

# *The Tombs of Gersidi*

*Converted By Shintokamikaze For*

## **Advanced Fighting Fantasy**

### **2nd Edition**



**A scroll detailing the adventure of Quallnar Valik contains some clues for the Heroes. Unfortunately parts of this journal have been destroyed, by accident or by design is unknown.**

I, Quallnar Varik having been witness to many wondrous and mystic sites do wish to make known to others of my profession wishing to gain great wealth some of the discoveries of my researches into the evil Gersidi . Let my children and the offspring of my sister be wary for many have lost life and even soul in quests of these shiny treasures.

The first of the Gersidi in Mauristatia was Kinelos Gersidi, he who first opened the ground in the putrid soil of the Gersidi valley. It lays a fast two days walk along a stream that flows northwest from the high pass. You will know this stream from the reddish pebbles therein and you can find the evil burial grounds by the crumbling stone dock that stands far from where the water now flows .

Kinelos Gersidi did make his money by promising free passage and safety out of Analand to harmless tradesmen and pilgrims. Kinelos would then strangle or drown them and with their riches he built his estate. He styled himself the marquise de Gersidi in imitation of his betters. By the time of his death his wealth extended to serfs and craftsmen and much land. His family then fell to bloody argument, as I pray to Usrel that my good folk never do. But when the lives of many cruel and foul Gersidi were ended by those superior in cruelty and foulness then the spinster sister named Freana did rule the family. She then fell to murdering many other possible rivals until she was finally dispatched by her favorite nephew and conspirator named Quentos Gersidi. This Quentos was a dabbler in the dark arts and a practitioner of the perverted religion of Slangg. His lust for blood was never sated and finally he was ended or transformed by the ministrations of his priests of Slangg. It is said by some that he was to become a vampire which drinks the blood of fair maidens but I believe it not and take comfort in the goddess Libra

and Usrel who have been good to me. Then a holy mystery brought the upright man named Manfro Gersidi from somewhere in the south. Some say he was a sorcerer but I say he was a good man who would have cleansed the name Gersidi. It was his own daughter, corrupted by the perverse priests of Slangg who committed patricide and slew her own father with some demonic poison (missing entry)

(resumes) guard of all their lands . Then Shanola used a circle of witches and formed the cauldron of obedience and she used this foul thing to conjure all manner of unnatural beasts and none of the other Gersidi could defy her in any way because of the power of the thing. She delighted in the slaughter of her Father and her Aunt but still would conjure them up from the dead so that she might receive advice from them. When she finally was lost or fled to the hell where her immortal soul belongs only six Gersidi were left upon this earth with mortal flesh. The last ruler of the Gersidi was a master in the foul arts of necromancy. Taron Gersidi killed all that remained of the Gersidi family and drove away all the folk of the region until not a single living thing would come within a day's travel of the tombs of Gersidi. It is said that Taron made some cursed arrangement with the underworld.....But who could have learned this I do not know and so I will not tell of it.

No true human set foot upon Gersidi land for many years. Then seekers began to listen to rumors of the wealth and power that could be found there. The first to go was the great warrior Mok A Tal with his great rune sword Death-Kiss. His shieldman , Alhambra Otmi , is said to have asked him to go but was refused and went with his master in fear and dread . But all their great skill and stamina availed them not for they went into the tombs and never returned. It was the Ruddlestone king that decided that

those of priestly garb could stand the terrors of the place. He sent a group of warrior priests from the Demonkeep . With the holy band was the sacred chalice of Kilanirax and neither it nor any of the priests were ever seen again.

Then some 41 years before this day of writing mine own Guild did form an expedition. In our proper profession of thieves of Port Blacksand it was decided to attempt the tombs. One of the company was myself, Quallnar Valik in those days a junior and apprentice in the Guild of Thieves. Although young, I was small and quick and strong enough to be chosen along with the grandest of the profession. Myself and the other apprentices were having a merry old time sailing far across the ocean and riding through strange lands all the while boasting of wealth that we would find and thinking not at all of the foul creatures that would find us there . I was crushed and fallen when I learned that I was simply to tend the horses while the others took the treasure. But later I was to thank my luck when I heard the slow creaking of the rusty gates and the different howling noises of both ghosts and some things that sounded like hounds half dead with fear and hate . Watching as the others crossed the stream into the tombs I did not suspect that I would be the sole survivor of that Damned expedition.

## Directors section

### **HISTORY OF THE GERSIDI FAMILY**

**The Tombs of Gersidi were first constructed by the patriarch of the family, Kinelos Gersidi. He was responsible for gathering the first wealth of the family. Although he was well provided for with an estate in Brice he was an enterprising youth who started a business of helping refugees from the great purges in Analand through Mauristatia into Brice. Only they never made it any farther than the Gersidi Valley. It was far more profitable for Kinelos to end the excursions at the Tombs of Gersidi and remove the burdens of their**

**possessions and lives. By the time of his death Kinelos had established a large family of fifty five and hundreds of skilled workers and servants in the Gersidi Valley.**

**On the death of Kinelos there ensued a brief struggle of power that ended the life of his wife and several other family members. Emerging supreme was the spinster sister of Kinelos, Freana Gersidi. She periodically murdered competitors until she was herself smothered with a pillow by her favorite nephew, Quentos Gersidi. Quentos was as perverted as popular legend ascribes to all the Gersidi family. It was he who built much of the underground crypts that make up the tombs. And because of his dedication to the religion of Slangg that demanded blood sacrifice he was also the one who filled many of the graves and crypts. His demise was caused by the over enthusiastic ministrations of his own Priests of Slangg.**

**Manfro Gersidi, the last upright Gersidi, was diligent in removing all signs of the gruesome religion perpetrated by his uncle. Unfortunately, no sooner had he cleaned out the vermin from the Gersidi Valley than he was poisoned by his own daughter, Cheara Gersidi. Her death was due to a mistaken selection from her cellar of prized vintage wines and beverages the same stock that had provided convenient deaths for over 600 citizens.**

**Strengthened by the support of her assassin daughter, Wikolai, Shanala Gersidi held the lead position by use of the Cauldron of Obedience. Wikolai Gersidi was practical enough to see that she could get a better deal from her Uncle Taron and eventually killed her mother. By the time of Shanala's death only six Gersidi remained.**

**Taron Gersidi utilized his great magical powers to secure the Gersidi leadership. He then claimed the lives of the majority of the rest of the Valley with his evil experiments. The entire area was quickly abandoned and has not seen habitation until recent times.**

**The history of explorers into the Tombs of Gersidi began with the great Eastern Warrior, Mok A Tal. Armed with the famed rune sword Death-Kiss, he led a mixed party of six that included his faithful shield bearer, Alhambra Otmi. They were never heard of again.**

**Deciding that the place warranted further attention, Ruddlestone sent many priests from the Demonkeep and the relic known as the chalice of Kilanirax on a quest into the tombs. They likewise never returned.**

**The Blacksand Guild of Thieves sent their own group however they are always silent about the conclusions of their expeditions...**

## **COMPETITORS FOR THE TOMBS OF GERSIDI**



**Far from being ignored, the tombs of the Gersidi are being studied seriously by some nearby inhabitants. Lord of Castle Instax, Baron Trim Marquest, has already decided to investigate the possibilities in the Tombs and has called his sons home to assist him in doing so. This is a summary of his total forces.**

### **Baron Trim Marquest**

**Skill 12**  
**Stamina 20**  
**Attacks 2**  
**Plate Armour**  
**Sword**

### **Trim The Younger Marquest**

**Skill 10**  
**Stamina 18**  
**Attacks 1**  
**Plate Armour**  
**Great Sword**

### **Holmath Marquest**

**Skill 9**  
**Stamina 16**  
**Attacks 1**  
**Chainmail Hauberk**  
**Crossbow**  
**Sword**

### **Varney Marquest**

**Skill 10**  
**Stamina 14**  
**Attacks 1**  
**Plate Armour**  
**Shield**  
**Mace**

### **Kapnel Marquest**

**Skill 9**  
**Stamina 16**  
**Attacks 1**  
**Chainmail Hauberk**  
**Longbow**  
**Mace**



## **Instram Marquest**

**Skill 9**

**Stamina 16**

**Attacks 1**

**Plate Armour**

**Sword**

**All of the Marquest family are horsemen with Ride 5 and fine purebred Horses. All of the brothers are smart and skilled from countless battles.**

## **The Zadrak Orcs**



**Having been impressed by both the skill and the horses bred by Baron Trim Marquest, the Zadrak Orcs have been loyal followers for the last 18 years. They have instituted a requirement that all orcs of their tribe have Ride 3. All orcs who have failed to make that level have been driven out or killed. This means that the Zadrak Orcs are great horse orcs, and are probably smarter and more organized than any of Titans other orc tribes. All the Zadrak Orcs**

are armed with spears and a pair of throwing daggers. Giant Slicer is the chief of the Zadrak Orcs and has pledged to follow Baron Marquest. He wears chain mail hauberk and wields a battle axe, and has Skill 8 Stamina 12. Six Group Leaders head up the Orc squads and are each issued chainmail cuirass and have Skill 7, Stamina 6. Seventy-two Mounted Zadrak Orcs are the elite troops of the castle and are used for all scouting and cavalry jobs. They are each issued chain mail hauberk and have Skill 6, Stamina 6.

## **THE ORDNEY GOBLIN TRIBE**



Impressed with the power of both the Marquest and the Zadrak Orcs, Ordney Goblins have been allied with them for the last three years. They are still not perfectly trained but they are considerably better than the average Goblin hordes. Each Goblin has been provided with a leather hauberk, a good spear and a good dagger. There are thirty Leaders with Skill 6, Stamina 5, and six hundred Regulars with Skill 5, Stamina 5.

## **FIRST ENCOUNTER**

**When the Heros first enter the High Pass they will find it guarded by either Trim the Younger or Instram Marquest, one Group Leader Orc, twelve Mounted Orcs, and fifteen Goblins. The Heroes will be told to pay a toll of 2 gold each for protection. If they refuse to pay they will not be admitted to the Pass. Fighting the guard post will eventually end up with the entire Fourth Encounter group coming after them. Sneaking around in the night is possible.**

## **SECOND ENCOUNTER**

**Twelve Mounted Zadrak Orcs and one Group Leader will come into the Tombs. If they see the Heroes they will tell them that trespassing on Baron Marquest's land is punishable by death. Otherwise the Orcs will attempt to excavate Ground Level Room 9. They are carrying with them a list of the first four power words from Viscor's Bone and a description of the Bone. Within an hour, half the Orcs will be killed by Freana Gersidi. The Heroes will meet the five bloodied and panicked survivors on level one, they will be terrified and completely incoherent and will barge past the Heroes heading for the stairs.**

## **THIRD ENCOUNTER**

**Holmath Marquest along with two Group Leader Orcs, twenty Mounted Orcs, six Goblins mounted on donkeys, and eleven supply donkeys will enter the Valley. Holmath will have a set of instructions detailing the Power Words and uses for the first four functions of Vicor's Bone. They will start to make camp a half mile from the tomb area, five goblins will be on guard outside the tombs boundary walls.**

## **FOURTH ENCOUNTER**

**The Baron and all his sons except Trim the Younger will come into Gersidi Valley. With them will be 2 Group Leaders, 18 Mounted Orcs, 15 Leader Goblins, and 360 Regular Goblins. All the regular Goblins and 150 donkeys will be carrying supplies and heavy digging equipment. They will make camp with Holmaths group. The camp will take two full days to set up. After that they will take another three days to knock down all the standing structures in the tombs (working only during daylight to prevent interference by the undead). They will then dig out about two feet of the tombs every day following. They will not stay in the tomb area during darkness. 20 Goblins with camp fires will be on guard around the outside of the tombs boundary walls at night, this could give the Heroes an opportunity to slip away unnoticed.**

## **Stairs Quick Reference Guide**

### **Ground level**

**G15 - L1 R16 (ramp one way)**

**G19 - L1 R13**

**G27 - L1 R11**

### **First Level**

**L1 R11 - G27**

**L1 R8 - L2 R15**

**L1 R13 - G19**

**L1 R14 - L2 R5**

### **Second Level**

**L2 R5 - L1 R14**

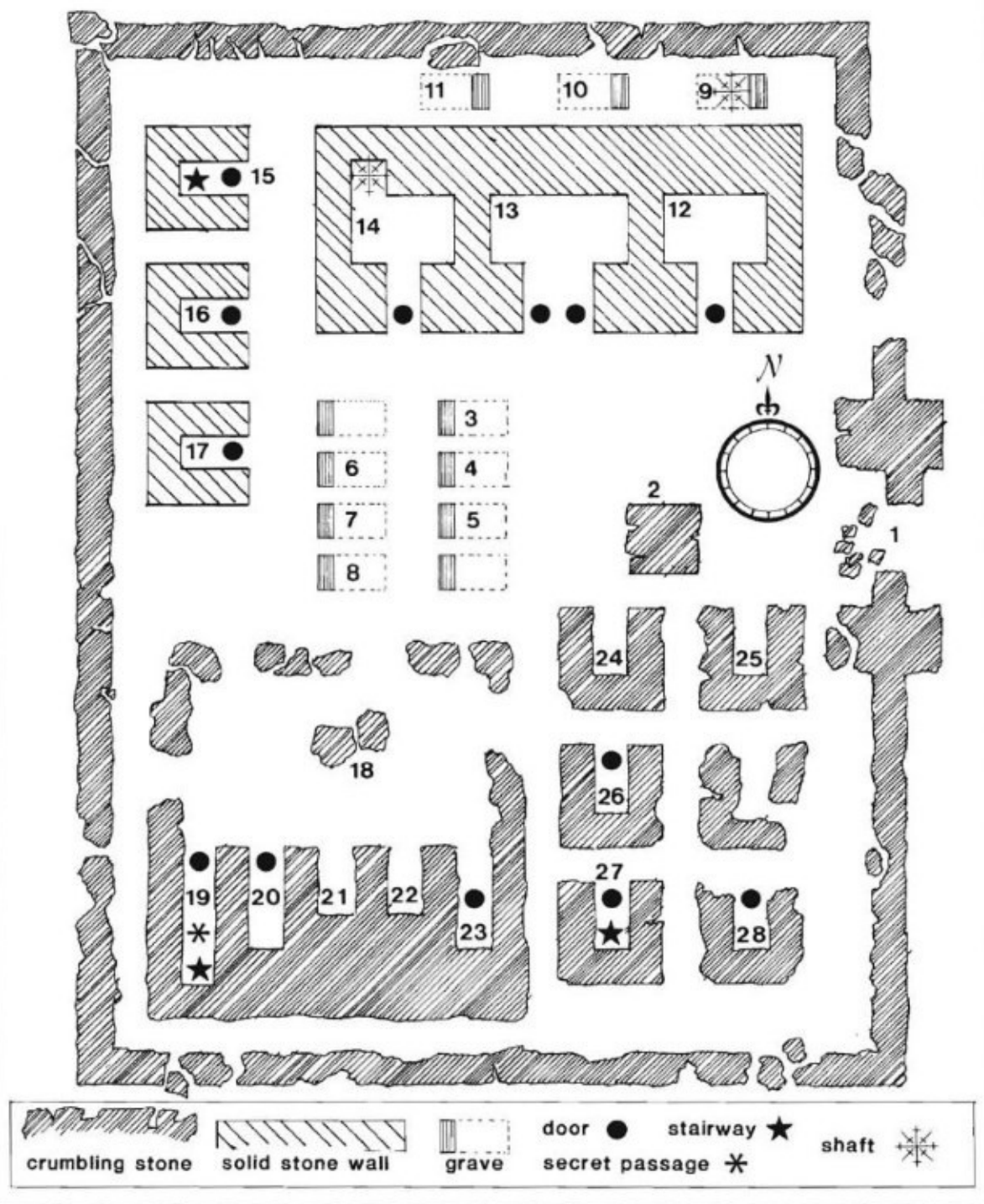
**L2 R8 - L3 R6**

**L2 R15 - L1 R8**

### **Third Level**

**L3 R6 - L2 R8**

# TOMBS OF GERSIDI – Ground Level



**1**

**The entrance way is built on an old stone boat dock. The water is long gone so there is a short climb to get up. On the top of the stone platform are broken round pillars. The archway has fallen into pieces of large stone blocks. If all the blocks are reassembled they will form into this inscription:**

*"The spirits of the Gersidi will never rest, they stand ready to torment and torture the lost souls who dare to trespass or disturb our sacred grounds. Be warned!"*

**2**

**Although missing an arm and half the head, this Slangg statue of a grossly fat human will still cause fear and revulsion. Human characters must pass a strength check or suffer an hour of nervous illness with -1 Skill.**

**3 – 8**

**These are all covered graves. If opened roll for Random Coffin.**

**9**

**Digging will uncover a stone coffin. It cannot be lifted out. It is empty and has a hollow floor. Breaking through will reveal the shaft down to the second level (see Level 2, Room 16).**

**10 – 11**

**These are covered graves. If opened roll for Random Coffin.**

**12**

**There is a thick metal door to this room that is rusted and bolted shut from the inside. Roll for Random Coffins.**

**13**

**These thin metal doors are fitted with two locks (must be picked twice). Inside the area has obviously been plundered. There is a hole in the roof and all but one of the crypts have been opened. Inside the crypt is a well preserved corpse with a gem inlaid dagger worth 6 Gold.**

## 14

The door to this chamber is wide open and the crypts are all plundered. There is a hidden door in the back of the lower left cavity. Once inside the crypt two keystones can be seen by anyone with enough light. Pushing on the keystones will cause a stone to swing back and reveal the shaft going down to the first level (see Level 1, Room 2).

## 15

The mausoleum door opens smoothly. Inside is a single stone coffin built right into the floor. The coffin lid is connected to a mechanism that raises and lowers it. When the coffin is open the inside appears to be empty stone. Whenever the coffin lid is shut the bottom slants downward to a ramp that goes down to level one (see Level 1, Room 16).

## 16

The lock on this iron door is inset and requires 2 consecutive successful rolls to pick and will take eight hours and a lot of heavy equipment to force it open. Inside is a complex wall mosaic in tile that depicts the interior of a temple. Included in the design are 8 gold tiles worth 10 Gold each. Inside the plain coffin is the corpse of an elf. Next to the body is a fine short bow and a quiver of 6 normal and 6 silver tipped arrows.

## 17

The lock on this iron door is inset and requires 2 consecutive successful rolls to pick. It will take the same amount of work to force as 16 above. In the coffin is a well dressed human corpse. If touched all the clothing will dissolve into dust. There is a brassard of silver worth 12 Silver on the man's left upper arm. It is inscribed with a pentangle and the words

*"Boalan Moraker Strength of the Gersidi"*

## 18

In the center of this crumbling building a small portion of a large statue remains. Only the left leg and a piece of the tail are visible. From the cloven hoof of the foot and the spade point of the tail it should be obvious that the statue was intended for something evil.

## 19



**There is a gate to this crypt that will occasionally creak open and shut with the wind, there is nothing but broken bones and some dried blood inside. There is a secret entrance behind a stone block in the back wall. Removing the block will be difficult because there are no edges to grab on to. Once the block is removed an ancient stairway is revealed. The stairs are trapped about halfway down (25') with a tripwire (goes down to Level 1, Room 13).**

## **20**

**The entrance is bricked up with stones and mortar requires a lot of physical labor and noise to break in. Inside is an upright crystal coffin containing a lovely gowned woman. She appears to be in suspended animation. Breaking in will release a disgusting spectral figure who will rise from a desiccated corpse (roll vs Strength to avoid flight) who will recite the following message;**

**"Let all who follow Gersidi lies,  
be tempted by the cleaning death and  
seek the portal through the mirror,  
finding there the truth of dealing"**

**After saying her piece she will start laughing hysterically and will gradually dissipate into nothing. Her laugh will shatter all glass within a 50' radius including potion bottles, etc.**

## **21 - 22**

**These are empty**

## **23**

**A broken stone coffin on the floor. In the back is an old stone door that has not been opened in many years and which will have to be dug out at the base in order to move it. Behind the door is a nest of five giant rats with Skill 5, Stamina 4, Small Bite. Under the rats nest are some rusted bits of armor and a ring of keys that will open the chests in Room 9, Level 2.**

## **24 - 25**

**These are random from the table.**

## **26**

**The door is of metal and must be picked to open. It contains the lavish crypt**



of a baboon dressed in silk garments. It appears recently buried.

## 27

During daylight this metal door is bolted from within. And will take simultaneous successful strength checks of two Heroes to break in, and will warn Quentos Gersidi (See Summary of Monsters) He will let them break in but will be quite upset and will not let them more than halfway down the steps. At night the door is always left open. **NOTE:** Quentos is always a gentleman and very polite. He will be especially attentive to any females Heroes in the party.

## 28

Random Crypt

### **TOMBS OF GERSIDI CRYPTS, GRAVES, AND COFFINS**

**Do not use the random contents table until each of the following coffins have been excavated in sequence.**

#### 1

This wood coffin contains a Zombie (Skill 6, Stamina 6) who is strapped into the box by a strap across his chest. It will remain motionless until someone moves in close enough for a good strike. It will then attack with +4 surprise.

#### 2

Contains a finely dressed noble. There is a silver ring with an onyx stone (worth 10 Gold) and eight silver buttons (worth 4 Silver) on the body. The ring has a secret hinge on top and a small compartment suitable for storing powdered poisons.

#### 3

These are the skeletons of three of the Gersidi children who were buried alive by Quentos Gersidi. There is an intact bracelet with the name *Ardilane Gersidi* on it. This could be used to ward off Quentos if he is confronted with it.

#### 4

Filled with sacks of papers (worthless stock certificates, account books, etc), gold pieces (29 total) and silver pieces (211 total). The coffin is richly carved stone with a heavy stone lid. Lifting the lid reveals a Ward of Curse of the Tomb (Heroes Companion page 75) and will strike who ever opens the coffin.

## 5

This coffin contains the undead form of Muredona, Skill 6, Stamina 6, Small Claw/Bite, Armour Light. A former servant of Chearea Gersidi, she will not attack unless ordered to do so. Anyone can order Muredona around as long as the commands are very simple and easy to understand. She can speak a very little bit and will cringe in fear if the name of her mistress is mentioned.

## 6

Under the hacked-up body of someone dressed in servant's clothing there are some pieces of parchment. If the parchment is put together it will read

*"The Hammer of Lorodil is in a box under some stone floor. I think that it is very near the crypt of Hurton the Chef but I have not been able to find it as yet. M.R."*

## 7

An embalmed corpse is holding a silver chain with a large amulet. The amulet is dedicated to the Rat King God and will serve to protect the wearer from all rat attacks alive or undead.

## TYPE OF CASKET OR COFFIN

- 2-3** Pine box
- 4** Carved stone box
- 5** Black painted wood
- 6** Walnut finished wood
- 7** Iron box
- 8** Marble coffin
- 9** Solid brass casket
- 10** Sack of leather
- 11** Wood with silver ornaments
- 12** Solid silver with gold handles

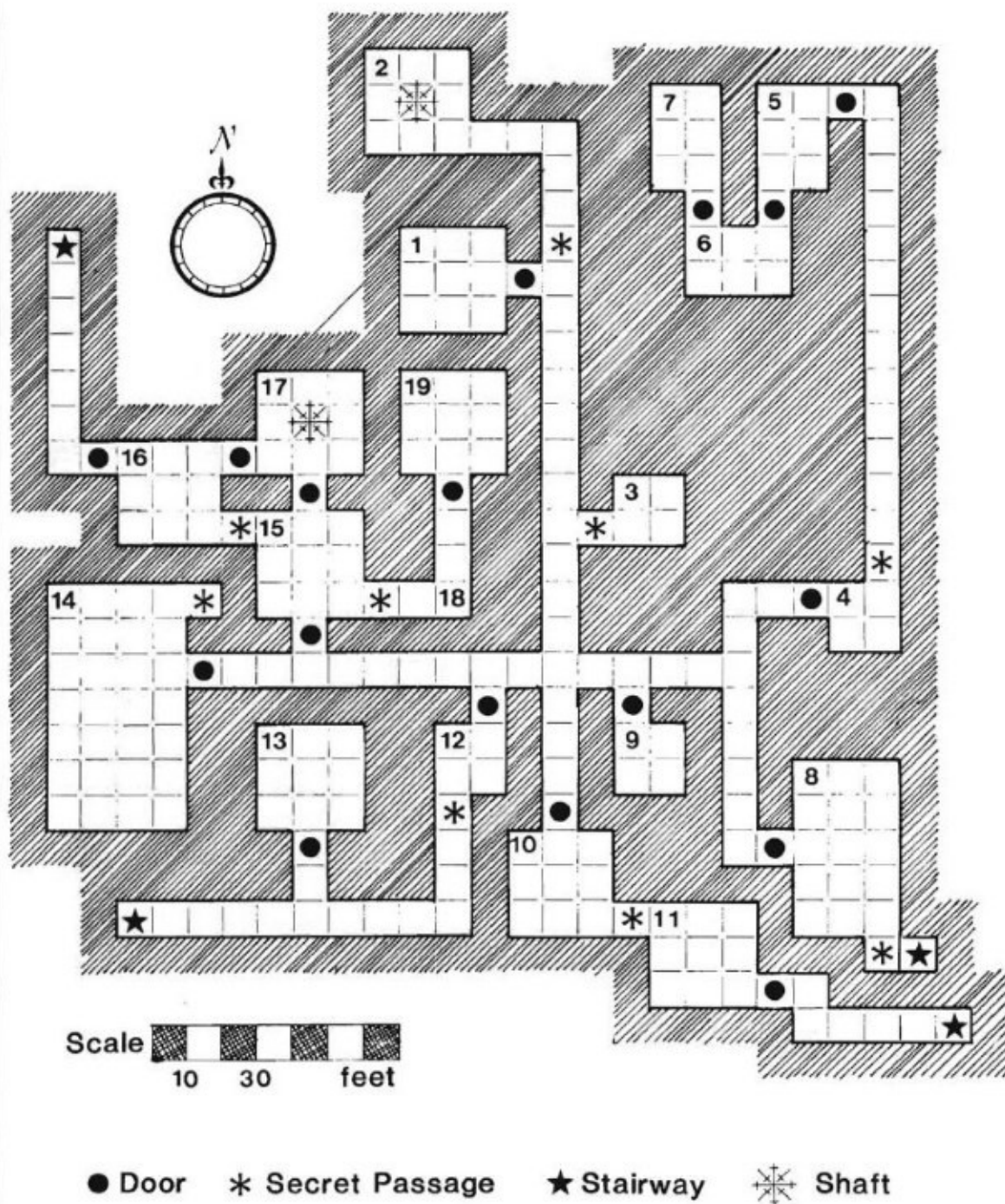
## **SPECIAL FEATURES OF COFFINS AND CASKETS**

- 2-3**    **Rope handles and iron nails**
- 4**      **Brass handles and hinges**
- 5**      **Silver handles and hinges**
- 6**      **Gold handles and hinges**
- 7**      **Opals inset in top**
- 8**      **Gersidi coat of arms on top**
- 9**      **Coffin is locked**
- 10**     **Trapped with Brimstone Vapour(AFF Page 53)**
- 11**     **Has a Strong Sentry Spell to summon Wikolai Gersidi**  
          **(see Summary of Monsters)**
- 12**     **Trapped with a befuddle spell**

## **CONTENTS OF COFFINS AND CASKETS**

- 2-3**    **Human skeleton with sword (1 in 6 chance of animated)**
- 4**      **Corpse dressed with 8 gold worth of valuables**
- 5**      **Logs used as ballast to fake the weight of a corpse**
- 6**      **Corpse facing down with a note attached to the back reading**  
          *"May this follower of perverted Slangg never trouble the Gersidi again,*  
          *Manfro Gersidi"*
- 7**      **1D6+1 gold bricks worth 30 gold each**
- 8**      **A head attached to a straw doll**
- 9**      **Corpse with a wooden stake driven through the heart**
- 10**     **Secret cache of weapons 256 spears and 232 short swords**
- 11**     **Empty**
- 12**     **Human corpses and the ingredients needed for one of the potions that**  
          **can be made with the Cauldron of Obedience**

# TOMBS OF GERSIDI – First Level



**A storage room from the era of Quentos. The stout wood door is locked with a heavy padlock. Inside there are sixty barrels of stagnate water.**

**2**

**The exit is a hidden stone block that swivels on a center axis. There is then a musty hallway that is not well constructed. Violence or carelessness will result in the hallway caving in. The room has a mass grave of skeletons in the middle of the dirt floor.**

**3**

**Bricked up doorway crumbling and easily broken. Inside are the crumbling remains of a bedroom. The cabinet is empty and there is a four-poster bed with worn bedclothes and a sagging Straw mattress. A leather covered chair seems solid but the bottom will cave in as soon as someone sits in it. On the south wall is a covered portrait. It is a well done painting of Manfro Gersidi (with a small brass tag) that is worth 50 gold.**

**The main attraction is on the east wall, a dusty gilt mirror (obscured by dust) about 5' wide and 8' tall. When the mirror surface is clean it will show the room they are in as new and bright, and each of the characters will be in fancy garb of an appropriate type (Bishop for clergy, Merchant for thief, etc.) with fancy jewelry and weapons. They will find that they can go through the mirror and beyond they will be wearing the beautiful clothing. As they pass through, all of their possessions remain behind. On the other side they will be wearing the new stuff and will see only the new things in the mirror. They can easily pass through (naked). When some of them are through or when one of them reaches for the door on the other side there will be a quiet knock on the door. At that point the mirror will no longer be permeable (no sound will pass through at any time), but those in the new room will still be able to leave at any time. At the door is a hunchback named Hoben he will say, "All the guests have arrived and dinner is prepared honored nobles" and attempt to escort the transformed party out of the room. Outside in a balcony, a great stair going down is visible, and a castle interior complete with dining hall and guards.**

**The party will be introduced as:**

**Duke Atanal Ritmoro  
Duchess Katen Ritmoro  
Bishop Oto Reskalin  
Lady Metissa Reskalin  
Friar Breshal  
Guild Master Misshini,etc...**

**They will be introduced to:**

**Lord Miklos Gersidi, Skill 8, Stamina 10**  
**Lady Ofreana Gersidi, Skill 8, Stamina 10**  
**Sir Mitland Frodomo, Skill 9, Stamina 8**  
**Lady Antroa Frodomo, Skill 7, Stamina 8**  
**Archbishop Lobredo, Skill 7, Stamina 8**  
**Lady Annala Mydresk, Skill 7, Stamina 6, etc.**

**A dinner party will commence complete with a sumptuous meal. Conversation will revolve around the new administration of the Duchy and will be quite friendly. Gradually all of the guards and servants, except for Hobert, will leave. At a signal from Gersidi all of the dinner guests will attempt to murder the party (there should be an equal number). No matter what the result ten minutes later there will be a pounding on the front door from the Duke's army. They will eventually break in and either kill or hang everyone left in the place. Throughout the adventure no new characters can get in through the magic mirror nor can the mirror be broken. Damage taken, and even death, will seem totally real until the person or their corpse is brought out through the mirror. Once everyone is out, the mirror will briefly cloud over and the whole thing will start all over again from the beginning. Note that the mirror cannot be moved but that it can be broken so long as no one from the real world has passed through it.**

#### **4**

**This area has been thoroughly plundered. The only remnants are some slightly rusted weapons. The secret door to the north has been used by the priests from the Demonkeep (this means that it should be very easy to find). In the hallway to the north someone has scrawled a prayer to Telak.**

#### **5**

**The open stone doorway is partly blocked by bones of a giant skeleton. Inside are two stripped bodies. There are timbers supporting the ceiling in the room.**

#### **6**

**The heavy stone door is closed but unlocked but will require 2 simultaneous successful strength checks by two Heroes to push it open. Inside is the anteroom to a tomb that was prepared for Shanala Gersidi but never used. There are many ornate carvings on the walls showing guardsmen engaging in obscene acts with a middle aged woman (Shanala Gersidi). There are two gargoyles (see Out Of The Pit page 55), one is placed over each door of the**

**room. They will attack anyone attempting to enter Room 7.**

**Skill 9**

**Stamina 10**

**Attacks 2**

**Medium Claw**

**Armour Heavy**

## **7**

**Four corpses of priests from the Demonkeep have been laid out on a stone altar in front of an open tomb. Prominent on the altar is The Chalice of Kilanirax (see Summary of Treasures for details). It is 40" tall and weighs 30 lbs. The corpses are outfitted with badly damaged plate armor and greatswords. The walls are decorated with colored stones and 10 opals worth 4 Gold each.**

## **8**

**A large arched doorway with double wooden doors (unlocked) lead to the wine cellar of Chearea Gersidi. Inside there are rows and rows of wine racks. There is also a rack against the south wall that hides the secret stairway down to Level 2. See the Summary of Treasures for the contents of the wine bottles. There are 16,000 bottles in the area.**

## **9**

**The doorway is blocked by stone and mortar. This is the tomb of Otoni, the personal assassin of Freana Gersidi. There are thirteen daggers and thirteen strangle cords decorating the walls.**

## **10**

**This room contains a series of six cages. In five of them are the enslaved priests who "killed" Quentos Gersidi. The other cage contains the rotted remains of the head priest. Quentos keeps them barely alive through magical means. He also tortures them in a variety of ways including starvation. The priests (Skill 4, Stamina 4, Small Claw) are all quite mad and will not answer in any understandable way, and will attack if set free.**

## **11**

**The secret hideaway of the vampire, Quentos Gersidi (see the summary of Monsters). The room contains only a single earth filled coffin and a gory religious painting from the religion of Slangg.**



## **12**

**Hunon's Tomb is sealed behind a stone and mortar wall. Hunon was the personal cook for Freana Gersidi. There is a variety of cookware and a set of gold utensils worth 8 GP . The secret door is reached by pulling out the dummy stove in the south wall.**

## **13**

**Hanging from the center of this bare stone room is a mummified figure. He is hung by an iron ring set in the ceiling and a typical hangman's noose. There is a small empty cask knocked over in the far corner. A hidden compartment is located directly under the hanged man. Careful searching will reveal that the stone block is somewhat loose. After pulling out the block and digging in the dirt beneath there is an old iron chest containing the Hammer of Lorodil (See the Summary of Treasures).**

## **14**

**Dominating the room is a Slangg statue of a bald grossly fat human with a forked tongue hanging from its bloated face. A slow burning fire lights the room from a sacrificial pit at the feet of the statue. A low bench attached to the walls runs all the way around the room. Under the bench in the north of the east wall there is a small dark opening concealed by shadows. Crawling through the passageway will lead to Level 2, Room 5.**

## **15**

**From the hallway the door appears to be well oiled and in frequent use. The door has a complicated inset lock that requires 2 consecutive successful rolls to pick. Inside is the dining area for Wikolai Gersidi (see the Summary of Monsters) and her pets. The only furnishings are torches on the walls and a large wooden table covered with dried blood. At frequent intervals the calling of the undead Obligath can be heard. The north door is unlocked. Turning the torch brackets on the south end of the east wall or the north end of the west wall will open the secret stone doors. If the west door is opened the Obligath will attack anyone in the room at once.**

## **16**

**The undead Obligath of Wikolai Gersidi have their kennels in this room. The two Obligath are Skill 10, Stamina 7, Large Bite, Armour Medium. The two**



doors out of the room have only simple latches. The secret passage in the south part of the east wall can be opened only from the other side. The corridor to the north leads to the bottom of the ramp from ground level, Room 15. There is a keystone in the ceiling just to the north of the door that will cave in the entire corridor.

## **17**

In the center of the room is a 10' X 10' opening. This shaft drops through Level 2, Room 3 and on down into Level 3, Room 3. The floor of the room is covered with slippery grease and slants down towards the central shaft on a fifteen degree angle. Anyone losing their balance will tend to slide right into the pit.

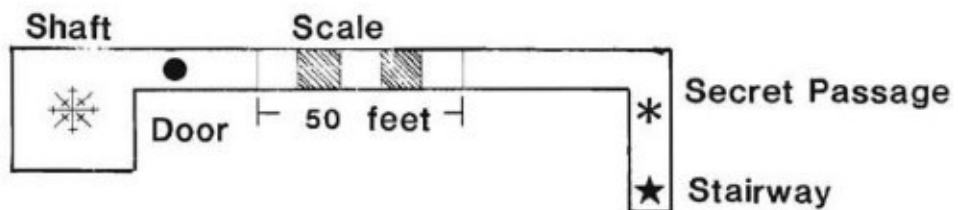
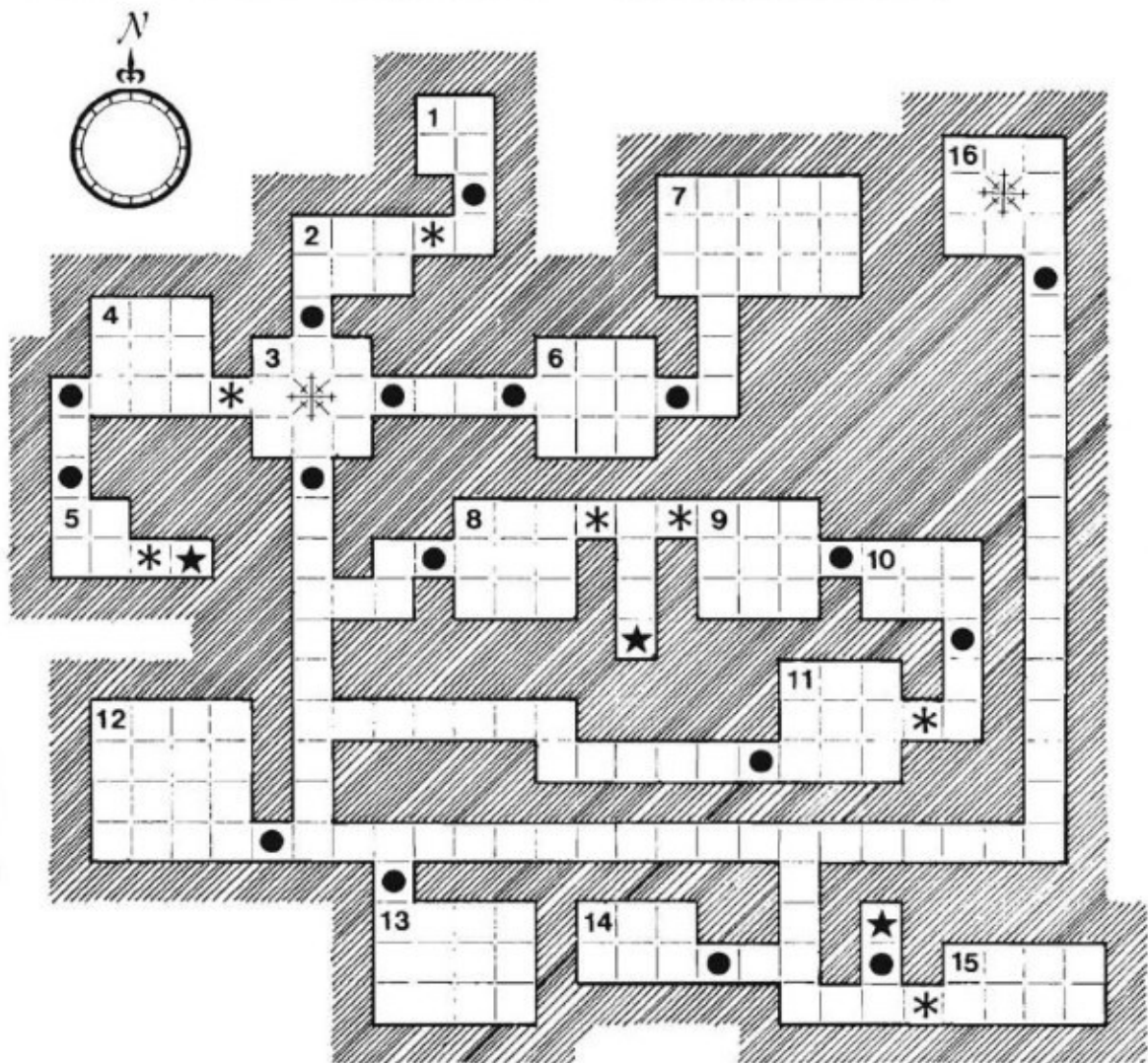
## **18**

Beyond the low doorway revealed by the secret door there is a small, dark passageway. In the floor of the corner of the passage there is a pressure plate that triggers the fall of a huge stone block from the ceiling.

## **19**

This door is of heavy timbers and has both a regular lock and a padlock on it. Inside there is a lovely coffin made of pure silver and decorated with gold in the northeast corner. It is open and filled with dirt. In the northwest corner is a large locked chest containing forty different outfits of women's clothing and, at the bottom of the case is the rune sword Death Kiss (see Summary of Treasures). To the right of the door, on the south wall, there is a chest of drawers. On the top is a small portrait of Kinelos Gersidi. The jewelry is in the top drawer. There are 5 rings, 6 necklaces, and 5 bracelets worth 20 gold each. At the bottom of the drawer is a flat box with a black velvet lining containing a tiara worth 150 gold. The middle two drawers hold a variety of silk undergarments.

# TOMBS OF GERSIDI – Second Level



**1**

**The short corridor is inhabited by Two Undead Giant Spiders (Skill 7, Stamina 8, Attacks 2, Large Bite, Armour Light) controlled by Wikolai Gersidi. They will attack any living creature but will ignore undead.**

**Inside is the undead servant of Wikolai Gersidi, Diabal a Stench Ghoul, Skill 8, Stamina 9, Small Claw/Bite, Armour Light The creature's rotting flesh smells so foul that a strength check must be made to avoid retching (-2 skill for 2 attack rounds).**

**2**

**Three table fitted with manacles at the corners are lined up in the room. These are feeding areas for sadistic undead. The east wall is covered with a cloth hanging. There is a closed unlocked door behind the hanging fabric.**

**3**

**Both ceiling and floor are pierced with the 10' X 10' shaft going up to Level 1, Room 17 and down to Level 3, Room 3. As with the room above, the floor slants to the opening and is smeared with grease. The doors to the north, south and east are all locked normally. The way to the west is a poorly disguised secret door (painted to look like stone).**

**4**

**This areas floor is earthen with timbers holding up a wooden ceiling. At the far door there is an Undead Grizzly Bear attached to the doorway on a long iron chain. He is totally savage and will attack anything.**



**Skill 10**  
**Stamina 14**  
**Attacks 2**  
**Large Claw/Bite**  
**Armour Light**  
**+1 Damage Roll**

**5**

**Viewers will experience a sort of double vision. In one sense they will see an empty stone room filled with dampness. In another way they will see a room filled with spectral blue furnishings and the ghost of Kinelos Gersidi (see Summary of Monsters). Hidden under a floor stone is the Ebony Sword (see Summary of Treasures). Kinelos will promise the sword to anyone who kills Freana Gersidi and do very little else unless attacked or insulted. When Freana is destroyed he and the spectral room will cease to exist. There is a secret door in the east wall.**

**6**

**The short passage has a temperature below freezing. Once the unlocked inner door is opened a vast winter forest under open cloudy skies will be revealed. In a short while the strange hag, Alstay the Bonestealer will slowly trudge over to them. She appears to be very old and speaks in a creaking voice. She**

**will offer to lead them through the forest in exchange for a single bone extracted from each person's body. She will operate and cut out the required bone without doing any other damage. Although she will allow them to select which bone is to be removed, the pain involved will vary according to how nice they are to her. If at any point they attempt to attack her she and the winter forest will vanish and they will find themselves back in the entry corridor. Once she is paid (and she accepts no other currency) she will wave her arm and the doorway to the next room will appear. On the return trip she will expect another payment.**





**7**

**The floor of the 50' X 50' room is covered with concentric circles of bones. There are 5 circles spaced 5' apart. Each of the circles has bones piled up three feet high. In the very center of the room is Viscor's Bone sitting in a**

**chalk pentagram. As soon as someone enters the room the Bone will start creating skeletons from the bones. It will create one random skeleton from the table below every 2nd combat round. All the skeletons will continue forming and attacking until someone seizes the bone and uses one of the Power Words (see Summary of Treasures).**

**1 Giant Rat Skeleton, Skill 4, Stamina 4, Small Bite**

**2 Human Skeleton, Skill 6, Stamina 5, Small Claw**

**3 Orc skeleton, Skill 5, Stamina 6, Small Claw**

**4 Wolf Skeleton, Skill 7, Stamina 6, Small Bite**

**5 Bear Skeleton, Skill 8, Stamina 8, Attacks 2, Large Bite/Claw**

**6 Giant Skeleton, Skill 9, Stamina 8, Attacks 2, Large Claw**

**8**

**Locked arsenal of ancient and rusting weapons. 150 Pikes, 120 Spears, 60 Greatswords, 100 Short Swords, 240 Shields, and 40 Daggers. The secret door in the west wall leads to the stairway down to Level 3, Room 6.**

**9**

**There are sixteen chests stacked in the middle of this padlocked room. All but three of the chests contain the crockery, kitchenware of the Gersidi family. Each item has the Gersidi seal and the whole lot is worth 350 gold. The top chest is padlocked and has two dart traps (1D3 damage each). Inside are 30 gold pieces, 6 scrolls of philosophy worth roughly 20 gold each, and a seventh scroll that lists the first five Power Words of Viscor's Bone, (see Summary of Treasures) and a description of all its various powers. But it does **NOT** tell which word activates which power.**

**10**

**This room is filled with Three Undead Giant Rats, Skill 6, Stamina 6, Small Bite. They will attack any living thing but ignore any kind of undead.**



## 11

**This room is totally empty. The only feature is a square opening about 6" X 6" in the south wall. When something touches the back of the opening a stone slab will drop down and trap anything in there. When the trap is sprung Wikolai Gersidi, (see Summary of Monsters) will be alerted by a strong Sentry spell, and will appear within 4D6 minutes, it will take 3 simultaneous strength rolls to move the stone slab. The exit in the east wall must be broken in through a thin area of the stone wall.**

## 12

**Crypt area contains 8 sealed crypts. Roll for random coffins.**

## 13

**Outside the door there is a 20 foot ladder lying on the floor. The door is held with a thick bar on the hallway side. Inside there is a 25 foot drop-off to the floor. The area is empty and was used for holding prisoners.**

## 14



**After opening the locked door there will be many gauzy cloth hangings blocking the way. Inside there are four Silver candelabras worth 10 Gold each lighting an open stone coffin. The coffin is built into the floor and contains a well preserved male corpse. The corpse has been dressed in feminine clothing and is wearing heavy facial make up. There is 400 gold worth of jewelry on the corpse in rings, necklaces, bracelets and pins. The corpse is the favorite son of Shanala Gersidi (see Summary of Monsters) and she will appear as soon as the door to the room is touched.**



**15**

**Shanala Gersidi (see Summary of Monsters) constantly patrols the hallway between this room and Room 14. She will confront any intruders and spare only those who promise to give life back to her beloved son Ulanel Gersidi. Inside her secret chamber there is a badly mangled doll made up to look like Taron Gersidi. She also keeps her book with the instructions for**

**operating the Cauldron of Obedience here.**

## **16**

**Outside the door of this room are the badly mutilated bodies of three orcs from the second encounter group, they are slumped against the wall and look like they have bled to death. A trail of green blood is leading to the door. There is a 50% chance that one of the dead orcs is carrying a list of the first four power words from Viscor's Bone and a description of the Bone.**



**Five mutilated orc bodies litter the room floor. Trapped in this room is the spectre (See Beyond The Pit page 130) of Freana Gersidi (see Summary of Monsters) Although she cannot leave this room she could enter the body of a willing person and be taken out. Anyone entering the room will be attacked until there is but one survivor. Heroes can escape combat and the room in the usual way. The survivor or anyone entering alone will be subject to threats and promises in return for their cooperation.**

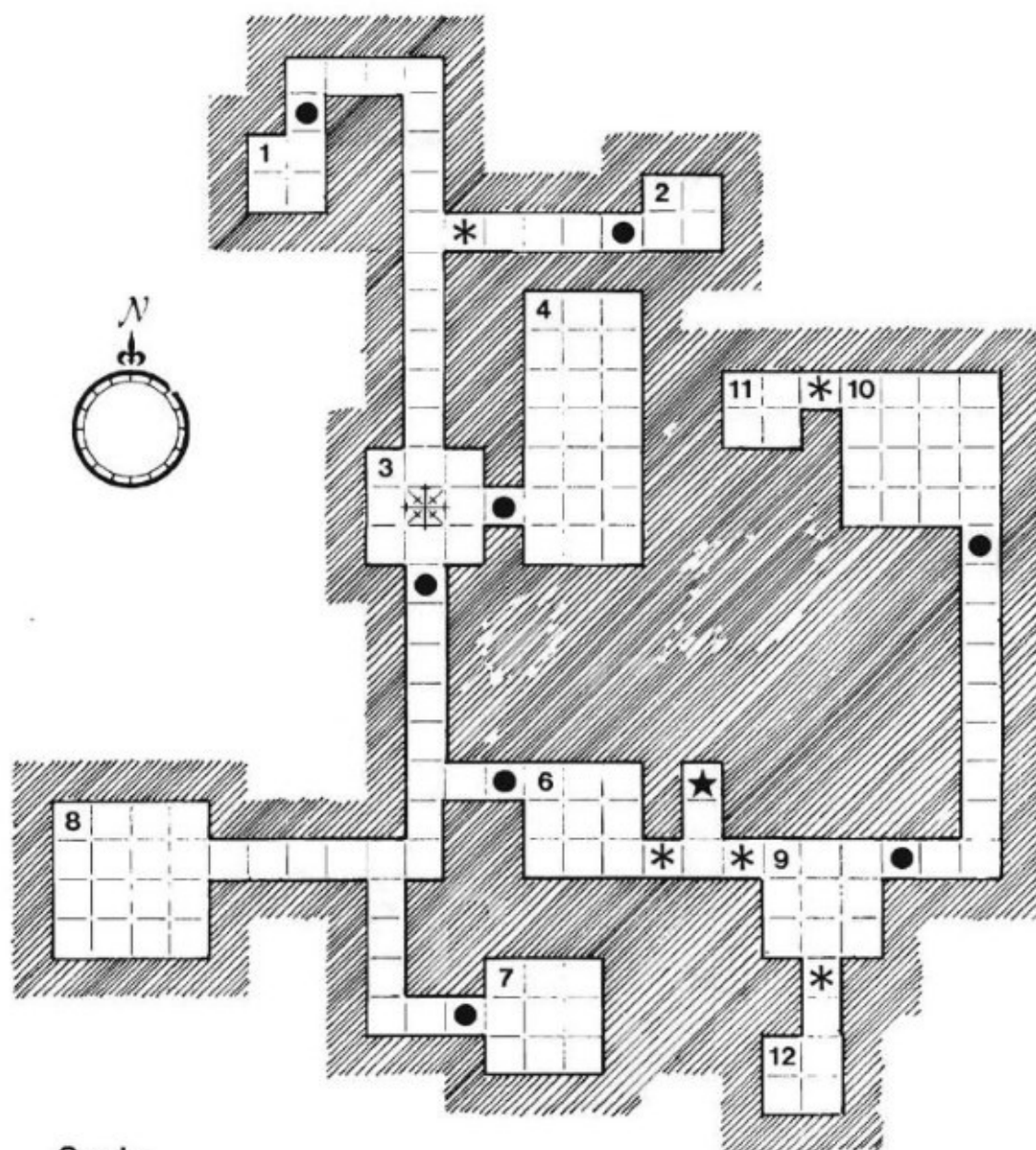
**Skill 10**

**Stamina 10**

**Attacks 2**

**Large Claw**

# TOMBS OF GERSIDI – Third Level



Scale

0 20 40 60 80 feet

● Door

\* Secret Passage

★ Stairway



Shaft

## **1**

**The main chamber of Chearea Gersidi (see Summary of Monsters). All along the walls are shelves with small potion bottles. These at one time contained pure poisons and magical potions but have since degenerated. Chearea has also mixed quite a few of them together in her years of madness. There are fading labels on each bottle, roll to see which label for each bottle. And roll again for the actual contents.**

**1 Firebush Poison**

**2 Potion of Magic**

**3 Potion of Luck**

**4 Potion of Stamina**

**5 Potion of Skill**

**6 Potion of Anti-Poison**

## **2**

**The top half of this wooben door has a padlocked hatch in it. Beyond this door is a room full of bones almost waste deep, the bones will spill out into the corridor as as soon as it is open. Hidden among the bones are 2 very hungry Carrion Bugs.**

**(Beyond The Pit Page 27)**

**Skill 7, Stamina 6, Armour Med, Large Bite**

## **3**

**Greasy bottom of the shaft coming down from Level 1, Room 17 and Level 2, Room 3. The landing is hard stone. The south wall is dominated by an 8 foot tall and 5 foot wide stone door. The door is barred with a split tree trunk on the north side and has a large rune rendered in red glowing lines. A successful Magic Lore Test would quickly discover that the rune had been placed in order to keep out something terrible from the other side of the door.**

## **4**

**This locked room contains the servants of Chearea Gersidi (see Summary of Monsters). The group of Three soldiers are animated Skeletons Warriors(Out Of The Pit Page 103) wearing their former armor. They will not attack unless**

ordered to by Chearea. One will attack with a short sword. The second is armed with a Long bow and short sword. The forth Warrior is the remains of Alhambra Otmi and is armed with a greatsword. The Warriors are capable of grinding slow speech and have been made to serve the perverted whims of Chearea. If they are released from their spell or if Chearea dies their skeleton bodies will dissolve at once leaving only the armor and weapons behind.

**Skill 8**

**Stamina 6**

**Armour Medium**



### **ULTIMAX DEATHSTONE REGION (Rooms 6, 7 and 8)**

This area is infested with deformed growths of fungi and worms. The Ulimax Deathstone (See the Summary of Treasures) will allow nothing to really die in the immediate vicinity. All the rooms and corridors are filled with waist deep purple fungus. Huge sheets and plumes of fungus also protrude from the walls. There are also enormous worms (up to 12' long) swimming through the fungus but they are completely harmless and easy to kill (temporarily). The Manfro creature also runs through the area. It appears as a centipede made up of 85 human bodies connected chest-to-back. It will attack with its hands as its finger tips have been chewed off to form bony claws, and by running and curving itself around the victims. The front or rear end is a toothed maw which

**will attempt to attach itself to any human sized torso. Killing the front or rear bodies will only cause them to fall off revealing yet another maw. Destroying one of the interior bodies will cause the creature to split into two creatures with the front and back maws. Each body segment is Skill 6, Stamina 6, Medium Claw, Armour Light. If the creature wins a combat round with of roll of Ten or better the maw attaches itself to the Hero and the Hero takes 2 Stamina damage(No Armour Roll) every combat round until dead or until the body containing the maw is killed.**

## **6**

**Abandoned crypt area with only empty crypts.**

## **7**

**There is a very large Slangg statue in the room. It will seem to be alive with its long forked tongue moving in and out of its mouth, but it is actually covered with living, moving flesh.**

## **8**

**In the center of the room is the Ultimax Deathstone (see Summary of Treasures). The power of the Deathstone should be immediately felt by anyone in its presence. The fungus is so thick here that Heroes will have to wade through a wall of it to get to the inner circle with the Deathstone.**



## **TARON GERSIDI REGION (Rooms 9, 10 and 11)**

**This is the private area of Taron Gersidi (see Summary of Monsters). He will be present on a roll of 1 on 1D6. At all other times he is either gone through the magical portal or is deeply involved in complex spell casting. When he is not present three live Baboons will patrol the area Skill 7, Stamina 7, Armour Light, Large Bite/Claw.**



### **9**

**This is the extremely messy personal quarters of Taron Gersidi. It contains a bed that has not been used in many years, a chest of rotting clothes and personal gear, and a dusty mirror that is badly cracked.**

### **10**

**In the center of this room is an inlaid pentagram. Candle slots are already filled with black candles and everything is prepared for a summoning. Just to the north of the pentagram is a workbench with writing instruments, tinder box, and 14 blank scrolls, and a scroll with instructions for the use of the Cauldron of Obedience. There is a button inside one of the candle slots that will open the secret stone door to the passage to Room 11.**

## **11**

**This chamber contains the dreaded Cauldron of Obedience (see Summary of Treasures).**

## **12**

**This is the treasure room of Taron Gersidi. Concealed under a stone in the floor is a chest containing the Gersidi family jewels (see Summary of Treasures). Waiting in the rooms is a Undead Giant Snake, Skill 12, Stamina 16, Attacks 3, Armour Medium, Large Bite. The snake is 40 feet long and will strike with its fangs. If struck(first time only) by the fangs a Luck test must be passed or the Hero will suffer paralysis for 1D6 combat rounds.**



## **SUMMARY OF MONSTERS**

### **Chearea Gersidi**

**Chearea has grown to 6' 4" tall and 300 pounds through the use of a special wine that she formulated. This wine has succeeded in making her ageless but has also driven her quite mad. She has Skill 9, Stamina 14, Med Claw/Bite, +1 Damage. Because of her special skin she can be hurt only by silver or magical weapons. She is completely under the power of Wikolai and has only will enough of her own to attack any strangers who approach her. She will always wander the hallways or Level 3 and will appear within 2D6 minutes of anyone making noise in Room 3.**

### **Freana Gersidi**

**Years after her death the body and soul of Freana were brought back in an experiment of Shanala's. She managed to escape the imprisonment that Shanala imposed on her by making a pact with a spectre and joined her soul with it. Shanala and Quentos managed to work together to magically imprison her in the room she is now in. She will attack anyone entering unless they are alone or until only one person remains in the room. She will then try to make a deal with them. The bargain would be that she would be allowed to enter their body long enough for her to leave the room (thus breaking the spell). She will promise any number of things in exchange for the use of a body but anyone agreeing to it will permanently be joined with the spectre.**

### **Kinelos Gersidi**

**This Ghost of Kinelos Gersidi has been confined to one room ever since his death. He is only interested in the killing of Freana and any other topic of conversation will be ignored by him. In this case there is nothing that can be done to injure or dispel Kinelos. He is capable of no attacks other than Aging. Any character who irritates Kinelos (by interrupting, being disrespectful, attempting to attack, etc.) will be aged 2D6 years**

### **Quentos Gersidi**

**Quentos is a vampire, Skill 12, Stamina 20, Attacks 3, Small Bite/Claw,+1 Damage Roll, Armour Light. At 5' 3" tall and somewhat rotund he is a rather charming and inoffensive looking person. He will always be well dressed in matched tweed jacket and pants. He will speak gently and pleasantly to anyone as long as he is not being threatened. He is also always ready to lend a hand in helping to carry the loot, or any other manual labor but he will not participate in any fighting unless one of his favorite females is threatened. If questioned about his religious persuasion he will talk about Slangg and will**

speaking of his survival through the dark days of Freana as though Slangg were responsible for saving him. Quentos can approach Heroes anywhere in the tombs. He is interested in female companionship and will charm and take away a woman for a few hours at least once a day. If challenged he will politely ask that they question the lady concerned (who will always be willing to go with him). Small puncture wounds will appear in the necks of his "dates" but they will always be ecstatic and a little vague about the good time they had with him.

### **Shanala Gersidi**

Totally obsessed with the memory of her dead son, Shanala will always be ready to make deals with those who promise to bring him back to life. She is also very eager to get the Cauldron of Obedience back into her possession and will make deals with anyone interested in taking on Taron Gersidi. As a ghost she will appear to be a transparent shimmering blue female figure. She is capable of any Wizardry spells and as a Ghost physical attacks will not harm her. She can only be banished by the total destruction of the corpse of her son.

**Magic 8**

**Magic Points 12**

**Fear (1)**

**Befuddle (1)**

**Illusion (1)**

**Fog (2)**

**Lightning Blast (4)**

**Wall Of Power (6)**

### **Taron Gersidi**

In spite of having turned into a vampire, Skill 13, Stamina 22, Attacks 3, Small Bite/Claw,+1 Damage Roll, Armour Light. Taron is still an active researcher into the magic of Conjuraton and Necromancy. He wears dingy old work clothing and is always distracted with his current work. He will attack any intruders into his area, but will not follow them outside of it. If he is sufficiently irritated then he will summon up a Fire Demon or two to hunt down the intruders. Taron will negotiate only if offered some valuable prize such as the Dragon Chalice or Death-Kiss. He already considers himself the owner of the Deathstone.

### **Wikolai Gersidi**

Prior to becoming a vampire Wikolai was a skilled assassin, Skill 11, Stamina

**16, Attacks 3, Small Bite/Claw, +1 Damage Roll, Armour Light. She still uses all her assassin skills quite well and always carries four daggers on her person. Wikolai is interested in the blood of any attractive males of human, dwarfen, or elven race. She will charm them into coming with her and will extract 25% of their Stamina in blood every time she takes them away. She will never take more than one Hero a day. She is hostile towards Quentos but she will not confront him directly. She will punish any intrusion on her personal quarters by kidnapping one of the party and threatening to kill them unless full restitution is made. She is quite good looking and (like Quentos) is not immediately recognizable as being a vampire or undead. She is always arrogant but will talk if approached diplomatically.**

## **SUMMARY OF TREASURES**

### **Cauldron of Obedience**

**This black metal pot is four feet in diameter, 3 feet high and weighs 650 pounds when empty of contents. It sits on three stubby metal legs which are sheathed in silver and is banded with the twelve major magical symbols rendered in silver. In order to use the Cauldron a sacrificial victim must be slain and mixed with the blood of a Netherworld Demon. Any person drinking from this concoction will be able to control the Cauldron.**

**The following spells can be cast through the Cauldron by anyone with control over it:**

- 1. Ritual of the Cursed Soul**
- 2. Ritual of the Flaming Nightwing**
- 3. Ritual of Unshaped form**
- 4. Ritual of the Nightmare mount**
- 5. Ritual of the Featureless Shade**
- 6. Ritual of the Elemental plane**
- 7. Ritual of the Shadow Hunter**

**In addition the Cauldron can be used to concoct any of the following potions provided the associated ingredients are used:**

#### **Potion of Slumber**

**Effect - Confers 2D6 hours of sleep.**

**Ingredients - Boil together six gallons of fresh blood with one live Pixie for each 12 vials of potion.**

#### **Potion of Tongues**

**Effect - Allows the drinker to understand any language for 2D6 hours.**

**Ingredients - One gallon of water and one pint of Elf blood for each 3 potions.**

#### **Potion of Truth**

**Effect - For 1D6 hours the victim must speak truthfully and answer all questions.**

**Ingredients - Six live frogs and one pint of Dwarf blood for each 2 potions.**

#### **Mist Potion**

**Effect - Turns the drinker into a fine mist for 1D6 hours.**

**Ingredients - The tail of a mermaid and two pints of Human blood are needed for 10 potions.**

### **Potion of Suspension**

**Effect - Puts the victim in a state of suspended animation until magic is dispelled.**

**Ingredients - Each pint of blood from a Changeling will yield four potions.**

### **Potion of Obedience**

**Effect - The most devastating power of the Cauldron of Obedience is that of enslaving any intelligent being who drinks of a potion made following the directions below. It is so potent that placing a gallon of the potion in a river upstream from a city will enslave up to 80% of the population that drinks the water.**

**Ingredients - The beating heart of a Gold Dragon mixed with a Unicorns horn will yield five gallons of the potion of obedience.**

## **The Chalice of Kilanirax**

**The Chalice is a 40 inch two-handled cup made of pure silver and plated with gold. The gold has been scratched out to illustrate a silver dragon (Kilanirax) curving around the chalice. There are two carat sapphires showing the eyes of the dragon. The whole thing weighs 42 pounds and has a capacity of 4 gallons. By drinking different fluids from the chalice there are different effects on the consumer. Each effect will only work once for each drinker each day.**

**1. Drinking wine removes any curse or charm**

**2. Drinking brandy or any strong brew will restore 1D6 Stamina**

**The fluids will only work if drunk directly from the chalice. Liquid left in the chalice and later drunk from, for example, a wineskin will not work.**

**The chalice is completely filled with gold or more valuable treasure (at least 1,000 gold worth) then the loot will disappear and Kilanirax will speak through the chalice. Kilanirax may transmit spells or breathe through the opening of the chalice if he chooses to do so after negotiation. Although Kilanirax is principled he will never return any treasure and will not feel obligated to perform any action.**

## **Death-Kiss the Rune Sword**

**This sword was the property of Mok A'Tal and is aware of his death. The sword will be found inside an iron chain sheath. The chain is interwoven with silver to form a special ward of preservation on the contents. This ward prevents the sword from acting in any way while sheathed. The sword itself is two handed with a straight crosspiece. The pommel is a heavy 'thorn' of sharp pointed steel. The handle is covered with twisted leather and has a loop of leather placed to be worn around the wearer's left wrist. At the center of the crosspiece there is a two inch wide faceted topaz. On the other side of the sword from the gem there is a circle of gold with the following runic inscription.**

*"Death is the softest kiss"*

**Once drawn from the scabbard the amber metal will ripple with a slow shimmering glow. Complex and powerful runes are inscribed along the length of both sides of the blade. The persona of Death-Kiss will start speaking to the person holding her as soon as she is unsheathed. The soft, sensuous feminine voice will request gently that she be relinquished if held by a selfish character. If refused, she will simply start killing the character with 1D6 damage each round (a pleasurable sensation). If the character holding her is acceptable (ie. non-selfish) then she will ask if she is being held by her new owner. If the answer is yes then she will identify herself. Once she has a new owner she will not allow herself to be used by anyone else until the death of the owner or until told by the owner that she is to be transferred to someone else.**

**Death-Kiss is an indestructible Rune Sword. She will add an extra attack every combat round for her owner and adds a +1 bonus to all Damage Rolls on an attack. She also does an extra one Stamina damage from Soul Eating. The victim will never feel any pain from a Death-Kiss wound in fact the sensation is so pleasurable that after the first hit the victim must roll under Skill to avoid being immobilized for the following attack round by the shock of the sensation. Any creature killed by Death-Kiss also has its soul consumed by the sword, making any kind of resurrection impossible. Death-Kiss especially likes selfish souls and will request more of them after a kill.**

## **The Ebony Sword**

**Sheathed in a two-piece wooden scabbard that completely covers the sword, this sword is one solid piece of ebony wood. While the sword functions as a normal short sword in all other respects it adds a +1 bonus to the users Attack Strength and a +1 bonus to all Damage Rolls.**

## **Wine Cellar of Chearea Gersidi**

The only person who ever knew the real contents of these bottles was Chearea. Since her final mistake, each of the bottles selected will be strictly random according to the following tables.

### **Origin of Wine**

**1** Brice **2** Gallantaria **3** Kakhabad **4** Lendleland **5** Ruddlestore **6** Analand

### **Type of Wine**

**1** Vermouth **2** Liquor **3** Red **4** White **5** Beer **6** Champagne

### **Possible Poisonous Effects**

**1 - 4** Nothing **5 - 6** Poison Effect

### **Poison Effects**

- 1** Too sick to move for 1D6 hours
- 2** Sleep for 3D6 hours
- 3** Character starts seeing imaginary things for 2D6 hours
- 4** Take 1D6 Stamina damage
- 5** Loss of coordination -3 Skill for 1D6 hours
- 6** Loss of sight for 1D3 days

## **Gersidi Family Jewels**

Over the years the following gems have been collected into the Gersidi's main treasure trove:

- Matched set of 6 emeralds (worth 150 Gold)**
- 15 opals (worth 5 Gold each)**
- 10 Gold Chains (worth 10 Gold each)**
- Diamond earrings (worth 200 Gold for the pair)**
- Ruby inlaid Gold Necklace (worth 60 Gold)**
- Ring with one inch wide opal (worth 150 Gold)**



## **Hammer of Lorodil**

**This is a holy weapon of the god of volcanoes. It acts as a war hammer and does + 1 for Damage Rolls, or does +2 Damage to Demons when wielded by a dwarf. It will appear to be an ordinary workman's sledge hammer with an iron head and a wooden shaft. There is a small symbol of Lorodil on the side of the head.**

## **Ultimax Deathstone**

**The Deathstone is a four inch long irregular green stone inscribed with arcane symbols. Anyone seeing it will immediately realize that possession of the stone confers immortality. While in sunlight it is harmless but the darkness causes certain powers of the stone to act automatically. All dead creatures will receive 5 Stamina Points every night they are within twenty feet of the Deathstone. If the Deathstone remains anywhere for more than 24 hours an inch of purple fungus will start to grow over every stationary thing within 100 feet and will continue to grow at an inch per week. Any creature holding the Deathstone while receiving damage will get the Stamina back but in undead form.**

## **Viscor's Bone of Power**

**Viscor's Bone appears to be an eighteen inch thighbone. All undead will be aware of its presence within 50 feet, and will lust after it. It has the following powers triggered by power words and, in some cases, fresh blood:**

**ACBA YIN AGA - Create Skeleton (requires a full set of bones)**

**ERVA YIN AGA - Animate Dead (requires fresh blood on the bone)**

**LICTALON - Speak with Dead**

**PEIN ACBA - Summons Nightgaunt**

**ERVA ACBA - Summon Nearest Ghost (requires fresh blood on the bone)**

**LO KUM - Summons Netherworld Demon (requires fresh blood on the bone)**

## *Heroes Handout*

I, Quallnar Varik having been witness to many wondrous and mystic sites do wish to make known to others of my profession wishing to gain great wealth some of the discoveries of my researches into the evil Gersidi. Let my children and the offspring of my sister be wary for many have lost life and even soul in quests of these shiny treasures.

The first of the Gersidi in Mauristolia was Kinelos Gersidi, he who first opened the ground in the putrid soil of the Gersidi valley. It lays a fast two days walk along a stream that flows northwest from the high pass. You will know this stream from the reddish pebbles therein and you can find the evil burial grounds by the crumbling stone dock that stands far from where the water now flows.

Kinelos Gersidi did make his money by promising free passage and safety out of Analand to harmless tradesmen and pilgrims, Kinelos would then strangle or drown them and with their riches he built his estate. He styled himself the marquis de Gersidi in imitation of his betters. By the time of his death his wealth extended to serfs and craftsmen and much land. His family then fell to bloody argument, as I pray to Urel that my good folk never do! But when the lives of many cruel and foul Gersidi were ended by those superior in cruelty and foulness then the spinster sister named Freana did rule the family. She then fell to murdering many other possible rivals until she was finally dispatched by her favorite nephew and conspirator named Quentos Gersidi. This Quentos was a dabbler in the dark arts and a practitioner of the perverted religion of Slang. His lust for blood was never sated and finally he was ended or transformed by the ministrations of his priests of Slang. It is said by some that he was to become a vampire which drinks the blood of fair maidens but I believe it not and take comfort in the goddess Libra and Urel who have been good to me. Then a holy mystery brought the upright man named Manfro Gersidi from somewhere in the south. Some say he was a sorcerer but I say he was a good man who would have cleansed the name Gersidi. It was his own daughter, corrupted by the perverse priests of Slang who committed patricide and slew her own father with some demonic poison (missing entry).

(resumes) guard of all their lands. Then Shanola used a circle of witches and formed the cauldron of obedience and she used this foul thing to conjure all manner of unnatural beasts and none of the other Gersidi could defy her in any way because of the power of the thing. She delighted in the slaughter of her Father and her Aunt but still would conjure them up from the dead so that she might receive advice from them. When she finally was lost or fled to the hell where her immortal soul belongs only six Gersidi were left upon this earth with mortal flesh. The last ruler of the Gersidi was a master in the foul arts of necromancy. Taron Gersidi killed all that remained of the Gersidi family and drove away all the folk of the region until not a single living thing would come within a day's travel of the tombs of Gersidi. It is said that Taron made some cursed arrangement with the underworld.....But who could have learned this I do not know and so I will not tell of it.

No true human set foot upon Gersidi land for many years. Then seekers began to listen to rumors of the wealth and power that could be found there. The first to go was the great warrior Mok A Tal with his great rune sword Death-Kiss. His shieldman, Alhambra Otmi, is said to have asked him to go but was refused and went with his master in fear and dread. But all their great skill and stamina availed them not for they went into the tombs and never returned. It was the Riddlestone king that decided that those of priestly garb could stand the terrors of the place. He sent a group of warrior priests from the Demonkeep. With the holy band was the sacred chalice of Kilanirax and neethes it not any of the priests were ever seen again.

Then some 41 years before this day of writing mine own Guild did form an expedition. In our proper profession of thieves of Port Blacksand it was decided to attempt the tombs. One of the company was myself, Quallnar Valik in those days a junior and apprentice in the Guild of Thieves. Although young, I was small and quick and strong enough to be chosen along with the grandest of the profession. Myself and the other apprentices were having a merry old time sailing far across the ocean and riding through strange lands all the while boasting of wealth that we would find and thinking not at all of the foul creatures that would find us there. I was crushed and fallen when I learned that I was simply to tend the horses while the others took the treasure. But later I was to thank my luck when I heard the slow creaking of the rusty gates and the different howling noises of both ghosts and some things that sounded like hounds half dead with fear and hate. Watching as the others crossed the stream into the tombs I did not suspect that I would be the sole survivor of that Damned expedition.

