

FOR 1ST LEVEL CHARACTERS



Fiend Games

# GALAL'S GRAVE

\$ 6.00 U.S.

BY JAMIE LLOYD

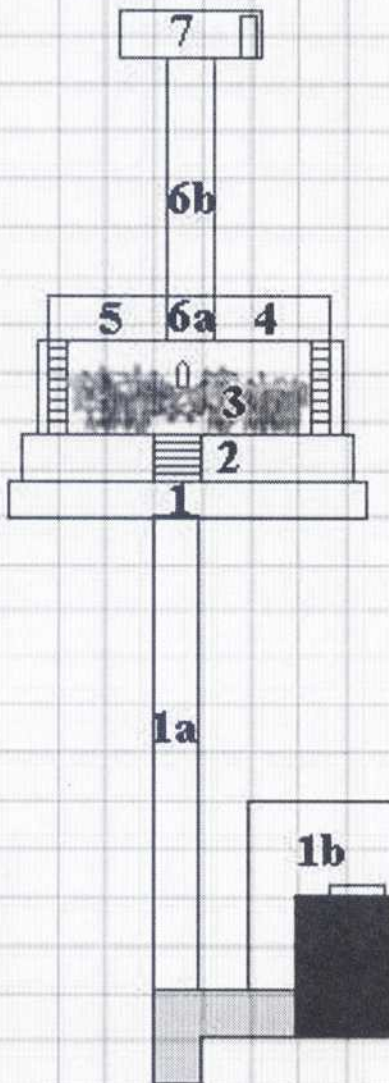
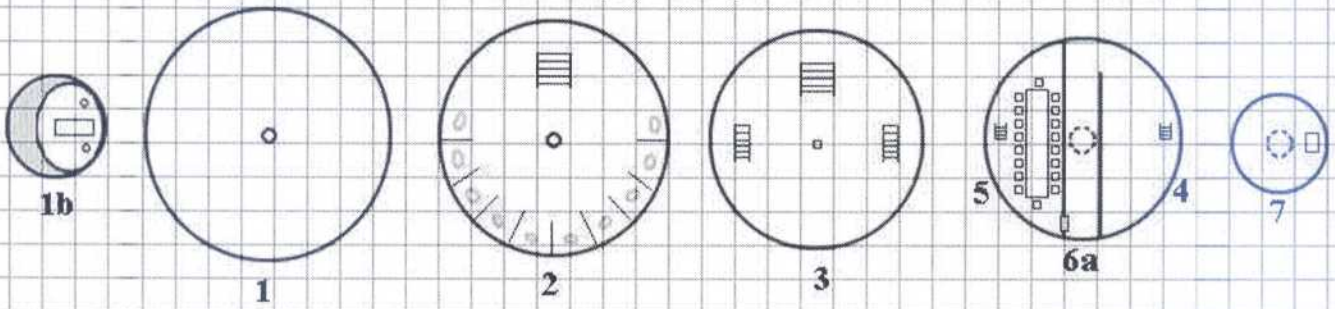




# GALAL'S GRAVE

Floorplan (Top View)

1 Square = 10 Ft.





# GALAL'S GRAVE

Troll Lord Games presents

A

## Fiend Games

Production

### Table of Contents

Chapter 1: Introduction	2
Game Master's Background	2
Adventure Summary	2
Hooks	2
Chapter 2: Gulum's Gullet	4
Players' Introduction	4
Inside the Gullet	4
Omoe the Gleeman	5
Chapter 3: Galal's Grave	6
Grave Encounters	6
Chapter 4: New Monsters	17
Avryndal	17
Black Lotus Creeper	18
Black Lotus Automaton	19
Elemental, Minor Flames	20
Withervine	21
Appendix	22
Song of Wounded Friends	22
Open Gaming License & Trademark License	23

### Fiendish Mention

**Development:** Kyle Charron  
**Design:** J. Lloyd  
**Interior Art:** Derek T. Stevens  
**Cover Art:** Jason Walton  
**Cartography:** Craig Myles  
**Editor:** Derek Longjurny  
**Editorial Assistance:** Kyle Charron, Mac Golden

**Playtesting:** *Chicago, IL:* Matt Bednarzyk, Steve Parker, Dino Ross, and Bob; *Monroe, IL:* James Gustafson, Norm Eakins, Ronda Eakins, Danny Tomlin, Andrew Korenic, and Wes Podbielski.

*Galal's Grave* is Copyright © 2000 Fiend Games. All Rights Reserved. Published by Troll Lord Games. Fiend Games and the Fiend Games logo are trademarks owned by Fiend Games. Troll Lord Games and the Troll Lord Games logo are trademarks owned by Troll Lord Games. The cover art is Copyright © 2000 Jason Walton; all other artwork is joint Copyright © 2000 Fiend Games and Troll Lord Games. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Dungeons and Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, Inc., and are used with permission.

*Galal's Grave* is distributed pursuant to the Open Gaming License, version 1.0, and the D20 System Trademark License. See Appendix.

This material is protected under international treaties and the copyright laws of the United States of America. Any reproduction or unauthorized use of the material contained herein is prohibited without the express written permission of Troll Lord Games and Fiend Games, except for purposes of review. This is a work of fiction; any resemblance to actual events or persons, living or dead, is purely coincidental. First printing November 2000 by Troll Lord Games. Printed in Canada.

FIEND GAMES

Website: <http://fiendgames.bizhosting.com>

Email: [msn\\_charron@hotmail.com](mailto:msn_charron@hotmail.com)

TROLL LORD GAMES

P.O. Box 251171, Little Rock, AR 72225

Website: [www.trolllord.com](http://www.trolllord.com)

Email: [troll@trolllord.com](mailto:troll@trolllord.com)



## GALAL'S GRAVE

**Galal's Grave** is an introductory module for four 1st-3rd level characters. It is assumed that players are familiar with the rules in the *Player's Handbook*. A well-rounded party is beneficial, and each of the character classes will have a chance to contribute to the success of the adventure.

The module is arranged by Chapters, which are divided into Sections. Sections are further divided into Encounters, which are numbered or lettered (with some containing Encounter Levels in parenthesis). Encounters are divided into subsections: Descriptive box text, Notes: on play, Creatures: encountered, Tactics: of creatures, if any, Treasure: hoarded, and History: pertinent to the scenario.

### GALTIE MASTER'S BACKGROUND

Four score and seven years ago, the forefathers of the Elves and Dwarves plunged into a titanic struggle against Evil. From caves deep within the mountains, Evil threatened lands surrounding the towering peaks. Enmity between Elf and Dwarf was laid aside to sunder Evil else all was lost. For six years war raged in valleys and in gorges, along cliffs, and on plateaus. Slowly, Elf and Dwarf gained ground, routing Evil at every turn.

Two heroes emerged in the midst of war to unite their people: Galal of the Elves, trained in the ways of sword and sorcery, and Balor of the Dwarves, carrying the holy Hammer of Thordin. Both heroes fought valiantly, gaining fame and popularity, until the day they met Evil together.

Their enemies were no match for their combined forces. That day, a friendship between Galal and Balor was cemented, and they continued to pursue Evil as it fled before their undaunted alliance. In but a couple of months, the forces of Good were poised to eradicate the remnants of Evil.

Yet, the night before the great march was to begin, Evil surprised the force of Good. The fey endeavored to defend against the monstrous horde with great heroism and bravery. In the midst of

overwhelming odds, Galal and Balor rallied their troops only to suffer grave and mortal wounds.

When the battle ended, Evil was defeated, but the bodies of Galal and Balor lay dead among the slain. The forces of Good mourned the loss of their leaders. Both Dwarves and Elves gave the fallen heroes honorary ceremonies, and then they buried them in unknown graves.

Buried with them were gemstones, jewels, art, armors, and coins. Even their mighty weapons, Galal's arcane blade, Fernd, and Balor's Hammer of Thordin, were buried with them. The grave sites were kept secret, and then lost in time.

### ADVENTURE SUMMARY

The adventure begins late one night as the PCs sit in Gulum's Gullet (see possible hooks below). The PCs set off through a wooded forest in search of Galal's grave. They come across a hollowed-out, rotted tree marked as Galal's grave. The PCs must travel through a gauntlet of traps and magic to find their way to Galal's final resting-place. In the final chamber they find fantastic treasure, guarded by a pseudo-Galal.

### HOOKS

Several possible ways exist for getting the PCs involved in the story. Some ideas are below.

- The PCs are on a lengthy trip to a city said to be filled with adventure. One night, they stay at Gulum's Gullet, an inn where a bard lets them in on some legendary tales.
- A man hires the PCs to track a man known as Terk. Terk is a small time killer that claims he knows the location of Galal's grave. The PCs will be rewarded if they can find out the location of the grave from Terk. Terk was last seen at Gulum's Gullet, an inn in a village not far from here.







## GALAL'S GRAVE

□ It is the 79th anniversary of the death of Galal and Balor and strange lights have once again been seen around Gulum's Gullet, an inn within a nearby village. Last year was the 78th consecutive year the lights have appeared. Perhaps one of the graves is nearby?

□ One of the PCs is related in some way (friend, brother, son, business partner) to Gulum, proprietor of Gulum's Gullet in a nearby village. Gulum has hired a gleeman (musician) that claims to know where Galal is buried.

## PLAYERS' INTRODUCTION

Read or paraphrase the following to the players.

Finally, you have made it to Gulum's Gullet, a sizable two-story inn with coach service, stables, and detached bathhouses. Lights from within brighten the immediate surroundings while the din of chatter and merriment waft out into the night.

Entering, you see that the inn is filled with a number of people. Smoke from the kitchen mixes with a haze from the ever popular mory-pipes, and the small roar of conversation forces you to sit close to your companions. Some of the patrons are rough mercenaries, others are local peasants, and a few look like well-to-do merchants. One thing is for sure, the wenches are not the only ones hustling tonight; several questionable persons mingle throughout the crowd.

## INSIDE THE GULLET

Gulum's Gullet is large enough to seat over 200 people. Two large fireplaces warm the room on winter nights, while large, shuttered windows keep the room cool in summer. All kinds of foods and spirits are available at slightly higher than average prices, but the wealthy patrons hardly complain. Besides, the inn is known for excellent entertainment.

PCs are free to exchange any information about their characters to each other or interact with any of the persons in the crowd. The wenches are too busy and irritated to put up with any harassment, but several other patrons are talkative. This is a good time to fill the PCs in on any world specific rumors, legends, gossip, and the like.

Some suggested personalities for character interaction are listed below. Feel free to insert your own creative personas into the mix or disregard those listed entirely.

### Deirdre of Styne (Nob1, hp 3)

**Age:** 25 **Wealth/Appearance:** She is exceptionally wealthy and dresses extravagantly. **Personality:** Aloof at all times, she is suspicious of every person, opinionated on every topic, and malevolent if her family name is offended; **Qualities:** Quite confident in herself, she is arrogant; she schemes constantly to increase her wealth, doing almost anything out of greed; she is hateful and vindictive; **Interests:** Her passion for history and all manner of artwork, which she collects, will draw her into conversation; **Alignment:** NE

### Gulum of Gulum's Gullet (Com1, hp 5)

**Age:** 47 **Wealth/Appearance:** He looks nondescript but is immensely wealthy, more so than Deirdre. No one knows this. **Personality:** Extremely friendly, Gulum's curiosity draws him into many conversations, evoking opinionated beliefs when it comes to learning or politics-his memories and actions are always exacting; **Qualities:** He is a proud man, against erudition, unfeeling toward the unfortunate, and out to make money, which he hardly ever spends. He is painstakingly honest at all times; **Interests:** All aspects of nature thrill him, including forestry, and he is an avid fisher; **Alignment:** CN



**Omoe the Gleeman**

**Notes:** After the PCs converse with some patrons, and once they start eating, a young man enters from the second floor with lute in hand. After talking briefly with Gulum, the man settles near an open window. He gathers the attention of the crowd and the noise dies down quickly. He introduces himself as Omoe the gleeman, here to entertain.

**Omoe the Gleeman, male 1/2elf Rog2/Brd2:**

Medium Humanoid (5 ft. 8 in. tall); HD 4d6; hp 17; Init +8; Spd 30; Atks +1 melee (1d6, light mace), +6 ranged (1d8 crit x3, longbow); SA Rog sneak attack, SQ Rog evasion, Toughness, Magic sleep immunity; AL NG; SV Fort +0, Ref +10, Will +3.

Str 8 (-1), Dex 18 (+4), Con 11 (0), Int 12 (+1), Wis 10 (0), Cha 13 (+1).

Skills: Bluff +8, Decipher Script +6, Escape Artist +8, Gather Information +6, Hide +9, Listen +6, Move Silently +9, Perform +6, Search +7, Sense Motive +5, Spot +6.

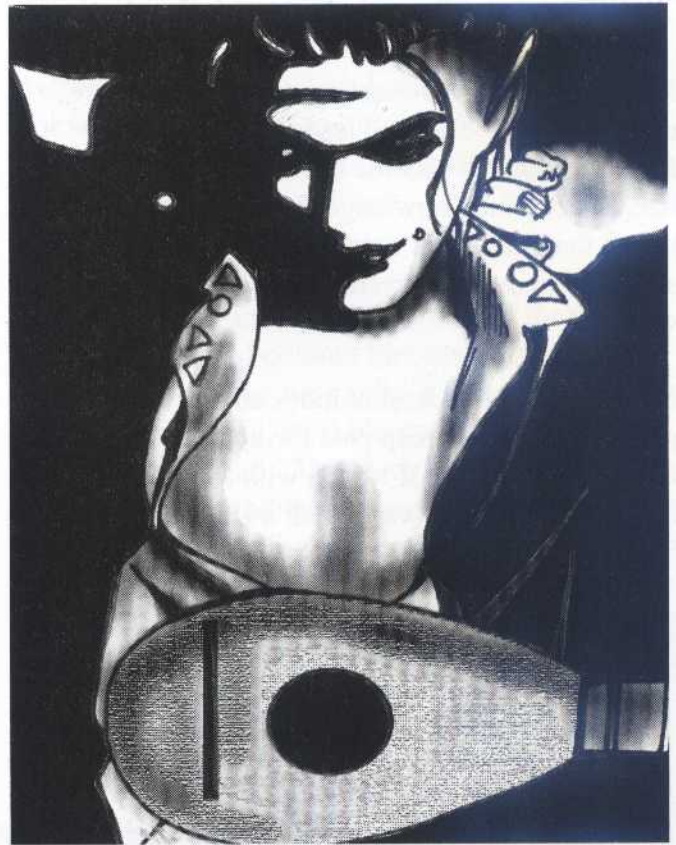
Feats: Dodge, Toughness, Improved Initiative

Class and Race Abilities: Sneak Attack, evasion, magic sleep immunity.

Possessions: Explorer's Clothes, lute, sack, 5 days rations, light mace, longbow, 10 arrows, 10 gp.

Omoe plays popular folk songs that capture the imagination. Many of his songs are about ancient rivalries between individuals, including the gods. Late in the evening, Omoe finishes with the Song of Wounded Friends—a tale of Galal and Balor's last stand together. Omoe sings the song in Elvish and then speaks the words in Common. Give PCs the **Song of Wounded Friends** handout.

Omoe gathers up his items, his newly won coins, and heads to the bar when the song is over. If PCs speak to Omoe about the song and the proximity of the grave, read or paraphrase the boxed text below. If PCs do not approach Omoe, then he takes notice



of the adventurers, coming to them for aid. It seems that “unsavory forces look now for the grave” in order to desecrate it and rob it of Fernd, the Feyblade. Omoe pleads with the PCs to gain the blade before Evil can obtain it.

'Tis no secret where Galal is buried. Just outside of this village, in the twisted woods about, sits a meadow filled with mounds that surround a blackened and gnarled tree. Within the tree is Galal's crypt, and the Elven treasure buried with him.

Mind you, the meadow is cursed, and anyone eager to...reclaim...Galal's treasure should beware the unliving things that walk in the backwoods.

Follow the low road on the edge of town into the woods. Follow it until you come to a large rock and then follow the unused trail further into the forest. Best to go tonight. The Great Moon is half and waning, and only when it is half and becoming no more will the grave allow you to enter.



## GALAL'S GRAVE

### THE TWISTED PATH

**Notes:** Omoe gives exacting directions that are easy to follow. The trail leads into the nearby forest, which has become rather overgrown as of late. Successful Knowledge (Local) rolls (DC 10) reveal that many fear entering the woods now since the trees have mysteriously darkened and withered.

Minch the village derelict hides about in these parts, and tries to creep past the approaching PCs. PCs become aware of Minch with successful Listen or Spot rolls (vs. Minch's Hide or Move Silently checks).

#### **Minch the Derelict (Com1, hp 4)**

**Age:** 53; **Wealth/Appearance:** He wears shoddy clothes that reeks of waste and body odor. He is dirt poor. **Personality:** Without a doubt, he is insane. He suffers from hebephrenia—a state of complete withdrawal from the real world. He speaks to himself and giggles mostly. If irritated, there is a 75% chance he will react violently. If he does not react violently, he will lapse into a catatonic state for 1d6 hours, at which time he will return to his normal state. **Qualities:** Shy and innocent. **Interests:** n/a. **Alignment:** n/a.

Minch wanders the area lost and forgotten. He babbles and speaks to himself, partially aware of those around him. PCs that speak to him for more than 10 minutes and make successful Sense Motive rolls (DC 20) figure that he is trying to get the PCs' attention concerning Galal's grave. His ramblings are littered with mention of a "tree-grave" and "wise women" with ebony skin looking for the grave. He will repeat "nearby" several times.

PCs with successful Spot rolls (DC 10) notice that Minch handles an ornate and obviously valuable locket about his neck. It is rather clean, and so it must be a recent acquisition. The charm is a gift

from a "black seer," one he helped in "leading" through the forest. The rune for 'riddle' or 'question' is located on the inside of the locket and PCs examining it can tell such information with a successful Decipher Script roll (DC 13). PCs wanting to see the locket have a hard time convincing Minch to release it, requiring a successful Bluff roll (DC 15). Failure causes Minch to go into a violent rage or slip into a catatonic state immediately.

When the PCs continue on ahead, they find a large boulder sitting at the junction of the main trail and a smaller, overgrown and unused path. The unused path leads on to the meadow. On the rock, in Dwarf runes, is the saying, "This rock guards the paths to life and death. Which do you choose?"

**History:** When the elves carved out the insides of the Avryndal, they called forth Dwarf stone cutters to aid in their deception. Dwarf stone cutters decided to place the boulder at the crossroads with the etched sentences above. The 'trail of life' leads on through the woods and away from the crypt. It may lead out of the forest, to a druid grove, or to a town or village. The 'path of death' awaits those that approach the Avryndal along the overgrown path. The boulder acts as a landmark, guiding would-be grave robbers to the false crypt and hopefully to a frightful demise.

### THE HAUNTED MEADOW (EL 3)

Read or paraphrase the following when PCs take then unused path.

The unused path winds through large, leering trees twisted and gnarled. Their enormous black roots tear through the path and make walking treacherous.

It is not long before the PCs find their way to the meadow. Read or paraphrase the following when PCs enter the meadow.



The path ends and the trees part. A lush grassy grove is revealed in the midst of the disfigured trees. In the center of the grove are four large mounds, three of which surround the fourth. On top of this middle mound is an enormous rotting tree of fantastic proportions. Wrapped all round its base is a light green ivy with a couple blooms. Branches of the rotten tree are bare and its roots lay half exposed, burrowing into all four mounds. A mammoth portal with gigantic hinges is fastened to the base of the tree.

**Notes:** The tree is approximately 80 ft. in diameter and 120 ft. tall, though the mounds raise the height of the tree by 15 ft. The rotting tree is harmless, but the light green vine wrapped around its base is dangerous. A successful Spot roll (DC 17) reveals the hidden Black Lotus Automaton situated within the mounds behind the rotted tree.

**Creature:** The green vine on the base of the tree is actually a Black Lotus Creeper. It's previous victim, Terk, now a Black Lotus Automaton, waits for additional victims to approach the wooden portal. Once within reach, the creeper and automaton spring their attack.

**Tactics:** Approaching within 10 ft. of the door causes two orchid-colored blooms to sway semi-hypnotically before the victim's face. If two victims are present, each bloom will attack a separate individual. The black lotus automaton comes from around the massive tree and intercepts any person attempting to aid victims. Spotting the automaton on a search of the perimeter causes it to lure victims to the door by placing its gemstone in front of it.

**Treasure:** Terk, the black lotus automaton, carries a 25 gp carnelian 125 cp, 31 sp, and 2 gp.

**Black Lotus Creeper:** Large Plant (20 ft. square); HD 3d8; hp 13; Init. +4 (Improved Initiative); Spd 0; AC 13 (+3 natural); Atks +3 ranged (10 ft., pollen); SA paralysis, Intelligence drain; SQ Great Fortitude; AL N; SV Fort +5, Ref +1, Will +1.

Str 10 (0), Dex 10 (0), Con 11 (0), Int 2 (-4), Wis -, Cha 6 (-2)

SA-Paralysis: A mind-altering enzyme is sprayed into the face of a victim that causes immobilization unless a Fort save is successful (DC 13).

SA-Intelligence Drain: The Creeper devours the will and mind of its victims. Once the tertiary roots attach to a victim's skull, the victim has a number of rounds equal to their Int score minus the difference by which they failed their Fort save, before they are turned into black lotus automatons. For example, if Kij failed his Fort save by 3 and he has an Int of 10, then he is turned into a black lotus automaton in 7 rounds.

**Terk, the Black Lotus Automaton human:** Medium Humanoid (6 ft. 1 in.); HD 2d10; hp 11; Init. 0; Spd 20; AC 12 (+2 leather,); Atks +1 melee (1d6/crit 19-20, short sword); Fort +3, Ref +0, Will +0. Str 10 (0) Dex 11 (0) Con -, Int -, Wis 11 (0) Cha 3 (-4).

SQ-Mental Immunity: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease.

SQ-Spores: When victims of the black lotus enzyme die naturally, they initially crumble into a heap of vegetation and release a cloud of concentrated spores into a 20 ft. by 20 ft. area. All within the area of the cloud must make a Fort save or become a black lotus automaton in a number of rounds equal to their Int score, minus the difference by which they failed their Fort save. For example, if Kij failed his Fort save by 3 and he has an Int of 10, then he is turned into a black lotus automaton in 7 rounds. Casting a neutralize poison spell on victims cures them of the dreadful affects. Wind speed of more than 10 mph dissipates the spore cloud.





The short sword is still usable, but his leather jerkin is not. His backpack holds 50 ft. of rope, a hooded lantern, 3 vials of oil, 3 days of trail rations, a wooden holy symbol, along with flint and steel. Hanging from the backpack is a waterskin.

#### A. THE MOUNDS

These four mounds are 20 ft. by 30 ft. in diameter and rise 15 ft. off the ground. A stone block lies on top of the three outside mounds.

**Notes:** The stone blocks on the mound tops are 3 ft. x 5 ft. x 3 in. marble carved with exquisite Elven relieves depicting flower-borders. Dwarf runes are carved in the center of each. The stone

blocks are grave markers and read, "Merrilum Brolo," "Rudd Orc-Wounder," and "Gwendi."

Determined PCs might dig to uncover the hidden treasures in the mound. Doing so removes 6 ft. x 3 ft. x 3 ft. (36 cubic ft.) area of dirt per person working for one hour. Thus, one person can remove 36 cubic ft. of dirt in one hour, or two people can remove 36 cubic ft. in half an hour. Each mound is approximately 3,600 cubic ft of dirt, and removing at least half of that amount is sufficient to realize that there is nothing buried in the mounds-not even bodies.

#### B. THE OUTSIDE TREE

**Notes:** The tree has decayed over time, the victim of a foul curse. No amount of Knowledge (Nature) can attest to this sort of rot. Climbing the tree is rather easy to do (DC 13). Read the following description if PCs climb the tree.

The thick, dead branches are strong and sturdy. They reach far into the sky. Tens of 2-inch diameter holes pierce the trunk of the tree, revealing utter darkness within. It is hard to tell whether these are nests for some sort of creature or were caused by rot.

#### C. THE DOOR

**Notes:** The massive wooden door is brassbound and locked. Prominent pictures of two circles, one large and full, the other half as big and half full, dominate the door along with several ancient glyphs scrawled into its surface. PCs with a successful Decipher Script roll (DC 20) understand the glyphs to read, "Danger," "Evil," "Unlife," and "Turn Away."

The door is normally locked with an arcane lock spell. However, tonight's celestial arrangements have caused the door to come unlocked for the evening.



## INSIDE THE TREE

**History:** This tree was a vibrant Elven Life-Tree known as an Avryndal (see the New Creatures section). Intelligent and ancient beyond years, most Avryndal trees are nurtured by Elves and have been so protected since before the Elves can remember. Their mystical powers grant life to the surrounding landscape and avert all things undead from drawing near. Resin from the trees is used in procuring all manners of elven magic items, including the fabled elven land skiffs.

This particular tree was a special Avryndal tree. After the death of Galal, it was one of many sites chosen to hold a false tomb for misleading would-be grave robbers. With the combined knowledge of elven magic and craftsmanship, the Elves shaped the inside of the living tree to hold the crypt chambers. Several chambers were made within, of which the Life-Tree was aware. Sworn to protect the false grave as if the real body lay inside, the Life-Tree spent decades fending off a few potential thieves.

Unfortunately, the ruse worked all too well. An aberrant orc-shaman with unswerving devotion to some dark lord confronted the Avryndal. Out of his arrogance and pride, the orc-shaman demanded Fernd, the fey sword, offering mercy to the majestic tree if it cooperated. The Avryndal refused of course, angry at such presumption. It then issued a challenge to the orc-shaman, which the foul creature found delightful. In a fit of insane glee, the orc-shaman cursed the Life-Tree, declaring it a blight upon the land, and willing it to be a prison for the prize therein. When the doomsayer left, a hideous rot quickly infested the Life-Tree. It died days later.

**Curse:** The curse has infected the contents inside the tree as well. This has caused several things to happen

- A quixotic purple tinge has covered the inside of the tree. This tinge makes visibility possible without a light source. It is not very bright by

itself, however, and so the dimness grants 1/4 concealment (all successful attacks have a 10% chance of missing a target).

- Numerical areas, effects, and duration for all light-oriented items and spells, such as torches, light, and faerie fire, are halved. For example, faerie fire would only effect 4 of the 8 squares in a 5-ft.-radius burst, while light would last only 5 minutes/level and light up a 10-ft.-radius area.

- All areas radiate Evil (strength of 12). This is 'overwhelming' for 1st-level characters and will stun them each time they detect evil.

The curse of the orc-shaman is broken if PCs remove the cursed sword in area 1b from the tree. Breaking the curse causes all the qualities above to vanish, as well as the dreadful overgrowth and rot inside and around the tree. Unfortunately, removing the curse does not bring back the once-living Avryndal tree. The rot has forever killed the creature.

**Graffiti:** There is a 50% chance that one of the following pieces of information is scrawled on the inside walls of the tree. A successful Spot roll (DC 15) is needed to see them, while a successful Search roll (DC 12) reveals them. Reveal them in any order, but once all of them are found, no more rooms contain any scrawling.

- When the loyal henchman of Galal and Balor died, they were buried with their leaders. Their spirits guard their masters' graves to this day.

- Both the elven high priest and the Dwarven king-priest blessed the graves of the fallen heroes. The gods of both pantheons protect their tombs.

- Fernd and Thordin lie buried with their owners. In a time yet in the future, these relics will be returned to the world to battle Evil once again.

- Both the mighty hammer wielded by Balor and the arcane blade carried by Galal call upon the powers of their ancestors in times of great need.



## GALAL'S GRAVE

**Scroll:** The GM should allow PCs to find a scroll in one of the first three locations within the withered Life-Tree. On it is the following information (in Elvish):

- Balor made it clear that he was to be buried in his homeland (GM's choice). Balor explicitly stated that the Hammer of Thordin must lie within the grave as well.
- Galal was concerned that the tide of Evil would overrun human-held lands (which it did). Balor cared little for the humans and more about the mountains.
- The force for Evil was made up of Goblins and Orcs, but some close to Balor and Galal believed a far sinister force controlled them. Soon after suspicions rose, Evil was destroyed, the heroes buried, and the suspicions died as well.
- A prominent elven kingdom did little to cut off the escape of a remnant of Evil. This remnant escaped into human-held lands where it quickly disguised itself and disappeared into the country side.
- A story about Galal relates one of his mighty conflicts with a Giant chieftain, wherein Galal used sorcery to fly into the sky and do battle with the Giant face-to-face.
- Written on the scroll is a fly spell.

This tree chamber was once painted with colorful dies and runic writings, but the rot has caused both pictures and writings to fade beyond recognition. The wooden ceiling above still retains much of its elaborate woodcarvings of leaves and vines. A tattered rug once elegant fills the entire chamber. Protruding from the center of the rug is a circular stone block roughly 6 in. high and 5 ft. in diameter.

## I. ENTRY CHAMBER

**Notes:** The chamber is roughly 75 ft. in diameter and has a wooden ceiling 8-ft. in height. The center block is a smooth, circular slab of granite with two rungs positioned opposite each other on either side of the slab. They are used for lifting the slab and accessing the hidden crypt in area 1a below. The slab weighs 300 pounds and requires two characters of Str 13 or more to remove.

In the ceiling, directly above the granite block, is a secret trap door. Only characters standing on the granite block can find it, and only one character can stand on the block at any given time. The trap door is made to swing up and into the chamber above, but the door is covered with a foot of dirt (see area 2). A successful Strength roll (DC 20) opens the trap door.

**History:** When the crypts were made within the Avryndal, the creators made the entry chamber a meditation room for Avryndal watchers, passing Elves, or Fey-Friends. It contained various pieces of uncomfortable wooden furniture and a place to bed down for sleep.

### 1A. HIDDEN SHAFT (EL 3)

Removing the granite block reveals a black pit of unknown depth. Hanging close to the hole, suspended from the underside of the floor, is a rope. It descends 20 ft. before being swallowed by the darkness.

**Notes:** The shaft is made of stonework blocks. It is 10 ft. wide and 100 ft. deep, though the last 20-ft. of the shaft is filled with water. At the bottom of the shaft is dark stonework archway leading to area 1b. The water in the shaft is fresh but muddy, hiding the archway from view unless characters actively swim and Search the pool. PCs might find either the archway (DC 10) or the bodies of unfortunate rogues (DC 15).



Also hidden in the muddy pool are water grubs. These nasty worms are a hideous threat to any one character.

**Water Grubs (CR 3):** A swarm of 5-10 water grubs burrows into the exposed flesh of its victims. The DC for water grubs burrowing into exposed flesh is  $10 + 1$  per point of armor protection (armor granting a +3 AC bonus grants a DC 13 of infestation). Once infected, characters must make a DC 15 Will save or remain unaware of the infestation. This check is made every round. Applying flame to the wounds will kill 1d10 water grubs within 1d6 rounds of their invasion. After such time, only a remove disease spell is effective, killing all the water grubs. Victims lose 1d3 points of Con every day until reduced to 0 Con (death).

At the bottom of the pool are the remains of two unfortunate adventurers. The following items of value can be retrieved:

- ▣ The head of a warhammer; its wooden handle has rotted off.
- ▣ A pouch of 10 sp and 2 gp
- ▣ Two small wineskins, one is filled with a potion of remove disease and the other contains a good wine.

**History:** This shaft was once a fresh water well for visitors resting within the entry chamber. The rope held a bucket that would fetch water from the pool, but it has since rotted away. Decades ago, two fey-friends attempted to descend the shaft and fell to their deaths. Their bodies have been here for decades. The curse of the orc-shaman polluted the well water and called forth the water grubs.

#### 1b. TRUE CRYPT (EL 2)

A 10-ft. x 10-ft. stonework shaft branches off from area 1a, leading to this hidden crypt. There are no water grubs in connecting tunnel, nor in the pool within this chamber.

The surface of the pool is 20 ft. below floor level. This means PCs must show ingenuity in reaching the floor of the chamber. PCs can climb the slick wall if they make successful Climb rolls (DC 25). PCs using the crescent-shaped chamber to their advantage may brace their bodies against the wall in one of the two corners (DC 20).

A dry stone platform takes up half this stonework chamber while a muddy looking pool takes up the other half. Carved into the stone walls are various depictions of Dwarven life. Resting in the middle of the platform is an immense stone sarcophagus.





## GALAL'S GRAVE

Read or paraphrase the following if PCs investigate:

The caricature of a regal elf graces the lid of the stone sarcophagus. Intricate runes are carved on the edges of the lid. Two large, unlit braziers sit on the stone isle as well. One of the braziers is copper the other is brass. On the walls near both the copper and brass braziers are half-sphere protrusions, the protrusion near the brass brazier being half the size of the protrusion near the copper one.

**Notes:** The floor is semi-circular, roughly 20 ft. x 30 ft. The pool is crescent-shaped, roughly 10 ft. x 30 ft. The sarcophagus is 12 ft. x 5 ft. and holds the remains of a dead elf other than Galal.

The curse of the orc-shaman has made the braziers, protrusions, and sarcophagus into an elaborate magical **Trap** (see below).

**Trap:** The protrusions on the wall represent two celestial objects (either two moons-one larger than the other, a sun and a moon, two planets, etc.). The carvings on the sarcophagus are the phases of these two celestial bodies. Lighting the copper brazier first (making the larger protrusion near it 'full'), then lighting the brass brazier (making the small protrusion near it 'half') accesses the sarcophagus without awaking the body that rests within it. If the braziers are not lit in order, or if the second brazier is not lit within 2 rounds of the first brazier, the remains within the sarcophagus raise and attack with the fake Fernd, which is actually a cursed longsword -1.

**Magical Trap:** CR 2; causes the body within the sarcophagus to raise and attack; Search (DC 40); Disable Device (n/a).

**Treasure:** The only item of worth is the false-Fernd cursed longsword -1. If taken out of the rotted-tree, the curse of the orc-shaman is lifted.

**Cursed Remains:** CR 1; Medium False-Ghoul (5 ft. 8 in. tall); HD 2d12; hp 20; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atks +3 melee (1d6+1, bite), +0 melee (1d3 [2], claws) -1 melee (1d8/crit 19-20 [x2], cursed longsword -1; SQ darkvision; AL NE; SV Fort +0, Ref +2, Will +5;

Str 13 (+1), Dex 15 (+2), Con -, Int 13 (+1), Wis 14 (+2), Cha 6 (-2).

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7.

Feats: Multiattack, Weapon Finesse (bite).

**History:** When the Elves shaped the inside of the Avryndal, they built this crypt as the holding place for a false corpse to trick robbers and thieves. Placed within the tomb was the body of an extremely ancient Elf-which was given the holy rites of dedication to the high Elf deity-and an enchanted blade fashioned in the image of Fernd, the Feyblade. However, the false-Fernd, as it is called, was cursed to be a ruin to any that lifted it from its resting place.

## 2. HALL OF DEAD HEROES

Forcing the trap door open causes the skeletal remains of an Elf to fall forward toward the unsuspecting character.

After forcing open the trapdoor slightly, a great deal of dirt begins to flow down out of the opening. With little effort, the door swings up and immediately, a grotesque skeletal figure lurches at the trap door.

**Notes:** The skeletal figure is harmless, sliding through the trapdoor, crashing to the ground below. Elves, or non-Elven PCs making Knowledge (History or Religion) rolls (DC 18), identifying the person as a Watcher.



Read or paraphrase the following when PCs enter the chamber:

An earthy odor is overwhelming here. Loose soil covers the entire floor as withered, lifeless vines hang from the ceiling and walls. Against the chamber wall, at even intervals, are ten large statues of various Dwarves and Elves. In the center of the chamber is a flight of wooden stairs, ornately carved with images of frolicking fey spirits.

**Notes:** The chamber has a diameter of 70-ft. The stairs lead 10 ft. up to area 3 above.

Master Dwarf craftsmen carved the stone figures now sitting in the chamber. Each is an exact likeness of a famous, sometimes mythical, hero from Dwarf or Elven legend. A gem of little value (10 gp) can be found somewhere on each statue, whether it is an eye in one statue, or in the pommel of a sword on another, etc. Though the gemstones are easily found and taken, grave robbers will suffer the wrath of the Dwarf and Elf pantheons for such reproach. Each stolen gemstone causes its carrier to suffer a -1 per gemstone carried to attacks and saves until returned or a remove curse is cast on the victim.

**History:** Areas 3 through 7 constituted the domain of the Watcher. The dirt was used to prevent intruders into the upper levels of the tree and allowed for the growth of vegetables and other small foods. Self-sustained, the Watcher had no need to venture forth from the tree. When orc-shaman cursed the tree, the malison inflicted the Watcher with rot grubs. The Watcher died a horrid death, clawing at the dirt in a vain attempt to escape the inevitable.

The stone figures around the edge of the chamber were carved in Dwarven realms not far from here and carried to the Avryndal tree. They are symbolic guards for the corpse in its journey to the afterlife

### 3. ENGRAVED OBELISK

A blackened canopy of roots, vines, and branches crouches over a staircase leading down into the floor. On top of the canopy sits a black obelisk with a crystal tip, engraved with silvery, arcane runes. Two stairs carved out of wood sit opposite each other against the trunk wall, each ascending to the next level above.

**Notes:** The chamber is 65 ft. in diameter and the ceiling is 20 ft. high. The canopy of vines and vegetation rises 10 ft. into the air. The obelisk is 1 ft. x 1 ft. x 5 ft. and is made from a durable metal called alamite.

The silvery writing on the obelisk is actual silver, and has been permanently fixed upon the stone marker with magic. PCs can read one of the four silvery lines from 10 ft. away if they can read Celestial or make successful Decipher Script rolls (DC 15) and only if they make Spot rolls (DC 10). See the information below for the lines of script.

Climbing the vegetation is difficult. Weight exceeding 10 pounds destroys the structure, sending the obelisk and the climber(s) tumbling to the floor, in which case the obelisk must make a break save (DC 20) or fracture into several pieces. The script is unreadable if this happens, unless a character with an Intelligence of 13 or more makes an Intelligence roll (DC 15) after spending a half hour or more reconstructing the stone marker.

- After Evil briefly laid siege to human cities, a force of Elves and Dwarves broke the siege and forced the Evil into the mountains.
- In the mountains Aerials, winged men, brought food to the allied forces of Dwarves and Elves.
- Humans pledged to aid the Dwarves and Elves, but they never did.
- A priest of the Dwarf god of war sacrificed his life by calling down the walls of a mountain pass, preventing Evil from taking a strategic pass.



## GALAL'S GRAVE

**Treasure:** The crystal tip of the obelisk is worth 100 gp to a jeweler, or twice that to a collector of Elven antiques. The obelisk, if intact and unaltered, is worth 50 gp.

**History:** The stone marker was crafted in the realms of the Dwarves from a rare, durable metal called alamite. Dwarf arcanists scripted the silvery carvings as a reminder to Dwarves and Elves of the human apathy for their cause.

The chamber once functioned as a worship area where ritual, mediation, and discussion between Watcher and Avryndal took place. At one time, large openings in the Avryndal allowed sunshine to light up the room with magnificent brilliance, while moonlight washed the entire room in a celestial radiance. Since the curse, the openings have closed with vegetation and the chamber remains dark.

### 4. THE TRIAL (EL I)

A tremendous overgrowth of damp sickly vines and wretched vegetation fill this chamber making it hard to see more than 10 ft. in any direction.

**Notes:** The chamber is crescent-shaped, roughly 25 ft. by 60 ft. The overgrowth is dense, limiting vision to 10 ft., and slowing speed to half the normal rate. The overgrowth grants every creature in the room 3/4 cover (all creatures gain a +7 bonus to AC and a +3 bonus to Reflex saves; in addition, all creatures rolling successful attack rolls against opponents have a 30% chance of missing their opponents anyway). Also, the vegetation is wet, protecting it from fire and lightening attacks.

Hidden in the overgrowth are 2 Withervines, ready to kill anything that moves through the area. PCs must make successful Spot rolls (DC 18) or be surprised by the withervines. Since Withervines are unnatural plants emanating from the curse of the orc-shaman, rangers and druids are not able to identify them or their abilities.

**Withervines:** Small Plant (2 ft. tall); HD 1d8+1; hp 8; Init. +4 (Improved Initiative); Spd 0; AC 15 (+5 natural); Atks +2/+0 melee (1 [x2], vine); Facing/Reach: 5ft. by 5 ft./10 ft.; SA strangulation; AL N; SV Fort +3, Ref +0, Will +0.

Str 13 (+1), Dex 10 (0), Con 12 (+1), Int 2 (-4), Wis -, Cha 8 (-1).

**SA-Strangulation:** An attack that succeeds by 5 or more against a target's AC indicates that a vine has wrapped around the victims throat and continues to strangle for an automatic 1d4 points of damage after the first round. If the second attack indicates another stranglehold, damage is doubled. Strangulation continues until the victim is dead, the withervine is dead, or the victim wins a successful opposed Str check against each strangling vine, thus breaking its grip.

**Treasure:** Several items are hidden in the rough. A successful Search roll (DC 15) reveals one of the following sets of objects (each item can only be found once):

Roll	Result
15	A broken wardrobe with various religious garments that are now worthless.
16	A sickle with dried blood on its blade (-1 to attack and damage rolls).
17	Five ceramic bowls painted with several Druidic glyphs and pictures (5 gp to Druids).
18	A backpack with a whetstone, and a small musical pipe made of wood (6 gp).
19	A suit of dwarven scale mail armor (40gp).
20	A magnificent painting of a meadow and dancing fey spirits (50 gp).
21	A potion of healing.
22	A brass medallion engraved with the symbols of a noble Elven family. The family will pay 100 gp for its return.
23+	A masterwork Elven longsword with runic engravings and precious metals (315 gp).



## 5. HALL OF FLAMES (EL 1)

A large dining table sits in the middle of this crescent-shaped hall. There are 20 seats around the table, each of made of sturdy wood and fashioned with high backs. Cups and plates of silver sit on the table. Empty sconces line the walls. Across the room, in a dark corner, is a wooden door bound with brass.

**Notes:** The room is roughly 25 ft. by 60 ft. The table is empty of food. PCs walking more than 10 ft. into the room cause all 10 sconces to spark and flicker into life. They remain lit for 1 minute, at which time two flames form into the visage of a wyrm and gryph and attack the PCs.

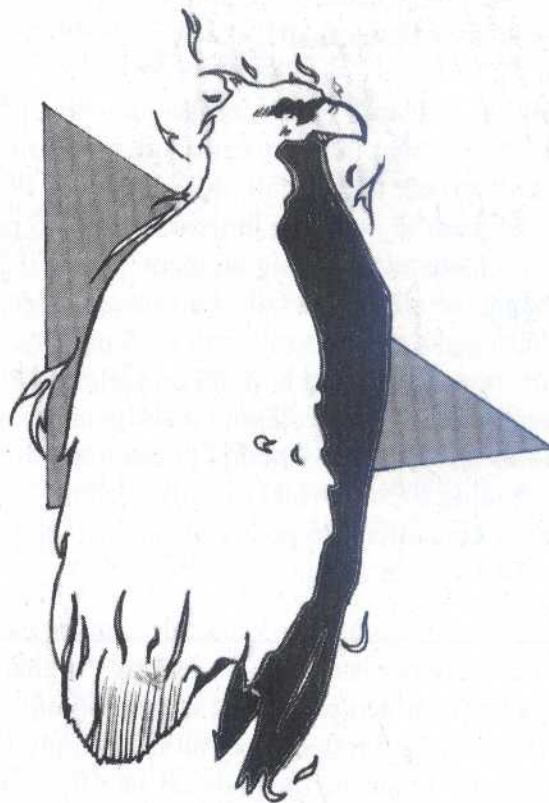
**Minor Elemental Flames:** Small Outsiders (3 ft. tall or wingspan); HD 1d8; hp 4; Init. +3; Spd 40 (A); AC 17 (+3 Dex); Atks +2 melee (1d4, fire); SA Combustion; SQ Water Sensitivity; AL N; SV Fort +3, Ref +3, Will +1. Str 10 (0), Dex 16 (+3), Con 10 (0), Int 10 (0), Wis 12 (+1), Cha 10 (0).

SA-Combustion: A successful attack causes the target to make a Ref save (DC 12) or have flammable objects ignited. Victims of ignited items suffer additional 1d3 points of damage every round until a partial action is taken to put out the flames.

SQ-Water Sensitivity: Minor Elemental Flames are susceptible to water attacks. Dowsing these creatures with one galleon of water (or wine) will automatically destroy them.

**Tactics:** The minor flames concentrate their attacks on one individual at a time.

**Treasure:** The silverware is worth 10 gp. A successful Search roll (DC 12) reveals a small wooden tube attached to the bottom of the table. Inside is a scroll with 4 *cure light wounds*.



## 6A. HALLWAYS

The walls are painted to depict Dwarven and Elven guards in various mails, carrying a variety of weapons. They are vigilant against any Evil that might enter the hallway.

## 6B. TRUNK SHAFT

A small 10-ft. by 10-ft. room offers a respite before an arduous climb up through a thin dark shaft. Thick vines clutch the wall, forming hand- and footholds for the ascent. Two archways sit opposite each other before emptying out into hallways.



## GALAL'S GRAVE

**Notes:** The shaft has a diameter of 10 ft. and is 50 ft. in height. Successful Climb rolls (DC 10) allow PCs to ascend the shaft.

**Falling:** Because of the constraining area of the tunnel, PCs that fall may cause others below them to fall as well. If PCs fall, they cause any PC below them to make a Climb roll with a -5 penalty for each character falling on them. Thus, if Kij is leading the climb and falls, he causes Cydee below him to make a Climb roll with a -5 penalty. If she fails, both Cydee and Kij fall on Gelgrin, who must make a Climb roll with a -10 penalty or fall, and so on. PCs may attempt to catch themselves by making a Climb roll (DC 30). Falling characters suffer 1d6 points of subdual damage for the first 10 feet fallen.

The chamber is dry, its wooden walls gnarled. Several earthen pots filled with decaying materials and rotted foods sit near empty barrels. Opposite the material sacrifices is an ornate stone sarcophagus standing upright surrounded by worthless, shabby furniture. Faded colors and designs decorate the coffer. Five small greenish-white orbs, roughly 6 in. in diameter, hang suspended in the air, apparently held aloft by sorcery. Their green-white hue shifts constantly.

### 7. FALSE CHAIRTIBER (EL 2)

**Notes:** The chamber is 30 ft. in diameter. The standing sarcophagus is 5 ft. wide, 3 ft. deep, and 8 ft. in height. Manipulating the sarcophagus triggers both Traps. The Treasure is inside the sarcophagus.

**Trap:** The sarcophagus is weighted to fall forward when someone attempts to open it. PCs less than 10 ft. in front of the sarcophagus must make Reflex saves (DC 10) or suffer 2d6 points of crushing damage. Crushed PCs are trapped unless the 600-pound sarcophagus is lifted off of them somehow.

**Sarcophagus:** CR 1; 10 ft. x 5 ft. range; crushes victims for 2d6 points of damage; Ref save (DC 15); Search (DC 21); Disable Device (n/a).

**Trap:** The orbs are clear glass filled with a greenish-white noxious gas. A common wire that runs through the ceiling and splits into six individual wires suspends them. When the sarcophagus falls, it pulls the common wire, drawing the orbs up against the ceiling. Pressure against the ceiling detaches the orbs. Falling orbs break if they fail a Fort save (DC 15).

**Noxious cloud:** CR 3; 10 ft. x 10 ft. range; Nausea Variant: Victims lose 1 point of Str immediately, and an additional 1 point of Str every hour for 1d4 hours. Once the Str points are lost, the condition lasts another five hours, at which time lost Str points return at the rate in which they were lost. In addition to the Strength damage, nauseated characters suffer a -5 penalty to attack and damage rolls for the duration of the nausea. Fortitude Save (DC 11); Search (DC 21); Disable Device (DC 20).

Broken orbs release a 10-ft. x 10-ft. cloud causing PCs within the clouds to become nauseated if they fail Fortitude saves (DC 11).

**Treasure:** Inside the sarcophagus is a 4 ft. x 2 ft. space that holds 58 gp, 132 sp, and a masterwork short sword.

To reach the treasure, PCs must break through the sarcophagus.

**Stone Sarcophagus:** 6 in. thick; Hard 8; hp 125; AC 5; Break DC 42.

**History:** The crypt remains relatively unchanged since its construction. However, the orbs of noxious gas were once permanent daylight orbs. If the trap were triggered, the orbs would come crashing down, plunging the room in darkness and adding to any existing confusion. They have since been warped into orbs of noxious gas by the curse of the orc-shaman.



## CONCLUSION

Once the false Fernd is recovered from the rotten Avryndal, the curse of the orc-shaman is lifted. Though this does not bring the Avryndal back to life, it causes the effects within the tree to cease. Yet, whether or not the party successfully removes the false-blade from its resting place, the fact remains that the tree crypt was simply a decoy meant to confuse and hinder. What should the party do now? Several possibilities exist. They can:

- ▢ Find a way to rid themselves of the cursed false-blade.
- ▢ Search out the true location of Galal's grave.
- ▢ Quest for the resting place of Balor One-Eye and the Hammer of Thordin.

It may be that the party is not interested in pursuing the myths and tales of Galal and Balor, and perhaps enjoys their sword-relic from the Avryndal crypt. If this is the case, GMs are free to visit upon the party all manner of crazed treasure seekers, insane orc-shamans, and mad egomaniacs.

## AVRYNDAL

**Huge-Size Plant** (120 ft. tall)

**Hit Dice:** 20d12+60

**Initiative:** -5

**Speed:** 0.

**AC:** 18 (+8 natural)

**Attacks:** Branches +30/+25/+20/+15

**Damage:** 4d6+2

**Face/Reach:** 80 ft. by 80 ft. / 20 ft.

**Special Attacks:** None

**Special Qualities:** Sap, spell casting, Turn undead

**Saves:** Fort +8, Ref +1, Will +16

**Abilities:** Str 15, Dex -, Con 16, Int 19, Wis 19, Cha 17

**Skills:** Concentration +7, Decipher Script +13,

Diplomacy +20, Innuendo +11, Knowledge (3 areas)

+14, Listen +10, Sense Motive +18, Speak Language

(3 languages), Spellcraft +20, Spot +15.

**Feats:** Alertness

**Climate/Terrain:** Any temperate forest

**Organization:** Solitary

**Challenge Rating:** 20

**Treasure:** None

**Alignment:** Neutral good

**Advancement Range:** None

The Avryndal are rare, intelligent trees found within isolated woods far from any civilization. The name Avryndal is a corruption of the Elf tongue meaning 'Wise-Tree' or 'Life-Tree,' because their nature and longevity have given them precious insight into all manner of things. All Avryndal trees have gnarled faces shaped into their trunks. When Avryndal wish to remain undetected, they simply close their eyes and mouth, forming a vague, illusory image of a face for the outside world.

## Combat

Avryndal loathe to fight and rarely use their strength to kill or harm creatures. However, they are known to be quite protective. If they are unable or unwilling to confront creatures with violence, then they usually turn to forest friends, such as satyrs, korreds, rangers, sprites, and druids for support.

They are never surprised, sensing the approach of any living or undead thing with a mile of their location. Such detection applies to all things flying, walking, invisible, tunneling, and even astral or ethereal.

When faced with the inevitability of violence, Avryndal use their large branches to crush their enemies. Up to four large branches can swat at targets, and this usually persuades an enemy to rethink any hostilities.



## GALAL'S GRAVE

**Spell casting (Su):** Avryndal trees have the innate ability to cast up to 3rd-level arcane divination spells and up to 9th-level spells from the clerical domains of Healing, Knowledge, and Plant. Up to 20 spell levels can be cast per day if a Watcher attends the Avryndal. Otherwise, the Life-Tree can cast up to 10 spell levels.

**Turn Undead (Su):** Undead approaching within 300 ft. of an Avryndal tree are Turned as if by a 13th-level cleric. The Turning remains constant, forcing a Turning roll for every 10 rounds the undead are within 300 ft. of the tree. Undead forced to flee outside the area of effect cannot reenter the area for 24 hours.

### Avryndal Characters

Avryndal are incapable of having character classes.

### Avryndal Society

Avryndal are solitary trees that form bonds with one other intelligent creature. The bond is made magically, initiated by the Avryndal, causing the spirits of the two creatures to become intertwined and dependent on each other. Such a bonded creature is called a Watcher (otherwise known as Keeper or Shepherd). Watchers tend to be creatures with long lives and high discernment, though this is not always the case.

Mostly, Avryndal are sacred to fey creatures, such as elves, sprites, pixies, nymphs, korreds, grig, and brownies. Whole communities are built around Life-Trees, and the community is responsible for protecting it. In exchange, the Avryndal aids the community with its knowledge and powers. Under the care of a Watcher, an Avryndal is capable of producing a special resin with incredible powers. Once every new moon, the Watcher can abstract an ounce of such resin from the tree. Some applications are below, though GMs are encouraged to think of their own applications:

- One ounce (oz.) of resin can be used to make a potion of healing.
- One pint (16 oz.) of resin can be used to coat a weapon and cause it to gain a +1 attack and damage bonus (which does not stack with enchantment bonuses).
- One gallon (128 oz.) of resin will coat the outside of a small landskiff (treat as a canoe) that will cause it to gain permanent abilities of flight powered by the wind. The skiff raises no higher than 3 ft. above the ground and moves as a keelboat would.

## BLACK LOTUS CREEPER

**Large Plant** (20 ft. area)

**Hit Dice:** 3d8

**Initiative:** +4 (Improved Initiative)

**Speed:** 0

**AC:** 13 (+3 natural)

**Attacks:** +3 ranged [x1-12], range 10 ft.

**Damage:** nil, Spray

**Face/Reach:** 5-ft. by 5-ft./5-ft

**Special Attacks:** Paralysis, Intelligence drain

**Special Qualities:** None

**Saves:** Fort +3, Ref +3, Will +1

**Abilities:** Str 10, Dex 10, Con 11, Int 2, Wis -, Cha 6

**Skills:** None

**Feats:** Great Fortitude

**Climate/Terrain:** Temperate forest or jungle, dungeons

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** Normal

**Alignment:** Neutral

**Advancement Range:** 1-3

Black Lotus Creepers appear as a variety of ivy. They are dark green in color, with large bulbs and orange flowers mixed with purple. Typically found in the recesses of underground environments, it is not uncommon to find these plants in the midst of heavy forest or jungle. Neither tree nor cliff face pose any problems for this creeping vine and they are equally capable of scaling dungeon walls made of dressed stone.

A Creeper's primary root is typically underground where it can feed from the remains of its victims. In places like dungeons, where loose soil is sparse, Creeper roots are almost always exposed in the cracked stone floors. The only way to effectively kill a Creeper is to destroy its root.

### Combat

Creepers sense the approach of potential victims with its primary root. When a victim comes near the plant, its orange-purple flowers spray an



effective mind-altering enzyme. A successful attack roll indicates a direct hit, causing the victim to make a Fort save (DC 13) or become extremely incoherent and immobile.

Once a victim is immobilized, a number of tertiary roots equal to the number of flowers the creeper has attach themselves to the victim's head and begin an insidious process of consuming the brain. Because there are so many tertiary roots, attacking them does not stop the drain. Only the death of the Creeper ends its consumption.

**Paralysis (Ex):** The mind-altering enzyme sprayed into the face of a victim causes immobilization unless a Fort save is successful (DC 13).

**Intelligence Drain (Ex):** The Creeper devours the will and mind of its victims. Once the tertiary roots attach to a victim's skull, the victim has a number of rounds equal to their Int score minus the difference by which they failed their Fort save, before they are turned into black lotus automatons. For example, if Kij failed his Fort save by 3 and he has an Int of 10, then he is turned into a black lotus automaton in 7 rounds.

### Black Lotus Creeper Characters

Black lotus creepers are incapable of being characters.

### Black Lotus Creeper Society

Black lotus creepers have no society. They are typically planted deliberately in order to guard certain locations. Most times, treasure from devoured victims lie hidden near the primary root.

## BLACK LOTUS AUTOMATON

**Small, Medium, or Large Humanoid** (size of victim)

**Hit Dice:** 2d10

**Initiative:** +3

**Speed:** variable

**AC:** variable

**Attacks:** Fist or Weapon +1 melee

**Damage:** Fist 1d3, or weapon variable

**Face/Reach:** 5 ft. by 5 ft./5 ft

**Special Attacks:** None

**Special Qualities:** Mental Immunities, spores

**Saves:** Fort +3, Ref +0, Will +0

**Abilities:** Str 10, Dex 11, Con -, Int 1, Wis 11, Cha 3

**Skills:** None

**Feats:** None

**Climate/Terrain:** Temperate forest or jungle

**Organization:** Band (1-4)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Neutral

**Advancement Range:** 1-3

Black lotus automatons are tawny or pale skinned victims of the Intelligence drain from a black lotus creeper.

### Combat

Victims of the Black Lotus Creeper maintain their own hit points, AC, weapons, and equipment, but not any Strength or Dexterity bonuses, nor spells or psionics.

When a master plant of a Black Lotus Automaton dies, the automatons can be saved if a *heal* spell is immediately cast on the victim without any delay. Such action cures the automatons of their affliction and allows them to return to normal activity after 1d4+1 weeks of complete rest.

**Mental Immunities (Ex):** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease.



## GALAL'S GRAVE

**Spores (Ex):** When victims of the black lotus enzyme die naturally, they initially crumble into a heap of vegetation and release a cloud of concentrated spores into a 20 ft. by 20 ft. area. All within the area of the cloud must make a Fort save or become a black lotus automaton in a number of rounds equal to their Int score, minus the difference by which they failed their Fort save. For example, if Kijj failed his Fort save by 3 and he has an Int of 10, then he is turned into a black lotus automaton in 7 rounds. Casting a neutralize poison spell on victims cures them of the dreadful affects. Wind speed of more than 10 mph dissipates the spore cloud.

### Black Lotus Automaton Characters

Black lotus automatons are incapable of being characters.

### Black Lotus Automaton Society

Automatons have no society. They serve their master plant for up to two months before succumbing completely to the black lotus enzyme, thus falling lifeless where they stand. Death results in decay, which in turn leads to the sprouting of another black lotus creeper.

## ELEMENTALS, MINOR FLAMES

**Small Outsider** (3 ft. tall or wingspan)

**Hit Dice:** 1d8

**Initiative:** +3

**Speed:** 40 fly (A).

**AC:** 13 (+3 Dex)

**Attacks:** Collision +2 melee

**Damage:** 1d4, Fire

**Face/Reach:** 5 ft. by 5-ft./5 ft

**Special Attacks:** Combustion

**Special Qualities:** Water Sensitivity

**Saves:** Fort +3, Ref +3, Will +1

**Abilities:** Str 10, Dex 16, Con 10, Int 10, Wis 12, Cha 10

**Skills:** None

**Feats:** None

**Climate/Terrain:** Any

**Organization:** Band

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Neutral

**Advancement Range:** 1-3

Minor flames are subservient elementals, relegated to following the commands of mightier fire elementals. Typically they are messengers or even tricksters, and rarely do they confront an opponent. Only under duress do they actively attack an opponent in the open, driven by the fear of horrendous repercussions.

### Combat

Minor flames strike by colliding with their opponents and engulfing them with their elemental bodies. This does not harm the elemental in any way, unless of course the opponent is made of water. If this is the case, minor elementals flee, realizing that any attack against the beast is suicidal.

**Combustion (Ex):** Any living target successfully struck by a minor flame must roll a Ref save (DC 12) or be engulfed by the elemental. Engulfed creatures and any flammable items ignite, causing



1d3 points of damage every round until a partial action is taken to put out the flames.

**Water Sensitivity (Ex):** Minor flames are susceptible to water damage. Dowsing them with a galleon of water or liquid automatically destroys them.

### Elemental Characters

Minor flames are incapable of being characters.

### Elemental Society

Fire Elemental society is extremely hierarchical and incorporate many different types of beings. Their societies are always ruled by officials such as sultans, pashas, viziers, and waziers. The most common fire creatures are the minor flames, which are the equivalent of the common person in any typical campaign world.

## WITHERVINES

**Small Plant** (2 ft. long)

**Hit Dice:** 1d8+1

**Initiative:** +4 (Improved Initiative)

**Speed:** 0

**AC:** 15 (+5 natural)

**Attacks:** Vine +2/+0 melee

**Damage:** 1

**Face/Reach:** 5-ft. by 5-ft./10-ft

**Special Attacks:** Strangulation

**Special Qualities:** None

**Saves:** Fort +3, Ref +0, Will +0

**Abilities:** Str 13, Dex 10, Con 12, Int -, Wis 4, Cha 7

**Skills:** None

**Feats:** Improved Initiative

**Climate/Terrain:** Any

**Organization:** Patch

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Evil

**Advancement Range:** None

These vines were once the harmless extensions of the Life-Tree itself, until they were twisted into

their current state by the evil inherent in the cures of the orc-shaman. They are never in need of sunlight, heat, or rain. They lie in wait, hoping to feed off of any hapless soul that should enter their domain unaware. If ever the curse is revoked, withervines dissolve and waste away

### Combat

Withervines sense the life-force of living creatures within a 10-ft. radius. When living creatures enter the area, withervines lash out and attempt to strangle or crush such creatures to death.

**Strangulation (Ex):** Any attack that succeeds by 5 or more against a target's AC indicates that a vine has wrapped around the victim's throat and continues to strangle for 1d4 points of damage after the first round. If the second attack indicates another stranglehold, damage is doubled (2d4). Strangulation continues until the victim is dead, the withervine is dead, or the victim wins a successful opposed Str check against the vine, thus breaking its grip.

### Withervine Characters

Withervine characters are non-existent.

### Withervine Society

Withervines are the creations of a vicious curse placed upon the Life-Tree. They do not occur naturally in the wild, they have no natural enemies, and they do not reproduce.



## THE SONG OF WOUNDED FRIENDS (Translated into the Common Tongue)

There is a tale to be told about friends of old-  
    When glory was wont and honor stood fast  
While evil strengthened its hold  
    On the hearts of the gallant  
In a mountain pass.

Two spirits fate intertwined, as threads of life do wind  
    From an obscure birth to a warrior's end;  
These two friends, their blood to bind  
    By magic near hither hearth,  
Found strength among kin.

Yet in defiance they cried, feet fixed side by side,  
    While blade and hammer fell the dire horde.  
With grave wounds suffered, they died.  
    Elven and dwarven glamer  
Protect maul and sword.

Far from those who know, Balor lies in crypts below-  
    Body enshrined with an enchanted shroud.  
Ne'er free, the earth chains his soul,  
    Bringing doom both vile and swift  
Defeating the proud.

Within this forest, Galal slumbers in duress,  
    Hidden inside a living tree now dead.  
Profane trunk and leaf cuirass  
    Abet all that wish to trade  
Joyful life for dread.

So damper your wanton thoughts, tarry not these haunts.  
    Beware! The wicked are eager for hapless  
Fools to attempt senseless jaunts  
    Into granite and thicket  
To near the lifeless.



# GALAL'S GRAVE



Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.®

**Fiend Games** presents its first d20 System adventure. *Galal's Grave* provides the perfect campaign beginning for 1st level characters.

The valiant elven hero, Galal, perished while defending the mountain homelands of the dwarves from a great evil. Now you must gather in the tavern of Gullum's Gullet and make ready to lead your party in search of Galal's Grave. Enter the unique dungeon that houses the remains, run the gauntlet of traps and magic, and lay claim to treasure of legend.

*Galal's Grave* meshes with any fantasy campaign world, or serves as a rousing introduction to the Fiend Games' universe. New creatures and hooks for further myth-making round out this adventure module, which is ideal for introducing players to a new era and edition of fantasy role playing.

**" 'TIS NO SECRET WHERE GALAL IS BURIED.  
JUST OUTSIDE OF THIS VILLAGE,  
IN THE TWISTED WOODS ABOUT,  
SITS A MEADOW FILLED WITH MOUNDS  
THAT SURROUND A BLACKENED  
AND GNARLED TREE."**

PUBLISHED  
BY



P.O. BOX 251171  
LITTLE ROCK, AR  
72225  
WWW.TROLLLORD.COM

**Fantasy - Swords & Sorcery  
Adventure Module (Dungeon)  
Core d20 Rules Supported**

Galal's Grave Copyright © 2000, Fiend Games. Published by Troll Lord Games. All Rights Reserved. Fiend Games and its logo are Trademarks of Fiend Games. Troll Lord Games and its logo are Trademarks of Troll Lord Games. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.



\$6.00 U.S. TLG 1501



ISBN 1-931275-00-9