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CHURCH OF THE

POISONED MIND



A Ravenloft adventure for AD&D 2nd Edition

by Mik Calow

Church of the Poisoned Mind

A Ravenloft adventure for AD&D 2nd Edition

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Introduction

This adventure module is intended to be used with AD&D 2nd Edition rules and the Ravenloft setting. Using other rules or another setting will involve quite a bit of work for the DM. Very little introductory material is provided; this module drops the player characters right into the action!

Notes on Undead Monsters

If you as DM wish to slightly reduce the power of the undead monsters populating this adventure, one or more of the options below may be of help to you.

Ghoul and Ghast Paralysis: Instead of having ghouls and ghasts paralyze characters completely if the save is failed, roll 1d8 to select one of the optional results below:

1-2 Left Arm Paralyzed: Any item used in this hand is now unusable (such as weapons, shields, or magic items that must be physically activated).

3-4 Legs Paralyzed: Lose AC bonus from Dexterity, unable to tumble, Movement reduced to 1/3, must make a Dexterity check every round to stay on feet.

5-6 Right Arm Paralyzed: Any item used in this hand is now unusable (such as weapons, shields, or magic items that must be physically activated).

7-8 Entire Body Paralyzed: Victim totally paralysed, unable to take any action until duration expires, falls to floor (no damage unless falling to the floor places the character in a dangerous situation, i.e. If paralyzed while standing on a ledge).

Alternatives to Energy Draining: Instead of the normal variety of energy drain, you may choose to apply one of the following; you might even choose a different effect for each sort of energy-draining monster.

1. Victim ages 5 years. This cannot be "restored" by any means other than an **elixir of youth**.



2. Temporary paralysis (no save) of entire body for 1d12+10 rounds.

3. Instantly lose 500 xp.

4. Loss of ability points. Roll 1d6 to determine ability the ability affected, as follows:

1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

The DM should make a save vs. poison for the affected PC to see if the loss is permanent. If the save is made, the loss is for 1d12 turns; then the ability is restored to the original value. As an exception, any loss of Charisma is always permanent, as it represents scarring of the character's face.

Starting the Adventure

The party has come across a ruined church situated between a forest and a swamp. A thorough search reveals nothing other than a storm cellar door, which shows signs of recently being uncovered (the rest of the ruins are overgrown with weeds and grasses). There is, curiously, no graveyard.

The cellar door is not locked or trapped, but allow the party to take whatever precautions they feel necessary. Once opened it reveals a staircase leading underground and a humanoid skeleton (if the characters have seen or otherwise know of gnolls they will recognize it as a gnoll skeleton). There are two sets of small booted footprints in the thick dust on the stone steps. The air is thick with a smell of mould and decay.

Dungeon Key

1. ENTRY CHAMBER:

This damp chamber has an arched, vaulted ceiling some 20 feet high in the centre. The walls are masonry (cut stone blocks), the floor rough flagstones. Thick webs hide the ceiling. There is a pile of refuse and rags in the middle of the floor.

The refuse pile consists of husks, skin, bones, spider castings, and filth. Any character examining the pile will be attacked by the Large Spider dropping from above. If the party have the foresight to burn the webs, the spider will take d6 points of damage and then leap to the attack.

Large Spider Ac 8 HD 1+1 Mv 6 Wb 15 Thaco 19 #At 1 Dmg 1 SA Poison (Type A Save +2 15 Mins 15/0) Sf 2 Sz S 2' Mle 7 XP 175

Scattered amongst the pile in the middle of the room are 19 sp and a gnoll skull with a 50 gp garnet inside (only found on successful search roll).

The solid oak door to the west is stuck. Anyone listening hears a moaning sound rising and fading. Once the door is opened, a strong breeze blows out any torches and 50% chance of doing the same to lanterns. Torches can't be relit in the corridor while the door is open.

The secret door down the east passage pivots inwards at a push (Str 14+) making a loud scraping noise. The small footprints carry on

eastwards until the junction, then disappear as does the layer of dust on the floor.

2. WATER ROOM:

A fast flowing stream 3 to 5 feet deep enters this rough hewn chamber at the north from a passage that it fills entirely, and exits to the south in the same manner. Toward the south, it forms a pool some 4 feet deep at its edge and about 7 feet deep at the centre. The pool is home to a group of blind, white fish, and you can see a few blind, white crayfish crawling among the rocks on the bottom.

Eight rotting barrels and a few scattered buckets lie at the south east corner.



Lying at the bottom of the pool is the limned over skeleton of the former abbot. If the remains are disturbed, a tube is dislodged from its hiding place next to the skeleton. The streams current carries the tube away unless someone dives into the icy water immediately. This requires a swimming check and an attack roll against the tubes Ac of 6 (size and speed), if the party does not react quickly the tube will be swept away down the south passage.

The tube is ivory but not quite watertight and contains a roll of vellum. Written upon in an unknown language is a partially smudged message (see player hand outs 1a and 1b) from the abbot to the head of his order. It seems the abbot has discovered that the local high priest has subverted the fellow monks to the worship of a goddess of disease and corruption named Kiputytto and the abbot was calling for military aid to prevent the atrocities. Obviously he failed to send the message before the high priest had him strangled and thrown into the pool.

3. CEREMONIAL CHAMBER:

This large, square chamber appears to be a dead end. Its domed ceiling arches up to 25 feet high in the centre and its walls are covered in frescoes of people in various states of revel. A 10 feet square section of wooden planking is leaning against the south wall.

Behind the platform on the south wall are 4 holes in the wall. Two are parallel to each other, 10 feet apart and 3 feet from the floor. The other two are 3 feet higher up and directly above the first two. These square holes are 6 inches wide and 6 inches deep, one still has wooden splinters in it.

Hidden amongst the fresco is a push switch which opens a 10 feet square section of wall 1 foot above the level of the highest holes and leading into a secret tunnel inhabited by 3 ghouls who will attack the first character to climb up to the opening, automatically gaining surprise if no special precautions are taken.

Ghouls (3) AC 6 HD 2 Mv 9 Thaco 19 #At 3 Dmg d3/d3/d6 SA Paralysis d6+2 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body (see notes) SD Undead Sf 3 Sz M 5-6' Mle 12 Xp 175

4. BARREL STORAGE:

The slope leads down into a cold, damp room with a slightly sweet scent in the air. Stacked against the west wall are 15 large wooden barrels. Condensation has collected on the walls, floor and contents of this room.

Ten of the barrels are full of a strong, sweet brandy. Anyone tasting it must save vs. Paralyzation; failure produces no ill effects, but those that fail gain +2 on any fear checks for the next hour. One of the barrels has a slight leak that keeps the floor wet. Any dropped flame will ignite everything, characters in the room must save v RSW (+Dex bonus) to dive back out of the room. Any caught in the blast takes 5d6 damage (save v BW (+Dex bonus) for half damage). This will continue to burn for 1 hour and rooms #4 and #5 will be smoke filled (reduced visibility and save v PPDM or -2 on all rolls due to coughing).

One of the empty barrels contains the mutilated remains of a human woman (early twenties). The PC opening this barrel will need to make a horror check.

5. BARREL PREPARATION:

The floor of this room is littered with the broken remains of wooden barrels. A slope leads down to the west.

PC's making a successful observation check will note a salty layer on what would be the inside of the barrel fragments. Anyone rolling a 1 will also notice that the barrels were clawed apart.

6. LEATHER STORE:

This room is lined with workbenches and shelving, almost every conceivable leather item is on view and tanning racks stand at the

far end of the room laden with unworked leathers.

Roughly a dozen of each non-armour leather item from the PHB can be found here; all are good quality. At least six sets of leatherworking tools can be gathered up and enough leather to make most items is at the far end.

7. ALARM DOOR:

The heavy oak door to this room opens inward and is slightly ajar, no light comes from within and no noise can be heard.

The door is rigged to drop a normal skeleton on the first person to enter the room. The noise is enough to alert any inhabitants at #8 #9 and #10 to the party's location and as such be prepared for them. The ghoul/monks at #9 visit this room at midnight to check and reset the trap as required.

8. BLEEDING ROOM:

A large stone table dominates the centre of this room, it has a slightly beveled surface towards its centre and to its eastern end. Above the table, suspended from a hook in the ceiling is a copper brazier. Several beaten copper bowls lie scattered in the south east corner.

Closer examination reveals mottled blood stains on the table, particularly the slight lip on the eastern end and also on the beaten copper bowls. The hanging brazier is an incense burner and is worth about 15 gp, but is empty.

9. SENTRIES:

This solid oak door appears to be stuck, unless the sentries have already come out and been encountered, then it will be wide open.

This room looks like it was once used as a sleeping chamber. A couple of rotting pallets still remain in one corner, next to which lie a small collection of bones.

If the sentries have not yet been encountered the party are confronted by 3 monks in hooded robes with ceremonial *kris* daggers at their belts. They will attack the party immediately.

Ghoul/Monks (3) AC 5 HD 2 Mv 9 Thaco 19 #At 3 Dmg d3/d3/d6 SA Paralysis d6+2 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body (see notes) SD Undead Sf 3 Sz M 5-6' Mle 12 Xp 175

Closer examination of the bones reveal gnawing marks.

10. CELLS:

Down the length of this corridor you can see a trio of sturdy oak doors staggered along either side, each with a heavy wooden bar across the middle to prevent its opening.

As each PC crosses the first section of this corridor have them roll a save v Rods, Staves, and Wands (with no Dexterity bonus unless they specifically stated they were examining the floor) to see if any step on the hidden pressure plate. If activated the pair of light crossbows at #11 will fire (Use the PC's surprised AC unless they were actively searching for traps, hit the front two pc's with Thaco 15 2d4 dmg).

10a. CELL:

Against the far wall of this cell lie the skeletal remains of a large humanoid with an elongated snout.

The skeleton belongs to a gnoll, hidden underneath in a small leather purse are 15 sp and 2 ep.

10b. CELL:

When you open this door the smell that reaches you is enough to make you gag. Lying on the floor is the maggot ridden remains of a human male.

Have all the party save vs. Poison or be unable to enter the room due to the smell (a rag soaked in brandy over the nose and mouth would prevent this). The maggots pose no

danger to the party but allow them to take any precautions they desire. There is nothing of value here.

10c. CELL:

Lying on the floor of this cell are the bones of a small humanoid amongst a pile of tattered pink rags.

These are the remains of a halfling priest of Lathander who wandered to close. There is a small golden pendant on a chain of the sun, Lathander's symbol (PC's passing a religion check may recognize this).

10d. CELL:

A thick layer of rags, accumulated through long years, covers the floor of this cell.

Scattered amongst the rags are 6gp and 5 cp. It will take a full search to reveal these.

10e. CELL:

This cell is empty except for a dark stain over most of the floor.

The stain is dried blood.

10f. CELL:

If loud noises have occurred, the DM will need to amend the following.

As you open this cell you can see a young, dark tousle haired, human boy, about 5-6 years of age lying unconscious on the floor. He has several cuts and bruises evident but his breathing is deep and regular.

Once awakened the boy will be fearful. Unless magic is used, he will not understand the languages of the party. He has a broken leg, reducing his movement to 6 unless healed by a cure spell, however this will only increase movement to 9.

If communication becomes possible the boy's name is Tobias, he and his sister were playing hide and seek amongst the strange old ruin near their campsite when they found the cellar

entrance. He was too afraid to enter, but his sister Karina was older and not so easily scared. Shortly after she entered the tunnels he heard her scream, once, and ran down the stairs to find her. But he tripped and the next thing he knew he was in this small room and couldn't get out.

Tobias AC10 HD1/2 Hp 6 Mv 6 or 9 Thaco 20 #At 1 Dmg 1 Sf 3 Sz M 4' Xp 15 (if led back to his campsite and family 200 xp, if Karina's remains recovered from #4 then 300 xp).

11. BOW TRAP:

Just beyond the entrance to this chamber stand two light crossbows on an intricate wooden framework laced with wires. At the rear of the room stands an iron bound wooden chest.

The bows cannot be removed without dismantling the framework, which in turn cannot be moved without damaging it. The frame has an AC of 8 and will sustain 20 hp of damage if attacked before it collapses useless.

The chest is heavy but not locked. It contains 480 bolts for the light crossbows.

12. STORAGE ROOM:

The slopes up towards the doors to this room are quite steep and the oak doors are barred from this side.

The door to this chamber opens to show a room stacked with simple wooden crates each marked with some unrecognised writing and with bits of rotting straw escaping through the many holes amongst them.

If the thirty crates are examined they will be found to contain six straw packed, green glass bottles each. The bottles have corks in but are empty.

If the writing is somehow translated it reads "Product of the Church of Dion".

13. STORAGE ROOM:

The slopes up towards the doors to this room are quite steep and the oak doors are barred from this side. This room is identical to the previous one. However, the contents of the room have been arranged against the northern door so as to spill forth upon opening causing each PC before the door to make a save v RSW (no dex bonus for door opener) or be knocked backwards down the slope and be buried under a pile of broken crates and bottles. Any PC that gets buried will take 2d4 damage unless they are able to make a tumbling roll to avoid the debris. The wreckage will then partially block the corridor causing a temporary hindrance.

14. WORSHIP CHAMBER:

As the door opens into the torch lit room, a terrible sight awaits you. Over two dozen spear armed skeletons stand to attention facing a large stone effigy of a scabrous woman on a raised dais at the far end of the room. The vaulted ceiling rises to twenty feet and the torches that illuminate the room are placed in copper sconces every ten feet along on either side halfway up the walls.

The 30 skeletons are standing rigidly to attention and ignore casual inspection; until they are physically attacked or someone other than a follower of Kiputytto stands upon the dais, they will remain motionless. Only 12 of the skeletons are actually animated monsters (x on the diagram).

○	X	○	○	X	○
○	○	X	○	X	○
X	○	○	X	○	X
X	○	X	○	○	X
○	X	○	X	○	○

Once activated they will fight until destroyed or intruders leave the room, they will not pursue beyond the room and if no longer in combat return to their positions.

Skeletons (12) AC 7 HD 1 Mv 12 Thaco 19 #At 1 Dmg d6 SD Undead Sf 6 Sz M 5-6' Mle na Xp 65

The effigy is of the Goddess Kiputytto and radiates a strong sense of evil, no protection from good spells or effects will work in this chamber and all turning attempts have a -2 penalty unless the effigy is destroyed (Ac 2 Hp 50 any attack doing maximum damage forces weapon to save v crushing blow or break). Destroying the effigy releases a mild contagion into the air, all within 10 feet save v spells (no wis bonus but dex bonus) or contract a debilitating disease as per the priest spell **cause disease**. If the effigy is destroyed an XP award of 250 points should be granted to the character destroying it, assuming he or she is of good alignment.

15. REPLACEMENTS:

Scattered around the floor of this chamber are the skeletal remains of many humanoids, at the northern end of the room lie a collection of spears.

There are 40 spears in total in 5 bundles of 8 each. The skeletons belong to a mixture of humans, gnolls and goblins. They are scattered around the floor in no discernible order.

16. DOOR GUARDS:

Down the rough flagstone steps is another torch lit chamber, its two exits each guarded by a half dozen sword armed skeletons.

The skeletons will attack anyone approaching the exits and each group will take 1 round to come to the assistance of the other. They will not pursue anyone leaving the room via any exit.

Skeletons (12) AC 7 HD 1 Mv 12 Thaco 19 #At 1 Dmg d6 SD Undead Sf 3 Sz M 5-6' Mle na Xp 65

17. WASTE DISPOSAL:

This dismal chamber has only two noticeable features, the most prominent being a ten feet square section of beaten copper in the centre of the floor. The other feature is a copper arm sticking out of the north wall at the top of a two foot long slot.

Note: The lever mentioned is at point "a" on the map.

The copper flooring is a pit cover but is quite stable to walk on while the lever is in the up position. If the lever is lowered, the copper flooring slides southward into a recess just below the level of the flagstones to reveal a pit (see below).

The secret door in the south wall is not locked, nor does it require a special activation. It is slightly stuck and needs a combined Str of 40 or more to move it. It makes a deep grating sound when moved, clearly audible nearby. The door will remain open if not closed in the same fashion.

The Pit:

The copper covering slides back to reveal a ten feet square opening leading straight down. It looks as if the pit descends twenty or so feet to a wet surface but may continue beyond.

The pit is actually 30 feet deep, but the bottom houses a gelatinous cube which cannot climb out. Anything dropped in will hit the "wet surface" of the cube and slowly sink in. Anyone entering the pit will have to make a save vs. Paralyzation for each round of contact with the cube, of course, and, unless securely supported (as by a rope from above), will sink into its mass after a round, being automatically hit each round thereafter. Allow any character who sinks in to hold his or her breath for a number of rounds equal to the Constitution score; if that time elapses (and the character is not otherwise deceased), allow a Con check each round to avoid death.

Gelatinous Cube AC 8 HD 4 Mv 6 Thaco 17 #At 1 Dmg 2d4 SA Paralyse 5d4 rnds SD Electricity, hold, paralyzation and fear have no effect Sf 6 Sz L 10' Mle na Xp 650

18. ANTECHAMBER:

This room was once opulently decorated but has been allowed, almost encouraged, to fall into disarray.

Two ghost lieutenants are stationed here. If they have been alerted to the party's presence, they will automatically fire their light crossbows as soon as the door opens before closing for melee.

They are wearing ragged chain mail shirts with a dirt stained tabard sporting three putrid teardrops in an upside down triangle.

Ghost Lieutenants (2) AC 2 HD 4 Mv 15 Thaco 17 #At 3 Dmg d4/d4/d8 SA Paralysis d6+4 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body (see notes) SD Undead 10' stench save v PP or -2 on attacks Sf 3 Sz M 5-6' Mle 14 Xp 650

19. OUTER OFFICE:

This room was once opulently decorated but has been allowed, almost encouraged, to fall into disarray.

This room's occupant is a ghost. If he hears sounds of combat from #18 then he will go to #20 to warn Golmek and assist him against the party. If surprised by the party he will attempt to flee through the south door at first opportunity.

Ghost AC 4 HD 4 Mv 15 Thaco 17 #At 3 Dmg d4/d4/d8 SA Paralysis d6+4 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body (see notes) SD Undead 10' stench save v PP or -2 on attacks Sf 3 Sz M 5-6' Mle 14 Xp 650

20. GOLMEK'S DINING HALL:

This room has been decorated in filth and the overall effect is one of utter revulsion. A bloated, scab faced man in a banded mail breastplate sits upon a stone throne at the far west end of the room. The aura of utter despicableness radiating from him is almost tangible. As you enter he watches you while still eating rancid flesh from what appears to be a human forearm.

This scene should evoke the need for an immediate Horror check from the party. If the ghast from #19 is here he is simpering and fawning at his masters feet.

Golmek will allow the party to approach and will converse with them if they attempt to do so. He has two ghast lieutenants hiding behind the illusory wall ready to attack with crossbows before closing for melee. He only enters combat himself if directly attacked or if one of the ghastrs are defeated. He has a set of three keys hidden on his person (#22 triple lock door).

Ghast Lieutenants (2) AC 2 HD 4 Mv 15 Thaco 17 #At 3 Dmg d4/d4/d8 SA Paralysis d6+4 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body (see notes) SD Undead 10' stench save v PP or -2 on attacks Sf 3 Sz M 5-6' Mle 14 Xp 650

Golmek, Ghoul Lord, High Priest of Kiputyto

Str 14 Dex 13 Con 18 Int 13 Wis 16 Cha 3 (18 to undead)

AC 2 HD 6 (Hp 60) Mv 15 Thaco 15 #At 3 d6/d6/d10 claws cause paralysis d6+6 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body bite infects with disease, lose d10 hp+1 Con and Cha per day. If either ability score reaches zero, the victim dies; if the body is not destroyed, the victim will rise in three nights as a ghast. The disease can only be cured by a Heal spell, after which Constitution will be recovered at 1 pt per week. Lost Charisma will not be regained due to the horrible scarring left by the disease. Golmek radiates an aura of vileness; all good PCs within 30' suffer -4 on attack rolls. Sf 3 Sz M 5'8" Mle 16 Xp 4000 (See Ravenloft Monstrous Compendium)

**21. HALLWAY:**

The ceiling of this hallway reaches some twenty feet or so but is obscured by cobwebs.

The hallway is empty; there is no threat here unless the party are being pursued by Golmek or his followers. Allow them to take any precautions they like.

22. TREASURY OF THE FAITHFUL:

The door to this room is solid oak with reinforced iron banding, its hinges have been carefully hidden within the stonework surround and it has three shiny, rust free locks. With the general state of disrepair, this door looks very out of place.

Each lock is protected by a paralyzing glyph. After this is dealt with, any thief attempting to pick them will discover that all three locks are of excellent quality; apply a 20% penalty to

any attempts to pick them. Of course, Golmek carries the keys to these locks.

If all else fails, the door is AC 6 and has 50hp, although this would create a lot of noise and attract any nearby monsters.

When any player characters enter the room, read (or paraphrase) the following:

As you enter the room you can see why such measures were taken to ensure its security. Several lustrous gems, hundreds of precious coins, objects of art, etc. lay scattered around the room.

The treasure consists of 3 purple vialin gems (10gp each), 4 translucent brown nune gems (10gp each), a beaten gold death mask of a bearded human male of regal bearing (44gp), an 18" tall golden hourglass containing a silvery powder (250gp), **potions of longevity, frost giant control, clairaudience, and healing, oils of fiery burning** (three of these) and **fumbling** (appears to be **acid resistance**), a **clerical scroll** containing three **heal** spells, a steel **spear +1**, 1616 gp, 3000 cp, 2000 sp, 10 ep, and 60 pp. It will take 5 rounds to collect all the coins, less 1 round per additional person helping, with a minimum of 2 rounds.

If the hourglass is turned the secret door will automatically open for the 2 minutes it takes for the powder to run through and then closes, this function only works when the hourglass is in this room.

23-26. BURIAL HALLS:

The walls of these chambers are lined with three alcoves every ten feet, each containing a simple wooden coffin.

Each location contains a group of 5 ghouls hidden amongst the coffins, the other coffins

contain the partly eaten remains of their former occupants.

The first group of these ghouls encountered receive a +2 surprise bonus and will also cause the party to take a fear or horror check.

Ghouls (5) AC 6 HD 2 Mv 9 Thaco 19 #At 3 Dmg d3/d3/d6 SA Paralysis d6+2 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body (see notes) SD Undead Sf 3 Sz M 5-6' Mle 12 Xp 175

27-31. SECRET CHAMBERS:

Each of these chambers is defended by a ghaist lieutenant and 4 ghouls monks.

Ghaist Lieutenants AC 2 HD 4 Mv 15 Thaco 17 #At 3 Dmg d4/d4/d8 SA Paralysis d6+4 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body (see notes) SD Undead 10' stench save v PP or -2 on attacks Sf 3 Sz M 5-6' Mle 14 Xp 650

Ghoul/Monks (4) AC 5 HD 2 Mv 9 Thaco 19 #At 3 Dmg d3/d3/d6 SA Paralysis d6+2 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body (see notes) SD Undead Sf 3 Sz M 5-6' Mle 12 Xp 175

32. CELL:

The door to this chamber is locked with a poor quality lock but the key has been broken in it.

As you open the door a blur of teeth and nails assaults you.

A rabid ghoul has been confined here for some crime against Golmek.

Ghoul AC 6 HD 2 Mv 9 Thaco 19 #At 3 Dmg d3/d3/d6 SA Paralysis d6+2 rnds 1-2 Left Arm, 3-4 Legs, 5-6 Right Arm, 7-8 Body (see notes) SD Undead Sf 3 Sz M 5-6' Mle 12 Xp 175

Treat the ghoul as berserk, +2 to hit/dmg/save/ac, fights until -10 hp. Will attack pc's in alignment order LG-NG-CG-LN-N-CN-LE-NE-CE.

Ending the Adventure

If the party survive and keep Tobias alive he will lead them to his family's campsite, a Vistani group. They will only trust the group if Tobias is returned alive and will even be friendly if Karina's remains are brought back.

If the party willfully allow Tobias to be killed then his spirit will appear and curse them to wander the misty realms as he once did, until the six prophesies of Hykosa come to pass.

Player's Handout (see Area 2):

Morning Lord Azranthus,

I bring ill tidings from the Church of Dion. It seems the rumours of subversion are true. High priest Volmek and his brethren are desecrating the graves of the faithful and have even begun to feast on their earthly remains.

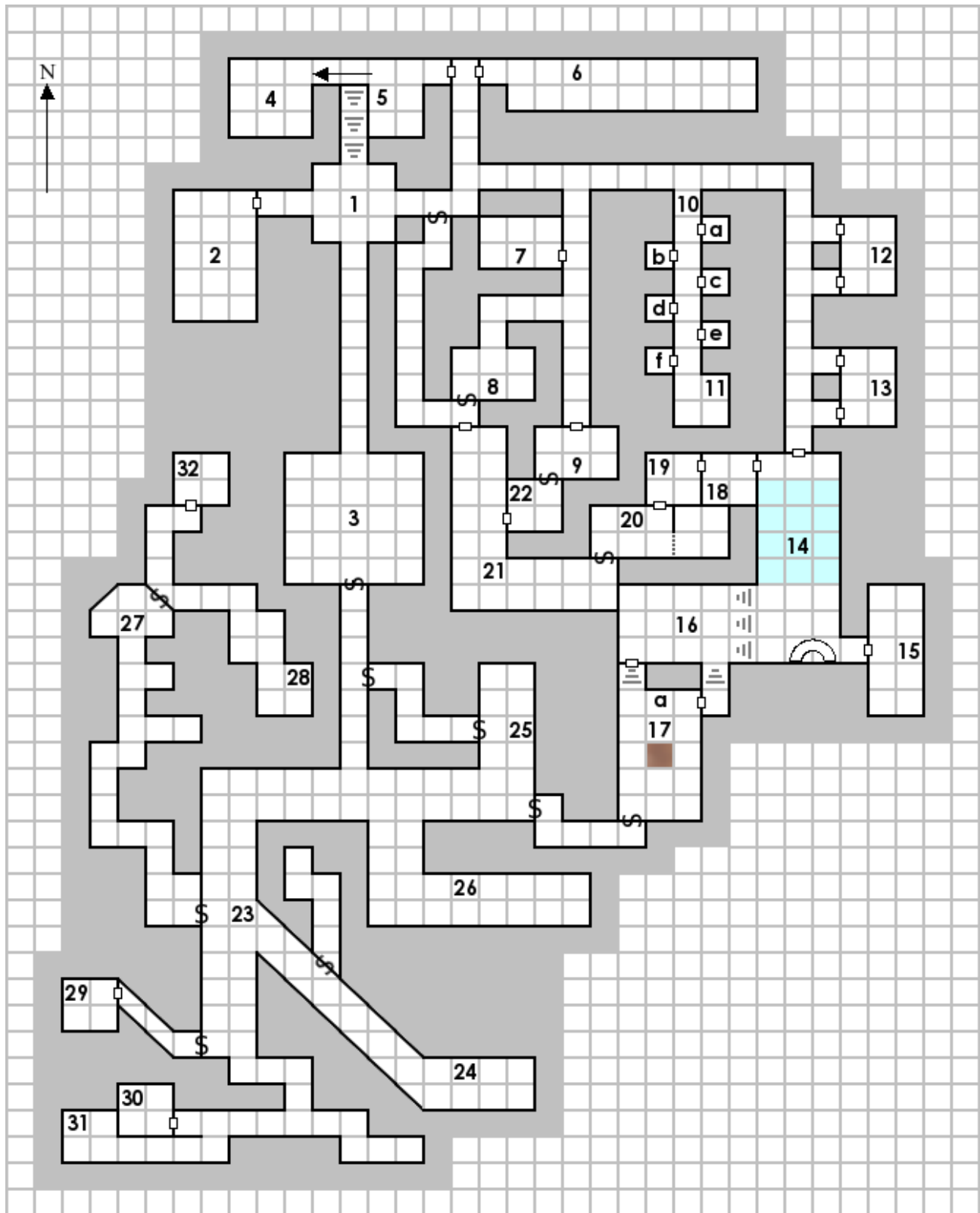
Yester eve I followed them into the catacombs ajoined to our cellars and found them praying to a diabolical effigy of some hideous creature.

I implore you Lord to send martial aid to stop these miscreants before it is too late. I do not believe that they know of my discoveries yet and I shall remain to keep a close watch on them.

May the dawn come swiftly,

Mezzandien

Abbot of the Church of Dion.



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