legs at the witch's command to relocate the hut whenever she chooses, though she dislikes to do so.

Key

1. Approach – A blink cat (similar to a blink dog) rests on the branches here and watches the party approach. It can speak the common tongue, if it deigns to do so. It is actually the witch's familiar, and will report to the witch of any who approach and spy on them at its leisure. It may also enjoy tormenting petitioners, giving them misinformation, or perhaps even be helpful if the mood strikes it.

2. Mud Room – Simple wooden steps lead up to a small room with muddy shoes and hooks for hats and cloaks.

3. Bedroom – A large four posted bed dominates the center of this room. The walls are hung with various materials and somewhere an incense burner adds a heady odor to the room.

4. Kitchen – The witch's kitchen is a chaotic array of bubbling cauldrons, hanging dried herbs, and various half-finished projects or meals which are difficult to tell apart. The witch may be in here cutting up some poor small creature or brewing a foul smelling concoction.

Roll	Concoction
1	Save vs. Poison or slumber for 1d6 turns.
2	Imbibers next romantic encounter 80% likely to lead to pregnancy.
3	Consumer becomes 1d6 years younger.
4	Causes hallucinations.
5	Shrinks consumer to 6" tall for 2d6 hours.
6	Tastes foul, but restores 1d6+1 hp.

5. The Grotto – This small courtyard is open to the air and yet appears to be encased in eternal night. It is overgrown with vines and small plants, and in its center is an old well on the edge of which sits a large bull frog, who is in fact a knight polymorphed by the witch.

6. Parlor – The witch's parlor is where she will meet visitors if she knows they approach. It is filled with overstuffed but dusty furniture, pillows strewn about, various taxidermy, and other odd items. Searches of the room turn up the following:

Roll	Item Found
1	A shrunken head that swears in goblin.
2	A pouch of marbles that only roll uphill.
3	A candy dish that bites hands reached into it for 1d4 damage.
4	An empty bird cage from which bird song emanates.
5	A bowl of eyeballs that move to watch players.
6	A beautiful crystal sculpture that implodes when touched.

7. Porch – A screened porch sits at the back of the house and contains a table and variety of chairs. A nest of giant killer bees lives below the porch, and may fly up through the gaps in the porch's wooden slatted floor. They will certainly attack any who attempt to crawl under the house.

8. Glade – A small open glade sits behind the hut. Somewhat sunken and sometimes damp, the glade contains a few mushroom rings in which sprites and pixies play. These creatures are very likely to find some form of amusement from the players. Players angered into attack will find themselves victim of a fairy curse.

Roll	Fairy Curse
1	Victim's pants fall down around his ankles whenever he rolls a 1 in combat.
2	Victim speaks with stutter, lisp, or in a very high pitched voice.
3	Victim no longer has a reflection or a shadow.
4	Malodorous flatulence.
5	Victim's vision is perverted (like a mirror).
6	Drinking plain water makes victim violently ill.