

BRUTAL

Big Bad Ball Busting Bloody Battles

“THE HAUNTED BOGS”

A Brutal Adventure

This adventure takes place in and around the city of New-Zella™.

Created and freely distributed by

DAVID J. STANLEY

©Copyright 2003-2004
All Rights Reserved

Feel free to print, copy, distribute, and share this document as you desire.

Never change this document in any way and never, never make any profit from it!

Check for other free stuff on-line

WWW.BRUTALRPG.COM

ILLUSTRATORS

David Wong, “Primary Illustrator” Original character races, and many of the initial monsters
Zac Henderson Additional drawings of the newly created character races
James Bolinger Lot's and lot's of Catlings
Andy Hopp Many more, amazing monsters to fill our pages
Larry Elmore The creator and owner of the Zeetvah character race
Eric Barnett Awesome clipart and horrific images of a fearful sort

EDITORS

Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit www.BrutalRPG.com and submit feedback to David J. Stanley.

Kristina Stanley Daughter of David, and best damn proof-reader in the world
Catherine Stanley” Wife of David, beautiful lady, very supportive

BRUTAL

BRUTAL is a trademark of David J. Stanley.

NEW-ZELLA

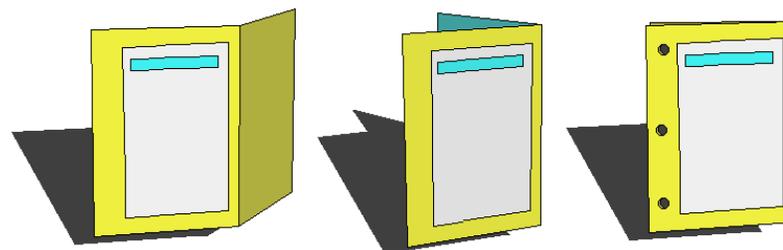
NEW-ZELLA is a trademark of David J. Stanley.

ZEETVAH

ZEETVAH is a trademark of Larry Elmore. A special thanks goes out to Larry Elmore for allowing me (David J. Stanley) to include them in this game. Larry Elmore still owns exclusive © copyright to the Zeetvah race, All Rights Reserved. To learn more about Zeetvahs, visit the adventures of “Snarf Quest” on-line at <http://www.larryelmore.com/zGallery/AGSnarf/AGSnarf.html>

FOLDING INSTRUCTIONS

This is a FREE PRESS document, and you are responsible for any and all printing, folding, and binding of this document that you choose to implement. It is expected that you will fold each page as shown below and punch holes to add to your binder (half-sized 5.5 x 8.5). Another alternative is to fold each page as shown below and have a printer shop such as Kinko's® or OfficeMax® bind it using either comb binding or spiral binding. If you opt for the comb or spiral binding, it is highly recommended that you have them add a clear cover to the front, and a solid black cover to the back.



*How strange to discover a cemetery in the middle of the swamp.
And stranger still to find a tree used for whipping and burning.
Could this be related to the local spooks and hauntings?*

INTRODUCTION

The brackish swamp stretches out in all directions. Along the north horizon can be seen a long mountain range trimmed along the base by a dark dense forest. The water is very warm during the day and a bit chilly during the night. A thick mist forms in the early morning hours, and clings to the surface of the cool water, not yet heated by the relentless sun. A steady breeze blows ever from the south, but near the water's surface, the breeze blows back from the north causing the abundant mist to ooze southward, twisting and bellowing, in, around, and over the many weeds and rocks that litter the swamp's surface.

Winding steadily through the murky still waters are muddy banks and the occasional grassy knoll, ...when the mud somehow manages to rise up high enough above the endless stretch of puddles. Working your way through the swamp, you walk carefully from one muddy bank to the next, but the water never seems to get deeper than one or two feet.

Near by flows a gentle stream. It meanders to and fro, quietly gaining speed as the water gathers from the mountains, forms a large lake within the forest, then spills out southward through the swamp where it eventually cascades down over a cliff into the sea. To the north, near the lake, is a small village called "River City", and to the south, the water fall is known as Devil's Leap. This waterway is used by barges from time to time to transport goods too heavy to carry, but the waterway passes very close to a rocky plateau holding the dilapidated remains of a once magnificent cemetery. Few men are brave enough to make this journey, and even fewer men have actually survived it.

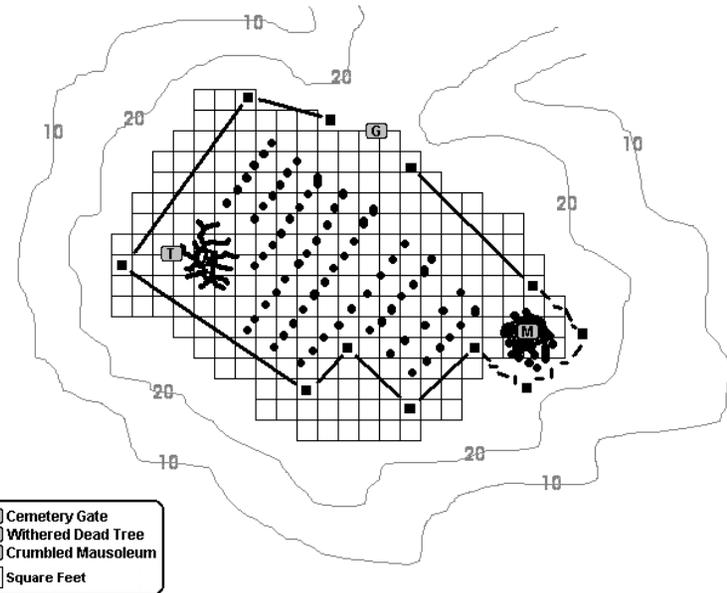
The rocky plateau cemetery and the swamp land that surrounds it, are commonly referred to as "The Haunted Bog". An old fence is made of thousands of pointy iron posts joined together by tons and tons of spiky twisted wire. The fence forms a roughly rectangular perimeter around the decrepit cemetery with an ancient gate on the northeast side where the plateau gently slopes downward before dipping back into the warm, bug infested waters of the swamp.

Within the fence are nearly a hundred graves, who's tombstones have been arranged into 9 different rows with stepping stones evenly spaced down the paths between them. All of the tombstones have been painted with blood to record the names and dates of the young women buried beneath them.

Off to the left is the crumbled ruin of a once majestic mausoleum, and the back-right corner of the cemetery is home to a massive tree covered with many signs of abuse. Most of its bark has been torn from its sides and the entire tree is scarred with varied scrapes and burns. Now dead, the contorted trunk and branches of the tree seem to cry out in pain.

SUDDENLY, a swarm of 12 large beetles burst up out of the mud and attack

Jurassic Beetles
LF=5, SZ=5, Speed=6", DV=12"
WP=8, IN=1, NT=2, CR=1, ST=8, MV=5, CN=6, CB=13
Hit Points 22 each



[G] CEMETERY GATE

The gate is made as a large pair of iron fences that have collapsed with rust fallen to the ground many, many years ago. The very large poles to the left and right however still remain standing with obvious signs that the gate hinges were once attached to them. At the top of both poles are iron statues of small Human females with large feathery wings. One statue plays a harp, while the other blows into a long skinny horn.

[T] WITHERED DEAD TREE

The massive tree is covered with many burns and scrapes. A pair of shackles hang from two branches such that a Human-sized individual could be stretched across the tree by their arms, then possibly whipped and tortured, and perhaps even burned to death.

[M] CRUMBLED MAUSOLEUM

The small majestic mausoleum now lies in rubble. It apparently was destroyed to ruins during a previous battle some time long ago. Yet still the ground is littered with broken glass shards from the stained glass windows that once graced its stately walls.

If they dig through the rubble read the following:

There are a great many rocks here, but they are small and loose. The digging goes quite quickly and within only a few hours you are able to remove all of the rocks and place them off to the sides to form a large square wall of rubble surrounding the once buried floor. Beneath the crumbled ruins is at long last revealed the magnificent floor made of marble tiles, mostly white with an occasional red scattered randomly. The tiled floor has survived buried safely for many, many years. The marble tiles are 3 feet square and highly polished smooth. They are likely worth a small fortune.

What's more than this are the lines of stone that run between some tiles to reveal the original floor plan of the ancient mausoleum. A pair of double doors once faced the cemetery and opened into the main chamber where presumably a dozen guards lined the walls and guests sat in chairs facing some sort of small raised dais made of black marble, ..speckled with many golden flakes. The left wall of the main chamber was the outer wall of the building and based on the tremendous amount of broken colored glass in this area, very likely hosted one or two large stain glassed windows. The right wall of the main chamber once held two standard doors that each lead to a medium sized square room. But catching your attention above all else is the long narrow room that runs along the back of the building between the outer wall and the main chamber. On the back wall of the main chamber are signs of what may have been a secret door that lead to this long narrow room.

47 marble tiles: Gold = 100 each, Treasure = 4d

On the floor of the long narrow room...

Secret Door: ST=8d, LF=8d, HP=30, Secret=3d

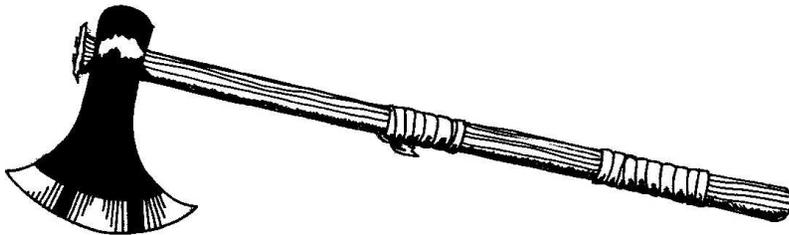
If they find the secret door read the following:

Searching the tiles of the long narrow room, you find a pair of tiles that seem to be bound together by a thin brass frame and may likely form a hinged doorway of some sort. But how do you open it? Perhaps there was once a lever or button on the wall to be turned or pressed, but not now.

They can open the door by bashing it to bits or catching the edge with a dagger and using defeating the doors strength rating.

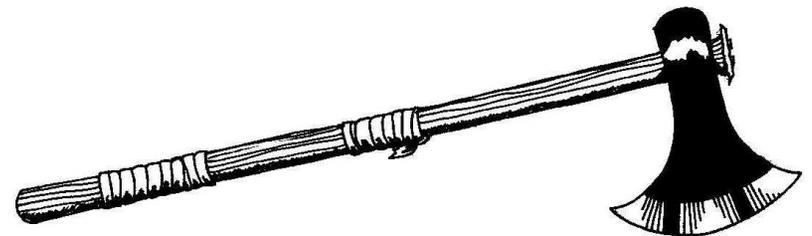
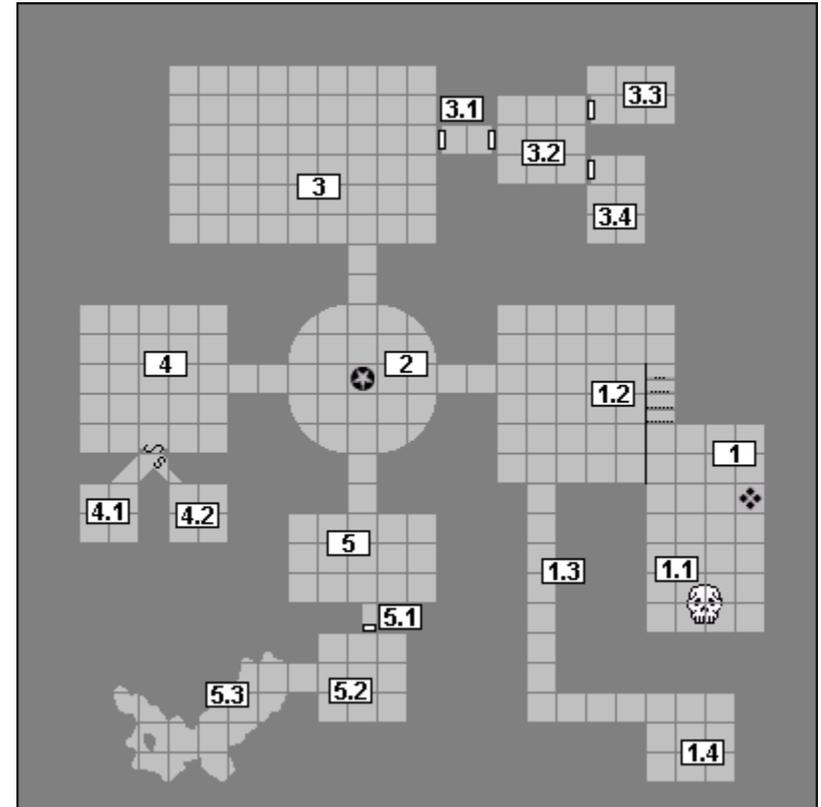
If they open the door read the following:

The secret door is indeed hinged and opens up to reveal a large dark room buried beneath the mausoleum, very secret and very forgotten. An iron spiral staircase descends down along the side wall of the cold dark room. And a chill races through your spine. No one alive has been down hear for decades.



- 3 -

The Haunted Bog Dungeon



- 4 -

[1] ENTRANCE ROOM

If they descend down the iron spiral staircase read the following:

Far off to the left is a large throne with the skeletal remains of a Human still sitting proudly within it. Immediately in front of you on the opposite corner is a balcony and staircase that descends down deeper into a much larger room. It is very cold and very dark. Those without dark vision will be unable to see.

Pause and let them light torches, lanterns, etc. if they need to.

A gust of wind comes from the left. From the skeleton sitting in the chair perhaps. But the skeleton is now gone and sitting there now is a young human female wearing very little clothing. Brass braziers line the walls and one-by-one magically burst with light to fill the room with a soft warm glow. She smiles politely, stands up and begins walking calmly toward you.

Pause. If they do nothing to stop her read the following:

She stops about 10 feet away and twists her arms outward as she extends them toward you to reveal open wounds open layers of scars from burning, branding, and tightly bound straps. A tear rolls down her cheek and she begins to look worse and worse. Suddenly she is lifted by an invisible force and appears to be ravished by multiple abusers who can't be seen. Then she falls to the floor, is bound, kicked and sliced open by unseen knives. Her clothing becomes stained with blood as she floats back up to her feet with fiery red eyes that roll back as pale, white, lifeless orbs. Staring blankly at all of you at the same time, her mouth opens wider than possible as a howling scream bellows forth ripping through your hearts and souls. All within 12 inches must defend against a 9 dice attack roll.

The ghost does not stay and leaves immediately.

Pause, but keep reading...

Then with a great gust of wind, her body is pulled back into the chair from where she came the disappears. Instantly the room is cold and dark once more, the wall braziers are cold and lifeless, and a skeleton is once more seated in the throne near the far left wall.

[1.1] THRONE

If they examine the throne with the skeleton read the following:

The skeleton is not a monster, but merely the remains of a young human woman bound to the large wooden chair with many built-in shackles, buckles, straps and various other means of restraint. Behind the chair, collapsed along the length of the wall is a very old tapestry that has become damp and moldy. High above stretches a pole from where it once proudly displayed it's dramatic visage.

Examine the skeleton reveals a silver necklace, Gold = 10 each, Treasure = 2d

Examine the necklace reveals a name: "Sandra McTalleybalm #097"

Removing the body and giving her a proper burial earns 100 E.P.

Mark and name her grave and bury the necklace with her earns 100 E.P.

If they attempt to examine the tapestry read the following:

The wall behind the chair is covered with many deep dark cracks that begin to ooze and drip profusely. Then nearly two dozen long, skinny, tongue-like things burst out of the walls and begin to lick and slurp like tentacles, but whip and sting you at the same time.

20 Tongues

LF=3, SZ=1, Speed=3", DV=0"

WP=4, IN=1, NT=4, CR=1, ST=3, MV=3, CN=12, CB=8

Hit Points 10 each

Attack = Stinger (3d) + Combat (5) = 8d

Defense = Slimy Skin (3) + Combat (3) = 6d

E.P. worth 15 each

They gain surprise automatically the first turn, (because the write says so). This gives them a +2d attack modifier and doubles initial damage. If the attack goes poorly, they quickly retreat back down deep into the safety of the wall.

If they remember to still examine the tapestry read the following:

By stretching out the tapestry across the floor of the room, and piecing it together where torn, a horrific image of torture is found. Two men in robes work together to spank, humiliate, and punish a young woman while a dozen nude women stand in line with their hands tied behind their backs as they reluctantly await their turn.

Pause

From the looks of things, whomever was implementing the public witch hung and torture using the tree above, lived a secret life here below where they seeming continued the torture and humiliation, ...yet taken to a much darker level, beyond the acceptable limits of the public eye.

[1.2] TORTURE CHAMBER

Peering down over the balcony, the room below is a bit larger but shares the same ceiling which is quite high for the room below. The steps lead down to the right along the nearest wall.

Along the right wall hang 4 sets of shackles on chains with pulleys so they can be lowered, used to bind victims, then raised back high on the wall to hang helplessly. One of these shackles currently dangles the body of a young human female still dressed in fine stately clothing. The body is mostly decomposed and appears similar to the corpse of a very old zombie.

Along the back wall are 2 large iron cages, with an archway leading to a long dark hall way nestled tightly between them. In the cage to the left are the skeletal remains of three more young human females.

Hanging along the left wall are many blades, whips, ropes, chains, belts, paddles, and other cruel weapons of torture and humiliation. In the center of this wall is yet another arch way leading to a long dark hall.

And finally, in the middle of the room is a varied assortment of instruments of pain and torture. An upright iron coffin filled with spikes stands in the center of the room. Judging by the bloodstains on the floor around it, this iron maiden was used quite often and very likely holds its last victim to this day. Other devices include a hanging cage, a tub with a lid that locks for forced drowning, a deep pit with a grill cover that locks for pissing onto prisoners, a giant wooden wheel for stretching, a table with shackles on each corner, a fire pit with bellows, an anvil, a large stone wheel for sharpening weapons, and a hangman's noose with a kids toy soldier hanging in it just for kicks.

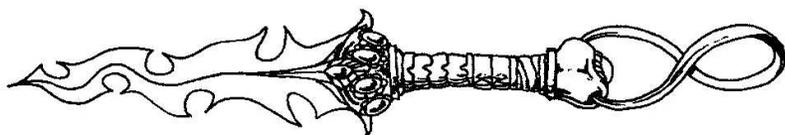
Additionally, there is a large throw rug with a couple of chairs, a small table, and a stand up set of shelves for the workers to take their breaks.

GM ONLY

All of the skeletal remains are dead and harmless except for the one that still has flesh? You know, the one hanging from shackles who sort of looks like a well dressed zombie. She is using the Appear Dead spell and continues to play dead until released.

Kallash Yoor, Human Female, Age 20
 She was mummified as a sick experiment, then they hung her on the wall for entertainment.
 LF=6, SZ=4, Speed=3", DV=9"
 WP=12, IN=12, NT=8, CR=5, ST=10, MV=8, CN=8, CB=13, MG=18
 Hit Points 26
 Defense = Undead Mummy Skin (8) + Combat (3) + All Out (1) + Feints (2) = 14d
 Counter Attack = Fist (3) + Combat (3) = 6d
 All wounds suffer 1d of damage each round until bind wounds or healing magic is applied
 Mummy is only harmed by magic weapons and spells
 Mummy regenerates 12 HP each round
 E.P. 150

SPELL		DESCRIPTION	RESIST
Appear Dead	6d	Look dead and harmless	Detect Disguise
Horror	6d	Force a victim within 3 inches to stand frozen with fear for 2 to 12 rounds All who see the horror must resist or run in fear for 1 to 6 rounds	WP to resist WP to resist
Command Undead	At Will	Short simple commands	None
Animate Dead	At Will	Cause all dead within 12 inches to rise as zombies or skeletons	None
Death	At Will	2d of instant damage to all within 18 inch radius	WP to resist
Death	At Will	3d of instant damage to all within 18 inch path, 3 inch wide	WP to resist
Death	At Will	5d of instant damage to single target within 18 inches	WP to resist



SIX TASKS

There are four organs she must acquire. She knows that three of them are currently on the shelf in the carpeted area of the room. She doesn't know that the forth one is buried beneath the tree outside, but she will sense this automatically if and when she sees the tree, and no one can find the organ beneath the tree but her or someone else specifically looking for it.

She must also kill the individual who releases her from the shackles that bind her as well as burn the body of the man who did this to her (found in area 1.4).

With each task completed, she gains +1 to LF and +6 to HP
 When all tasks are complete, she becomes regains her human living body

[1.3] LONG DARK HALL

The long dark hall extends 80 feet then turns sharply to the left before approaching an archway from which shimmers an eerie green glow. Something is definitely amiss here and it's probably best to leave this part f the dungeon and never come back.

(Horror=4) Have the characters roll their Willpower vs. 4d and if they fail then read the following:

Yep, you're convinced that what lies beyond the archway is no place for the living and physically refuse to come within 100 feet of the place. This means that you immediately back up around the corner almost all the way back to the torture chamber room.

[1.4] CURSED COFFIN

Beyond the archway is a 30 foot square room with no decorations of any kind. The walls, floors, and ceilings are empty with the sole exception of a magnificent coffin painted dark black, polished like glass, with gold plated hinges. The lid is already opened and you can see what lies within.

Pause. Let them get their weapons ready, and stuff. There's no rush.

The inner coffin is padded with white silk and a very old man in withered red robes lies dead, ..flat on his back with pasty white skin and eyes shut. His feet wear old withered black boots and his arms and hands come together over his chest where they tightly clasp a magical dagger that pierces his heart, and is the source of the eerie green glow.

The man in the coffin is dead. He is the guy who made the mummy in area 1.2. She will want to find him and burn his body.

The dagger is the Legendary Sword of Life Force Stealing. When used to kill a living humanoid (final blow perhaps) then stabbed and left in the heart of the victim, the wielder of the dagger gains additional LF and HP based on the victim LF and maximum HP. They also gain all of the memories of the victim. If and when the dagger is removed, they instantly loose the additional LF and HP and obviously become aware of it.

He wears a chain around his neck with a big iron key (iron gate leading into area 4)

The current (most recent) wielder of the dagger is the Gargoyle from area 2. He will very much be aware of the characters and if they entered this hall without killing him first, then he is already sneaking up behind them to surprise attack.

[2] MAGIC POOL

The long dark hall from the torture chamber turned out to be only 20 feet long before opening up into a circular room with a 50 foot diameter. There are a total of 4 archways into this round room: North, South, East and West.

In the center of the room is a large round pool of fresh water. Warm water bubbles up from a natural source then spill over the sides of the pool puddles on the floor and eventually trickles southward through the archway to the left. In the center of the pool is a polite and tasteful statue of a nude woman sponging herself clean.

The arched ceiling has many fresco paintings of nude women standing in the pool sponging each other clean, brushing their hair, and occasionally kissing or swapping gentle romantic spankings. These images either depict the fantasy woman of the men who lived here, or perhaps some women excepted their captors and even learned to love them.

If anyone tries Spotting compare their Intellect roll vs. 8d. If they succeed then read the following:

There is nothing special to find here, but you do notice that there is no statue in the center of the pool in any of the paintings. Perhaps it was added to the pool after the paintings were made.

The statue is actually a gargoyle

Girkeshlby the Gargoyle

LF=11, SZ=4, Speed=6", Fly=0", DV=18"

WP=9, IN=7, NT=4, CR=2, ST=9, MV=4, CN=12, CB=13, MG=7

Hit Points 43

Defense = Stone Skin (8) + Combat (3) = 11d

Attack = Claws / Bite (5) + Combat (5,5) = 10d, 10d (2 attacks)

Counter Attack = Claws / Bite (5) + Combat (3) = 8d

Only harmed by magic weapons or spells

She appears almost human and has no tail and no wings.

She used the legendary sword to kill the high priest in area 1.4. This has altered her LF and HP. If the dagger is removed from his chest, her true LF=6 and her true HP=21. This has also given her all of his memories, most of which are horrible and disgusting, but did reveal to her the treasure in both areas 4.1 and 4.2 but she will only show the characters the gold in area 4.1

Hide = Resist Spot = CN vs. IN

Sneak = CN vs. IN

Surprise = CN vs. NT = +2d attack modifier, and double damage if there is any

Back Attack = Claws / Bite (5,5) + Combat (5) + Surprise (2) = 12d, 12d (2 attacks, double damage)

Defense = Stone Skin (8) + Combat (3) = 11d

If they talk to her read the following:

The statue explains that the men captured her and abused her as they did the human females, but when they became trapped below the men died of hunger while she did not. She also knows of some treasure that means nothing to her, and she will agree to show the characters if they promise not to harm her and allow her to escape.

[3] MEETING HALL

Leaving the pool area behind you, you pass through a 20 foot long arched hall to find an immense meeting hall. The room is nearly 100 feet across from side to side, and over 50 feet deep. The only visible exit is a small door about midway on the right wall, over 40 feet away.

The meeting hall shows signs of a great struggle. Apparently a group of 10 or so men tired to barricade themselves in behind tables with the small door kept safely behind them, while over twice as many others (including a few women) tried to attack them. It must have been a particularly dramatic battle since most of them were using plates, glasses, and silverware for weapons. Now the room is in shambles. Broken chairs and tipped tables act as the centerpiece for a mosaic visage of broken dishware and rotting bones.

Four impressive paintings once hung on these four walls, yet only the one behind the barricade managed to survive. It depicts an ugly and old, yet charming and charismatic gentleman wearing very stately robes with four voluptuous women clinging desperately to him, ..two women on either side. At the bottom of the painting's frame is a tarnished brass plate engraved with the name: "Master Splitbar" dated over 50 years ago.

There is a single ghoul who lives here chewing on the dead. He prefers to dig and hide in the bones, but an IN vs. 5d will spot him. When found, he will try to escape but if cornered, he comes out fighting. He is all alone, but has with him a magic rod, "The legendary reptile claw of Splitbar". Legends first speak of this gruesome rod in the hands of Mr. Splitbar, a dirty old school master gone wild with lust caught spanking schoolgirls one time too many. He wasn't seen for many years, but eventually emerged as a powerful priest wielding an 2 foot long reptile arm that was dripping with blood who's claw was still live and continuously attempted to grab and scratch anything it could." +2 Rod (=5d), provides unlimited blood for a vampire, flesh for a zombie, or bone for a ghoul. It also attempts it's own attack each round. Rod (5) + Combat (5) = 10d.

Ghoul

LF=5, SZ=3, Speed=6", Dig=3", DV=18"

WP=5, IN=5, NT=7, CR=5, ST=5, MV=5, CN=5, CB=8, MG=6

Hit Points 43

Attack = Claws / Bite (4) + Combat (5) = 9d + Paralysis

2nd Attack = Rod = 10d

Defense = Undead Skin (4) + Combat (3) = 7d

Counter Attack = Claws / Bite (5) + Combat (3) = 8d

Only harmed by magic weapons or spells

Killed by the ghoul = LF vs. 3d or become a Ghoul

Hurt by the ghoul = NT vs. 6d or paralyzed for 1 to 6 rounds

Nearby, buried is a small cloth wrapped around 2 gems, Gold = 100 gold each, Treasure = 3d

[3.1] SMALL ROOM

The door behind the barricade of broken tables has been left open and leads to a 10 foot wide and 20 foot deep room with another open door at the far end.

There is nothing else here.

[3.2] KITCHEN

Here in lies a large wooden table in the center of a 30 foot square room. Along the left wall are three wooden tubs along with some rotted towels. To the right is a large fire pit with a few large metal pots and spoons. On the back wall are two different doors, one to the left and the other near the middle. Foaming and bubbling on the floor is a small puddle that begins to get bigger and bigger.

Pause, and let them get their weapons read and stuff

The foaming puddle begins to move toward you as grows and forms a giant gaping mouth. Then a small hand begins to form as well as it gets closer and more aggressive.

Raucy Foam

LF=5, SZ=5, Speed=3", DV=0"

WP=1, IN=1, NT=1, CR=1, ST=1, MV=1, CN=1, CB=8

Hit Points 30

Attack = Acid Splash (like fist or jaws) (8) + Combat (5) = 13d

Counter Attack = Acid Splash (like fist or jaws) (8) + Combat (3) = 11d
25 EP

Detect life within 18" and move toward that which is closest.

Only harmed by magic weapons or spells

The foam is unable to climb walls, ropes or stairs. It can not pass over a line of salt or sand.

It can not be harmed by anything but alcohol which kills it instantly.

It is a pool of acid. Non magical weapons that touch it are dissolved.

Fire cures it, adds 1 LF and 6 HP. Fire also causes it to release a chlorine gas 2 to 12 rounds expanding 6 inches each round causing 2d of damage per round to all within the cloud.



As for the Doors...

Left Door: ST=8d, LF=8d, HP=30

Right Door: ST=8d, LF=8d, HP=30

[3.3] PANTRY #1

If they open the door to the left read the following:

This large pantry is 20 feet wide and 30 feet deep. The walls are lined with empty shelves. Empty broken jugs and boxes litter the floor. There is no food here, not even a scrap big enough for a small rat.

[3.4] PANTRY #2

If they open the door to the right read the following:

This large pantry is 30 feet wide and 20 feet deep. Empty broken crates and barrels litter the floor. Not a drop of wine remains.

[4] ARMORY & TREASURY

Iron gates block entrance to this large 50 feet square room, filled with crates, chests, stacked furniture and various large sacks. There are two of mighty hinges to the right, and an impressive keyhole within a large iron block to the left.

The key is on a chain around the neck of the old dead man in area 1.4

Iron Gates (and hinges): ST=24, LF=20, HP=250

Keyhole: ST=24, Lock=12, LF=12, HP=150

If they open the gate read the following:

You have found and recovered the following: One large oak table, twelve padded wooden chairs, six old sacks that fall part when touched to reveal heaps of old clothing, 30 or so old rotten red robes, two crates, and 3 chests. The three chests are not locked or trapped. They each contain some silver plates, goblets, candle stick holders, forks, spoons, bowls, etc. They might be worth more to an antique dealer, but perhaps you can find some one who will want to melt them down to make coins or jewelry. The first crate is empty, other then the dried packing leaves. The second crate however, still holds four fancy wooden frames.

Furniture: Gold = 500 total, Treasure = 8d

Silver: Gold = 1000 total, Treasure = 4d

Frames: Gold = 50 each, Treasure = 6d

[4.1] SECRET DOOR

Secret Door: ST=24d, LF=18d, HP=200, Secret=3d

If they find the secret door read the following:

Searching about, you discover a very large secret door. A 10-foot wide section of wall easily pushes in tiny bit, but the wall leans outward a tad, so to push open and swing the door back you will need a lot of strength. This also means that if you let the door close behind you, you will need to pull the door open which is likely much more difficult.

If they open the secret door read the following:

The heavy door only pushes back to a 45-degree angle, but reveals a narrow passageway that slopes slightly upward and to the right a bit.

If they explore the narrow passage read the following:

The short narrow passage leads to a 20-foot square room. There is a small dusty table and chair. The table is covered with an old white sheet, and neatly stacked upon the table are 250 gold coins, and a silver dagger.

Silver Dagger: Gold = 250 gold, Treasure = 4d
Spell Glyph "Light", MG=3d, Secret=3d
Spell Glyph "Shield" MG=3d, Secret=3d
Spell Glyph "Spell Arrow" MG=3d, Secret=3d

[4.1] SECRET – SECRET DOOR

Secret Door: ST=1d, LF=1d, HP=1, Secret=1d

There is a second secret door that is very easy to find and open, but lies on that part of the wall which is covered up by holding the first secret door open. If they close the first secret door while one or more characters remain in the short narrow passage, only then may they search for and find this second secret door.

If they find and open this second secret door read the following:

Behind the large heavy secret door, you've found a second secret door that leads to a second narrow passage that also slopes slightly upward but this one heads off to the left a bit.

If they explore the narrow passage read the following:

The second narrow passage leads to a 20-foot square room. There within are 7 iron coffers and a large key ring hangs on the wall with 7 iron keys.

Iron Coffers: ST=24, LF=20, HP=250
Keyhole: ST=24, Lock=12, LF=12, HP=150

If they open the coffers read the following:

Each of the seven iron coffers opens safely with no traps, and each contain 200 gold coins tightly stacked. You have found a total of 1,400 gold coins.

[5] MASTER'S LOUNGE

Leaving the pool area behind you, you pass through a 20 foot long arched hall to find a 50-foot wide and 30-foot deep lounge room. What was once a splendid room with dapper furniture and comfortable relaxing places to sit and chat, has become a desolate scene of broken furniture and blood stains.

[5.1] MASTER'S BED CHAMBERS

If they search the room read the following:

In the back of the room is a short narrow hall that leads to a highly polished wooden door.

[5.2] MASTER'S BED CHAMBERS

If they examine the door read the following:

The fancy door has been reinforced with two large beams that hold the door safely closed. The beams can easily be lifted and removed from this side, and only serve to keep something from opening the door from the other side.

If they remove the beams and open the door read the following:

The fancy door swings outward to reveal savage claw marks where some manner of beast once struggled to free themselves from the room beyond. Looking inward you see a 30-foot square bed chamber. As in the previous room the beautiful furniture now lies scattered about, broken, ripped, and torn to shreds.

Nothing else of interest can be seen or heard, other than, of course, a huge gaping hole in the floor to the right. From which can be heard the scurrying of claws mixed with sounds of small pebbles falling getting louder and louder. Perhaps something big and nasty is currently climbing up and out of that hole right now!

They Night Demons from area 5.3 attack

[5.3] NIGHT DEMONS

The dark chilly air breathes painfully as a piercing howl ripples through the room. Roll your Willpower vs. 10d. Those who fail must run in fear for 2 to 7 rounds.

If no one runs away, then the Night Demons retreat and scurry back down into their cave. But as long as one or more characters do run away, read the following:

Large furry wolves with long snake like tails leap from the gaping hole and chase after the characters who are running away.

5 Night Demons

LF=7, SZ=7, Speed=18", DV=36"

WP=4, IN=1, NT=4, CR=1, ST=6, MV=6, CN=6, CB=8

Hit Points 30 each

Attack = Claws (4) + Combat (5) = 9d

Defense = Thick Skin (4) + Combat (3) = 7d

Counter Attack = Claws (4) + Combat (3) = 7d

35 EP each

Howling Horror: Willpower vs. 5d (+1d per Night Demon) or run in fear for 2 to 7 rounds.

Back Attack when attacking character's running away: +2d modifier, and double damage.

ADVENTURE NOTES

There are 5 ghosts of tortured victims that still remain. If the characters find and bury their bodies they earn 500 EP (100 EP each body) and their ghosts are free to leave this world.

Area 1.1 = one woman in chair

Area 1.2 = three women in cage

Area 1.2 = one woman in iron maiden

The ghosts remain behind if their bodies aren't buried, but they don't attack the characters. Instead, they wait until the characters leave, then re-bury the mausoleum in a weak attempt to bury themselves.

