

## General Information Round 1

Your group has just returned from a rather monotonous excursion into the Iron Forest. No fighting, no loot, in general pretty dull. Right now you're heading for the human settlements beyond the Badlands, hoping for more rewarding work. The route you're taking leads through the Deadlands, reputedly the site of one of the last battles of the Chaos Wars. More recently there has been rumors of banditry, however you've seen nothing.

You set up camp your first night in the Deadlands, when towards dawn a disturbance rouses the camp. Hastily everyone puts on armor, when out of the darkness appears a badly wounded elf. The group challenges him & the intruder apparently notices you for the first time. With an effort he pulls himself erect & speaks, "This curse I place upon you all. None shall know you but in anger, no weapon shall you take to hand but it will shatter, food & drink will pass your lips but nourish not, henceforth know nothing but misery lest you do the deed. Destroy the gem before the next morn." The figure then collapses & slides down the hillside to your feet. A star passes to the west.

When you check, the body is very dead. The elf notes that this figure was a Caliquendi & that such are normally extremely powerful. A quick check of the body reveals huge puffy purple wounds, obviously poison. The figure wears elven chain, has an empty sword scabbard but still has a dagger. In a pouch is a large gem, an amulet, & some notes. There is nothing else of interest.



# Map

1 hex = 2 miles

## Terrain

- 6 mph Iron Forest - dense coniferous forest, ore inhabited
- 8 mph Dead lands - very dry savannah, almost desert
- 2 mph Badlands - as South Dakota
- 4 mph Grey Hills - very rough sandy hills with small canyons

## Symbols

- \* party starting location
- ⊕ altar of the All Saints
- ⊕ (dashed circle) Black Titan Burial Ground
- path

Estimated travel time - to altar 4 1/2 hours  
- to burial ground 7 7 1/2 hours  
- encounters 2 hours

Adventure Timetable - 6 am start  
8 am sunrise  
8 pm sunset, tomb complex  
12 pm raising the Black Titan

Groups have about a 2 hour safety margin, so as long as they don't stop for a while they should be safe

## Referee's Notes on the Gem

- 1) If the gem + the amulet are not kept together the party will be attacked by a salamander who will attack the gem bearer regardless of all else. This will happen once every 4 hours starting at 8am. If the gem + amulet are separated for more than 5 minutes a salamander will appear but not more than 1 in 4 hours

### Salamander

AC=4, HD=7+7, HTK=45, Move=9", Hits AC(0) on 12  
 1 attack for 2D6<sup>spear</sup>, 1 attack for 3D6<sup>tail</sup>, +1 to hit

- 2) The holder of the gem can function normally up to -99 hits. At -100 he is dead.
- 3) The gem entrances anyone who stares at it. An individual will do nothing but stare until distracted by some outside source.

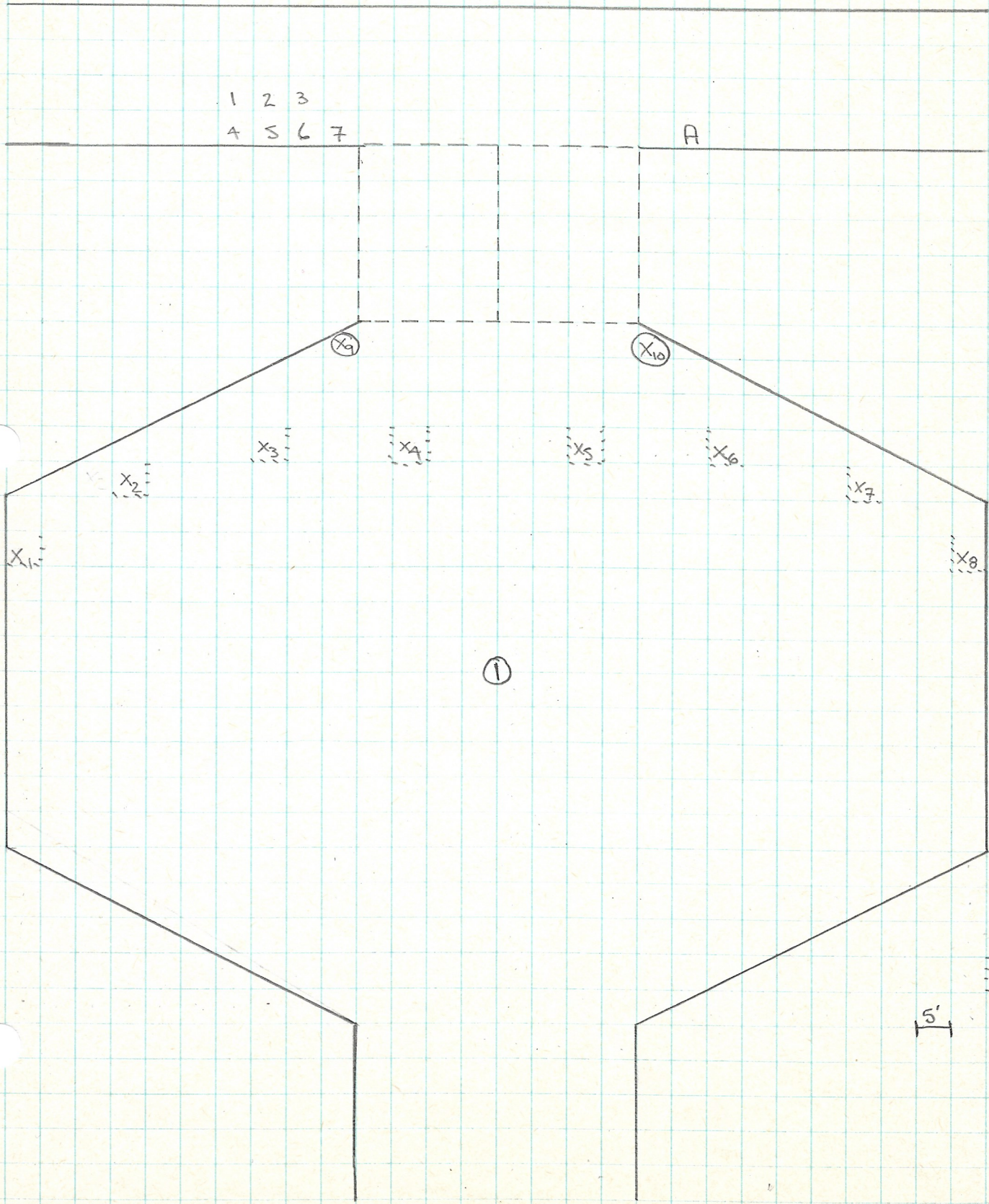
The notes reveal the following information;

- 1) The elf was one member of a 3 elf party
- 2) They were checking on an ancient tomb in the Dead Lands where they found signs of activity.
- 3) The tomb was the burial place of the Black Titan, one of the most powerful leaders the dark forces had in the Chaos Wars.
- 4) The activity was a certain anti paladin who was attempting to raise the Black Titan
- 5) The gem is the Black Titan's life force. The elves managed to steal it & learned that it could be destroyed if you could bless the gem on the altar of the All Saints & then smash it on the forehead of the Black Titan
- 6) The amulet is an amulet of proof against detect & location
- 7) You can only enter the tomb at sundown & then only briefly.
- 8) Unless the gem is destroyed the Black Titan will be raised on the following midnight.

## General Information, Round 2

In the 1<sup>st</sup> round, after being cursed, the party managed to bless the gem at the Altar of the All Saints. You also discover that it is difficult to kill whoever hold the gem & it is not a good idea to separate the gem from the amulet of non-detection. Now as the sun starts to set you realize you have just 4 hours until midnight & the raising of the Black Titan. (see round 1 notes)

After hard riding, the party pulls up in front of a huge mound that the map claims is the Tomb of the Black Titan. With the sun just starting to set you search for an entrance. The ranger soon spots a large cave mouth which has had a lot of orc traffic. Picketing the mounts you investigate. Just inside the cave mouth you find 2 elven bodies which have been crucified upside down. You cut the bodies down & press on. The cave becomes a finished tunnel about 40' wide. In the corridor are 4 extremely large spider corpses, killed by the elves at a guess. Going on the corridor ends in a large chamber. Just then the dying light of the sun flashes past your shoulder to illuminate the chamber. A number of orcs with bows dive for cover behind barricades while the far wall splits & slowly begins to grind apart.



misste barricade

5'

## Encounter # 1

This is a finished cavern about 150' across + 30' high. Orcs X<sub>1-8</sub> are behind barricade which give -4 to hostile missile fire. The orcs may fire anywhere in the room with a -2 to hit. Target priority is the least armored individual. The orcs will fire twice/round until dead or engaged in melee. It costs 1"/hex to cross the room (eg MU with move = 12" takes 2 rounds to cross). For 4 rounds the back wall will slowly grind open till it forms a 40' corridor. It will remain open for 2 rounds + then slowly closed in 4 more rounds.

Orcs X<sub>9-10</sub> are concealed. They each have 1 molotov which they will throw (at -2 to hit vs AC 10) at the first person to reach the back wall. They will then run out + engage that person in melee. Once a person enters the back corridor they can no longer be fired at by the orcs.

The first person through the corridor will be surprised (unless it's the ranger) by a wraith (A) or 7 armored zombies (1-7). If he exits on the left side of the corridor he meets the zombies otherwise the wraith attacks. Surprise allows 1 free round of attacks (3 zombies max). Make sure at least 1 body is crushed by the walls for graphic purposes. Be generous to the characters by making sure they get through the corridor if at all likely or possible.

If the wraith is not killed it will chase the party. It will attack the party at an intersection if a 1 is rolled on a D6. Otherwise it will retreat to the central chamber of the tomb.



## Orcs (X1-10)

AC=6, HD=1, HTK=5, 7, 8, 4, 5, 7, 8, 6, Move=9", Hits AC(0) on 19  
 bow for 2 attacks D6, D6 or sword for D8

## Orcs (11-12)

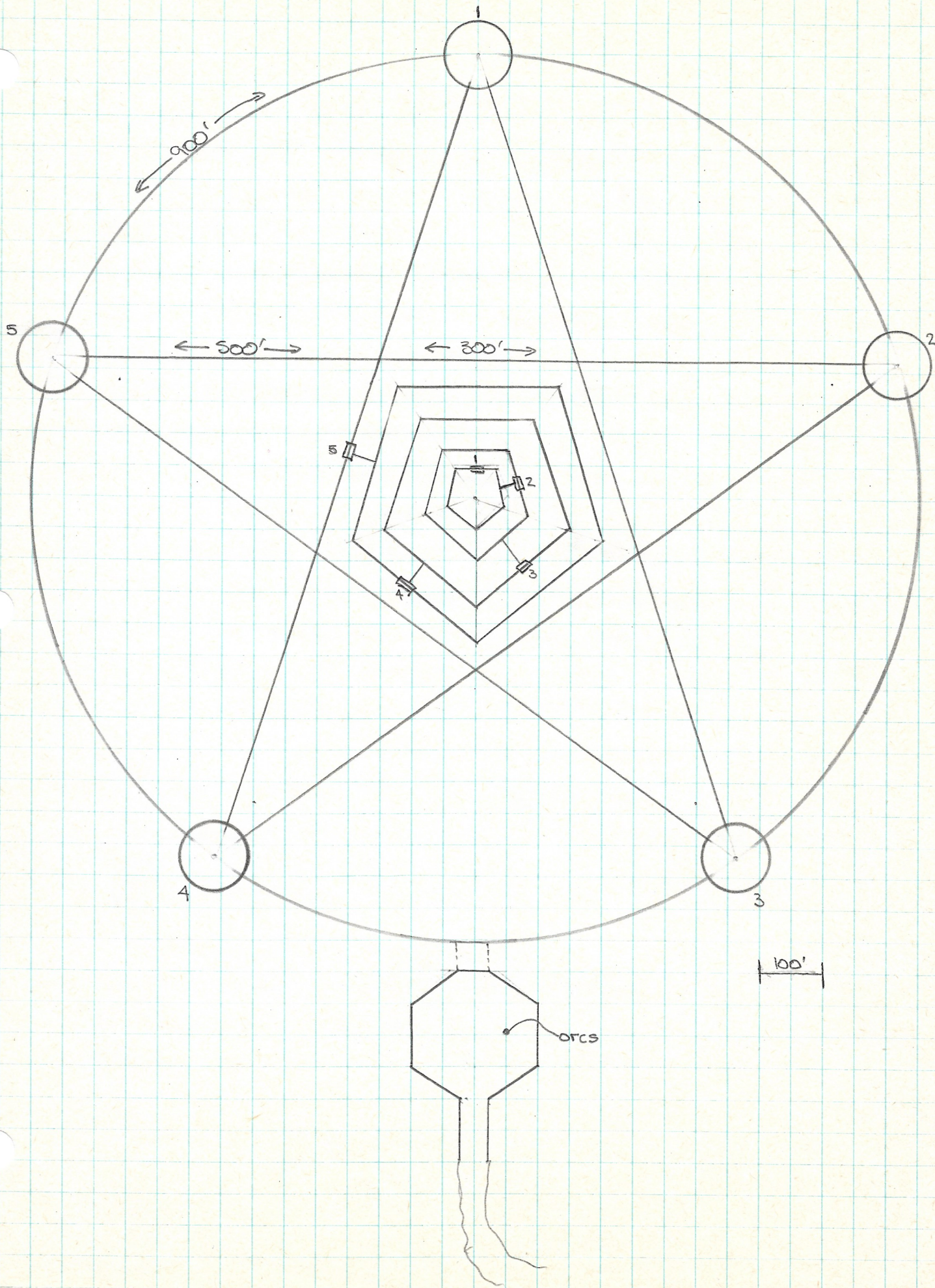
AC=4, HD=2+2, HTK=16, 17, Move=9", Hit AC(0) on 16  
 1 molotov for 2D6 then 1D6 (max of 3 hits on 1 target), halberd for D10

## Wraith (A)

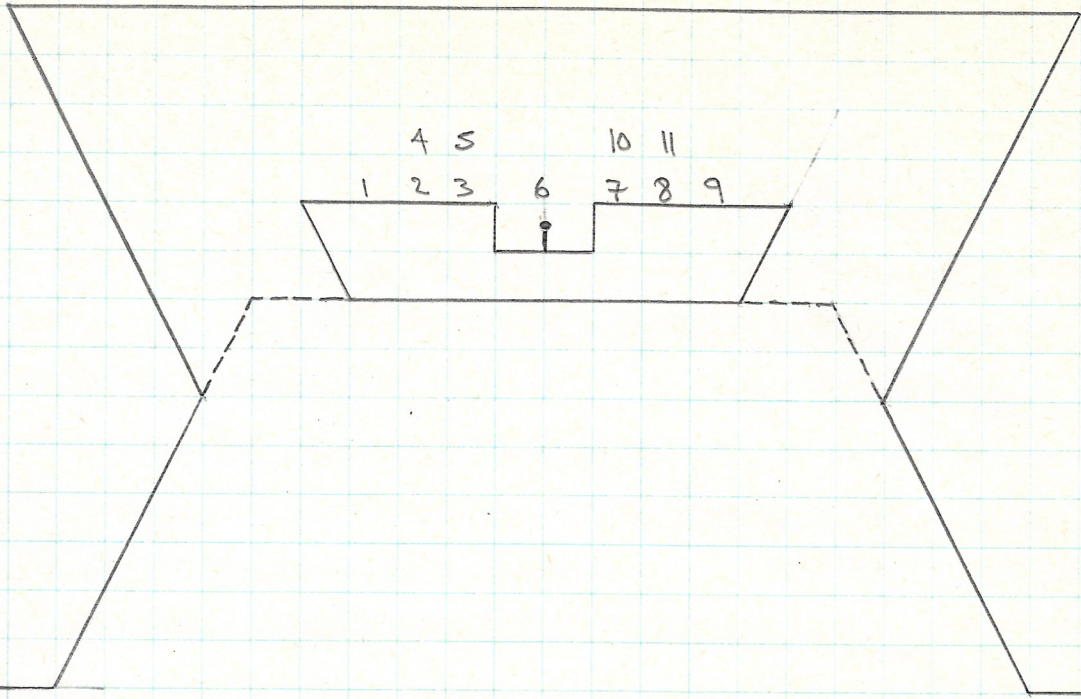
AC=4, HD=5+3, HTK=34, Move=12"/24", Hits AC(0) on 15  
 1 attack for 1D6 drain 1 level, silver or magic to hit

## Zombies (1-7)

AC=5, HD=2, HTK=13, 14, 10, 16, 12, 15, 11, Move=6", Hits AC(0) on 16  
 1 attack for 1D8, always swing last.



6



5'

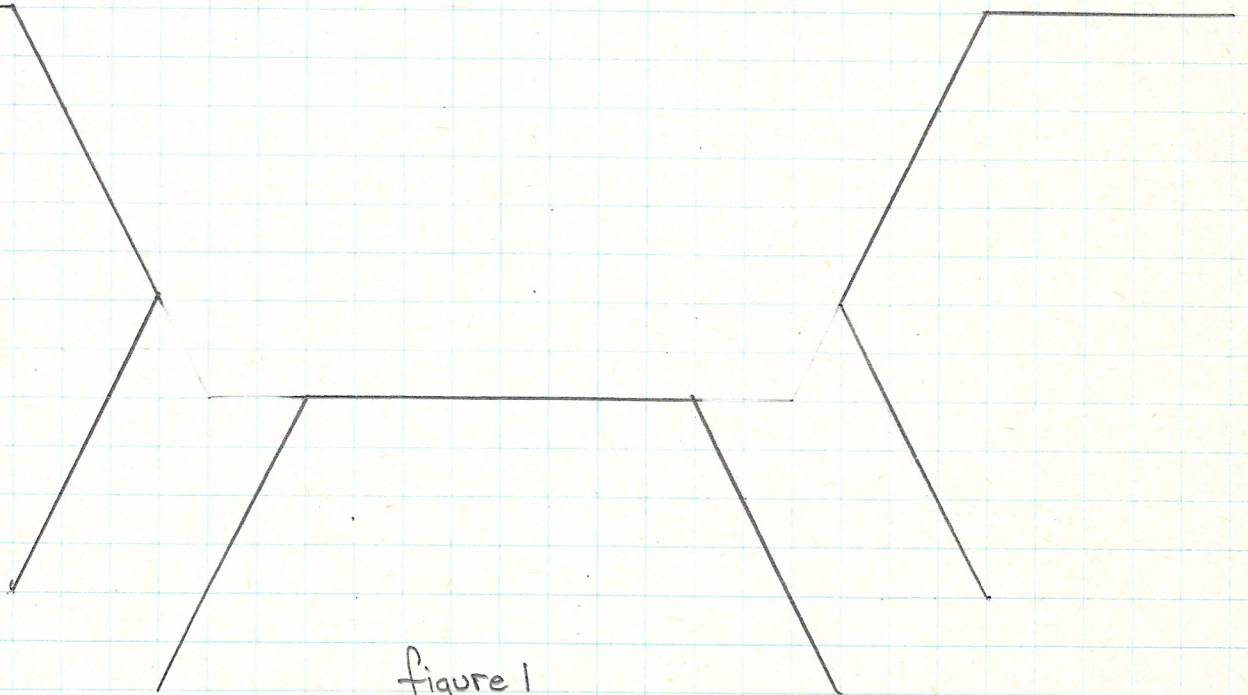


figure 1

## Referee's Info

The party should now be in the large underground structure. Once the fight with the zombies/wraith is over the party will find themselves in a 20' corridor going as far as they can see to right & left. The curvature of the corridor is so gentle that it always appear to be going straight. Also, all intersection are at right angles (+) or (K) (figure 1). Therefore always give directions as right/left, back or forward. Range of vision is 60'. Keep track of all marks the party leaves in case they run over them again.

Once the party enters the area they have 4 hours to find the titan & smash the gem. Each 10,000' they walk counts as 1 hour, each encounter counts as 2000'. So the party has to be finished by 40,000'. When they enter the final chamber, each 200' they are short of 40,000 gives the party 1 round of combat before the titan awakes. They should have lots of time.

## Encounters 1-5

Each of these occur in the large round rooms (figure 1). The 2 passages leading away from the center are concealed by illusions (hallucinatory terrains) which disappear as soon as touched by a character. In the alcoves behind are 11 armored orcs/zombies which attack any humanoid present. The circle in the secondary alcove is a lever which when depressed, releases a counter weight which opens the inner door with the same number as the room. Raising the lever will close the door. The handle of each lever is coated with a contact poison which causes 3/round if save is missed, otherwise 1/r. This poison can only work once & is easily wiped off.

In room 1 is a mangy bear surrounded by bones & decaying meat. He's been eating zombies that ignore him (not humanoid). He's friendly (sort of) & will not fight unless attacked. If the Druid talks to him he'll tell everything he knows; which is; wandered in 1 day & couldn't leave, eats food from over there (shows where, if asked by walking through illusion & returns dragging a zombie which will attack party). The bear will follow the party.

## Brown Bear

AC=6, HD=5+5, HTK=34, Move=12", Hit AC (0) on 13  
3 attacks for D6, D6, D8 hugs for 2D6 if paw hits (D6)

## Zombies

AC=5, HD=2, Move=6", Hits AC (0) on 16  
1 attack for D8, swings last

(If zombie is killed  
reduce zombies by 2)

Room 1	HTK= 11, 14, 13, 15, 12, 13	4= 16, 16, 16, 15, 16, 14, 15, 16, 15, 16, 15
2	= 12, 12, 16, 17, 9, 15, 13, 11, 10, 14, 13	5= 7, 8, 16, 11, 13, 14, 11, 9, 15, 14, 16
3	= 10, 11, 12, 13, 14, 16, 14, 13, 12, 11, 14	

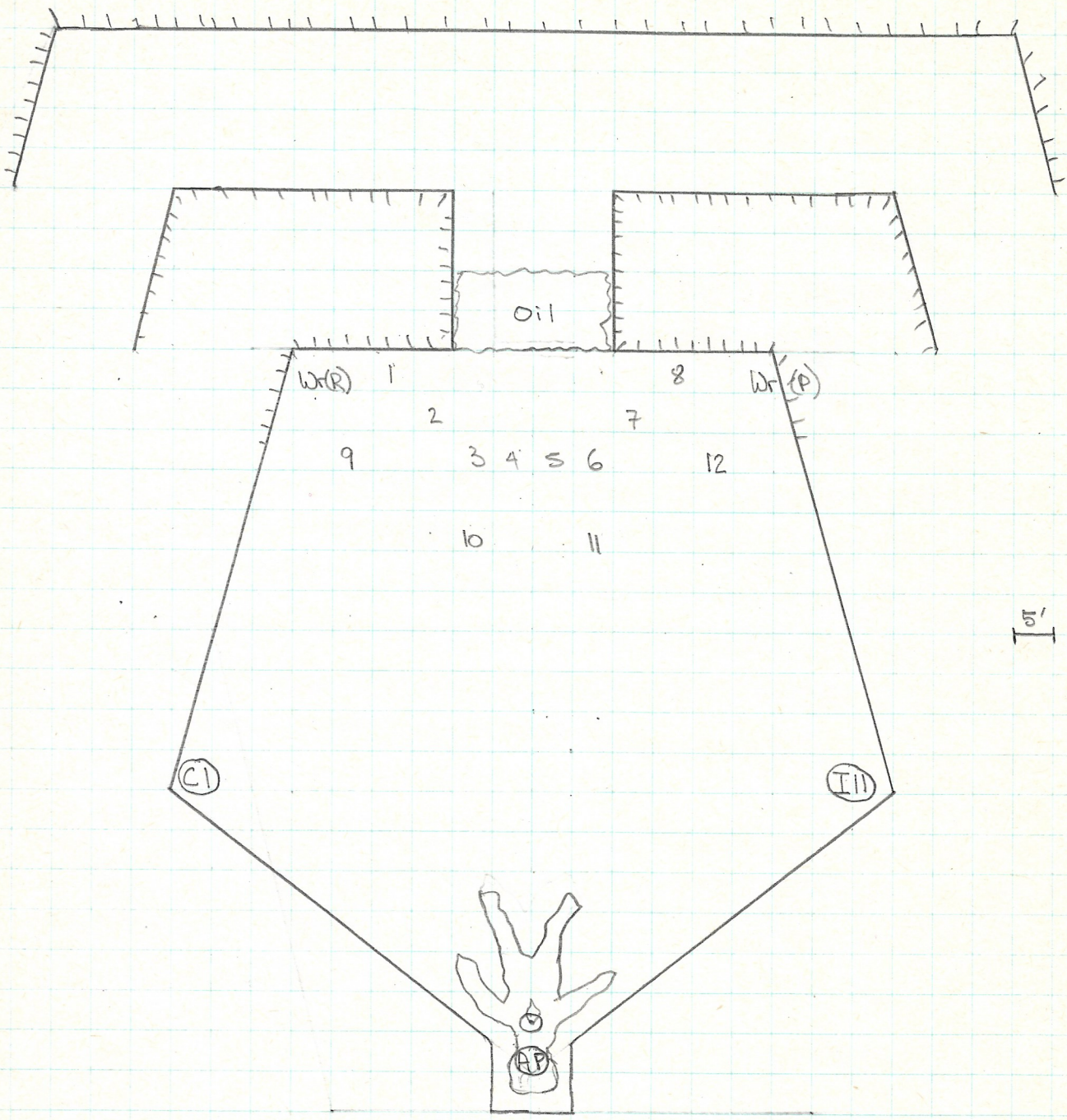


Figure 2

## The Inner Chamber

As the party turns the last corner they can see light spilling from a 20' opening that leads into a large room. Glancing in you can see a number of humanoid figures waiting just in the room + a large puddle of liquid in the entranceway. Far into the room a huge grey figure can be seen lying on the ground with a huge black candle guttering on its chest.

Once in the room the humanoid figures can be seen as naked female zombies with large wounds in their chest. The large figure in repose is generously stained in red. In one corner is a man in robes (Ill) + opposite is one in plate (Cl). A third figure in plate (AP) can be seen lurking near the candle. Wraiths are in the opposite near corners. (Real, if present, to left, phantasm on right).

The liquid is a pool of oil. Dex or less to cross. 1<sup>st</sup> person to cross takes 10 pts from glyph of fire (save for 1/2) which ignites pool. Each turn your in the pool take D6+3 normal fire damage. The fire lasts for 5 rounds + obscures sight.

The Anti Paladin will protect the candle + titan head, always swinging at the gem carrier (when known) first.

The candle is immune to all magic. It is AC10 + requires 75 Hits to be destroyed. If the candle is broken the titan won't be raised.

The Cleric will concentrate on his zombies (so they can't be turned) till they are engaged. Once 5 corpses are available he'll use his animate dead.

The Illusionist will concentrate on his phantasm of the wraith till it is destroyed + then cast other spells

9<sup>th</sup> level Anti Paladin

AC = (-3), HD = 9, HTK = 79, Move = 9", Hits AC(0) on 5  
 3/2 attacks for D8+8; ring: fire resistance (spell: sanctuary)  
 Unholy Avenger: 50% magic resistance, 5' radius, dispell magic at 9<sup>th</sup> level  
 lay on hands for 18 pts., +2 to saves

5<sup>th</sup> level Cleric

AC = (1), HD = 5, HTK = 32, Move = 6", Hits AC(0) on 16

1 attack for D6+3

Spells 1) Sanc, Fear, Fear, Clw, Clw, Clw  
 2) Hold, Hold, ~~Res Fire~~, ~~Res Fire~~ (RF on CI+III)  
 3) Animate Dead, Disp Magic

5<sup>th</sup> level Illusionist

AC = (6), HD = 5, HTK = 17, Move = 12", Hits AC(0) on 20

1 attack for D6

Spells 1) Wall of Fog, Col Spray, Col Spray, ~~Phan Force~~ (wraith)  
 2) Hypnotic Pattern, Blindness  
 3) Fear

Zombies AC = 8, HD = 2, Move = 6", Hits AC(0) on 16 1 attack for D8  
 swing last, HTK = 9, 10, 11, 12, 13, 14, 15, 16, 15, 14, 13, 12

Should the Titan come to life it functions in all respects as an iron golem.

AC = (3), HD = 16, HTK = 80, Move = 6", Hits AC(0) on 7

1 attack for 4D10, theses poison gas (save or die), +3 to hit, etc.



## Breaking the Gem

The gem is about the size of a softball & requires 1 hand to hold. To break it, you must hit the Titan's forehead with the gem in your hand & your STR+2D6 must equal 21 or more. As long as the anti-paladin is mobile this may not be attempted. Only 2 people may melee the AP unless he defends the candle, then 3 can attack him. If the titan is awake the gem may only be broken by someone who is flying. Gem smashing is always the last thing in a turn to occur.

# Victory Points, Round 2

Each player alive	1
Kill antipalidin	1
Smash gem	6
Roleplaying	up to 2