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For characters level 3-5

DUNGEONS & DRAGONS®

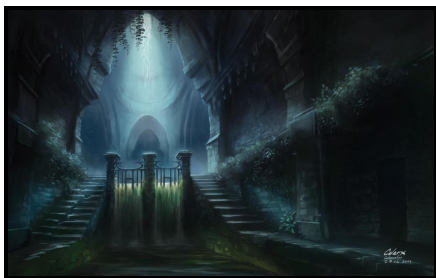
Arsenic and old Spellbooks

The Judgement of Rad



Written by Emanuele Betti

The Judgement of Rad



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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazzetteer expansions, in some non-official books published in Italy by Master : fantasy publishing company and on the work of Marco Dalmonte, with a special mention on his *Code Immortalis*.

To play with this handbook you must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons and the expansion Gaz3: the Principalities of Glantri.

INDEX

INTRODUCTION.....	2
The trial.....	2
The prison.....	2
The quest.....	2
The dungeon.....	2
The undead.....	2
 PROLOGUE.....	 3
 SEARCH FOR THE HEART.....	 5
 THE HEARTLESS BEAST.....	 10
 THE HEART OF TELULU.....	 11
The legend of Telulu.....	11
The curse of the pendant.....	11
What happens next.....	12
 KHADRIL THE BLACK BLADE.....	 13
 THE PRISONERS.....	 14
Bas the thief.....	14
Corinna the Sorceress.....	14
 MAP.....	 15

INTRODUCTION

Things not always go the way they are supposed to. It's not uncommon that an adventure, especially in a long campaign, can be greatly derailed due to a player who has got no experience, does not think an action enough or just screws things up for the fun of it. Whenever this kind of things happen, the Master must find a way to fix the situation and give the characters a way out of their trouble, and a second chance to succeed.

This adventure is designed to take characters out of trouble if they get arrested for murdering some guards or other citizens. For this kind of crimes, the guilty characters are punished with death by green slime in Glantri.

The adventure can be set in any bigger settlement in the Principalities. The characters must be held captive in a prison in that town or nearby.

THE TRIAL

Characters will undergo a trial for their crimes, but will be entitled to have a lawyer to protect them. If they don't already have one, the tribunal will allow them to chose one from the magistrates' court that may accept to defend them for a small payment.

When they are put in front of their punishment, the lawyer will find a way out for them, but not an easy one. They may call on Rad's Judgement, to prove that their intentions were good and they did not mean to cause any harm. If the judgement is passed, all of the charges against the characters will fall, otherwise, they will simply be dead, one way or another.

The judgement will be decided by the closest relatives of the victims. It is a quest the characters must complete

with only the spells they can memorize, a light source and a non-magic weapon each. No equipment, no other help. It's life or death instead of a sure, painful death.

If they accept the judgement, they will find out what the quest is about, but will have no more chances to change their mind.

If they survive, the characters will get their equipment, licences and spellbooks back and will only have to pay for the trial and the lawyer.

THE PRISON

While in prison, the characters will meet some other prisoners. Two of them (a thief and a sorceress) are held for reasons similar to the characters and, when the characters are given the chance to undergo the judgement, will ask to join them and help them, as long as they will have a chance to get out without being mutilated themselves.

These 2 characters are described at the end of this book and may be used as new characters in the group, if some players are joining, or as followers for particularly charming characters.

Magic users are put in jails with lead walls, to prevent them from using any magic while held there.

The permanence of the characters in the jail will last 2 days before the trial starts, plus another 2 days during the trial. They will be free - one way or another - on the fifth day.

THE QUEST

The victims of the characters will ask them to go in an abandoned well, which leads to an ancient dungeon, where they say a terrible monster lives. They say the heart of the monster is a

precious magical jewel. Many tried to retrieve it by killing the monster, but nobody achieved the goal. The victims want that jewel. They don't actually want the precious item, but their first goal is to have the characters killed in the quest.

The jewel itself is cursed, and the only way to take it without becoming a monster is to carry it in a container (a bag or a box). The curse can be broken if someone sacrifices his life for a friend and his blood is spilled on it - or with the help from a powerful cleric, good luck!

THE DUNGEON

The dungeon under the well is very old, about 500 years. It used to be a dwarven fortress, but was abandoned when the dwarfs left the Principalities during the Alpathian occupation. Not a lot remains of its great halls and decorations, but the style is clearly of dwarven architecture.

THE UNDEAD

The undead in the dungeon are the unlucky heroes who tried to retrieve the heart of Telulu and fell victims of the same curse. Their body was engraved with the jewel, which burned their heart and now have a hole in their chest. When fighting these creatures, if any character is knocked out, the undead will use whatever weapon it has to open his or her chest and take out the heart, eat it (recovering 2d8 HP) and then start again the fight. Obviously, a character without heart will die, and will become an undead like the first one within 1d4 days.

PROLOGUE

Feel free to adapt the following text for your specific situations.

"It did not go well - Your lawyer says - The evidence is too much, and with all of their magic, we cannot just lie."

The trial ended and things don't seem quite good for you. Tomorrow the sentence will be given and most probably all of you will be sentenced to death. The small room where you are talking smells bad, like mold, almost like your jails, but without the piss smell.

"Then, what?" One of you asks. "We're just fucked?"

"Well... There might be another way out of it, but it's quite dangerous as well, and there is no guarantee you will survive either way."

The lawyer searches in his bag for a particular parchment scroll, then unfolds it. There are drawings of people praying, in white robes, and a lot of handwriting.

"The Judgement of Rad. This is an old law made to protect students and other Arcanes from their own laws. Listen:

"Whenever an arcane is caught in murder or tax evasion (I guess these are the most common felonies they usually do...) for the first time, the arcane may plea for his life and the life of his accomplices by calling for the Judgement of Rad. The arcane, swearing his intention was not criminal, may be spared jail or death in exchange for a quest to be completed."

"Sounds interesting" One of you says. "What kind of quest?"

"That is the main problem." The lawyer says. "It may be anything. Here it says:

"The closest relatives to a murder victim or the local magistrate will decide the quest. The arcane will need to take back something as a proof of

accomplishing the quest and, if it happens, the victim's relatives or the tax office will receive that object for a payment."

"I won't lie. It's not going to be easy. I saw the relatives of your victims... They know you are adventurers and they want you dead. They will chose something deadly for sure."

Silence falls.

"Still, it's a chance to survive. It's better than nothing." One of you says.

Silence falls again, only broken by the noise of a mouse running through the floor.

"I know it's already quite hard like this, but you need to know the rest..." Your lawyer says.

"To prove he or she is worth to be saved, the arcane and his accomplices must therefore complete the given quest carrying only a non-magic small weapon each. Arcanes will be allowed to memorize their spells before the Judgement. A light source must be provided, if needed. The arcane and his accomplices must wear only the ceremonial white robes of Rad's purification and sandals. Nothing else is allowed."

"That's tough. Do you think you can manage it?"

"What's the alternative? Just die? Of course we will try."

"All right, then. Sleep tight tonight. Tomorrow morning we will appeal to the sentence..."

The next day, the sentence comes as foreseen: death by green slime.

"Your honour, my clients want to appeal the Judgement of Rad, the sacred purification ritual, to amend their crimes. - Your lawyer proclaims with the official formula - They agree to any compensation their opponents may require that can be found through a quest. The greater the dangers, the

purest their intentions will be proved. We don't fear Rad's Immortal Justice. May his light shine upon us all!"

People around start whispering in disbelief. The judge must slam his mallet many times to get silence again.

"This tribunal is glad to accept the request." The judge says. "May your courage and strength protect you and may Rad's light guide you back to the path of righteousness."

"The victims' relatives will decide your fate tonight. Tomorrow at dawn your quest will begin."

The following afternoon and night go by very slow. The sleep does not seem to come easy. When the dawn breaks, guards come to your jails and give you white robes and sandals to wear. Magic users are given their books back for the time needed to memorize their spells.

You are taken to the prison's shrine, where you shall be purified by prayers and meditation. The pastors of Rad give you their blessings and say they will pray for you all.

Then, you are taken to a cart and, behind its curtains, you reach a square. Here, some guards take you to a well, closed with a grid. All around people is watching, while a man stands ready to read from a scroll of parchment, just at the side of a table where some weapons are laid.

"With the authority of the Tribunal, by the blessing of Rad and the powers of the Coucil, the prisoners are given the right of the Judgement of Rad.

Their counterparts have decided the compensation they want for their freedom. They ask for the Heart of Telulu, the powerful magic jewel that is engraved in the body of a monster living in this well since immemorable time. Should the prisoners succeed and retrieve the jewel, their sentence will be scrapped and they will be free."

PROLOGUE

The guards guide you to the table, where each of you can choose one weapon to carry along. There are three daggers, three two-handed staves, three spears and three longbows, each one with a quiver.

One by one, you go and get one. Arcanes are given the first choice.

Give the players time to choose one weapon, keeping track of their choices. Remember to use the weapon mastery as usual.

Then, one of you is given a lantern and four flasks of oil.

The guards open the well and a floating disc appears on its top. They guide you to take place on the disc, then it starts sinking in the dark, in the well. The walls of the well open around revealing a big room, and from above you hear the guards closing the well again with the grid.

SEARCH FOR THE HEART

The floating disc will drop the characters in zone 1, on the walkway around the round pool of water. Here the adventure starts. Finding the beast will not be easy, because it will move around the dungeon exactly like the characters.

When the characters first enter the well, the beast is in zone 20. Every time the characters move to a different area, the beast moves as well. The Master will have to keep track of the movement of the beast to see whether the characters and it get in the same area at some point.

This is the summary of the movements of the beast around the zones of the dungeon:

20 - 18 - 17 - 13 - 12 - 11 - 10 - 9 - 1
- 2 - 7 - 8 - 7 - 2 - 5 - 2 - 4 - 2 - 3 - 2 - 19
- 18 - 20

Once the beast is back in zone 20, it will not move 3 times, and then it will start again with the same sequence.

Whenever the characters get to see the creature, go to the next chapter: the heartless beast.

ZONE 1

On the bottom of the well there is a majestic dungeon, with arcs, stairs and pavements. A round pavement runs around a circular pond just under the well and a stream of water flows from an opening far above your heads. The overflowing water, then, flows south through a small waterfall, with stairs on the two sides following the stream.

The area is dimly lit by the light that comes from the well, but the halls and corridors around are very dark.

This area hides some interesting features. In the passage under the stream of water that comes from above, the characters may see a small shrine of stones. Some human bones are piled on it, with the remains of a candle.

If the characters light up the candle and pray for the dead one, a spirit appears: it is the ghost of a naked man wearing only a drape around his waist. He is very handsome and his body is pierced by three big holes. He is not going to fight, but wants to tell the characters his story.

"I saw you praying for the soul of this person, victim of an ancient curse. Your courage honours you, but beware the evil that crawls in the well..."

"I am the guardian of the beast. Let me tell you its story, the story of the Heart of Telulu..."

"Once upon a time a beautiful girl used to live in this town. Her name was Telulu and the people was saying that never a beauty matching her one lived on the earth.

"Two men in the town were trying to get her as a wife: one was Anagan, a powerful and handsome sorcerer, and the other one was Xeross, a shy and good-hearted alchemist.

"To decide which one she would marry, Telulu asked both of them to make her a gift. The one that would be able to touch her heart she would marry. Telulu gave them 3 years time to come with the best possible gift.

"When the 3 years expired, Anagan gave to Telulu his own portrait. "This way - he said - you will always have me by your side." Telulu was happy for the present, then went to Xeross.

"Xeross gave her a jewel, a heart-shaped ruby pendant he made himself. "This is infused with my teardrops and heartbeat. - Xeross said. - I traveled to the mountain tops to find the never-melting ice that is in its heart. Through its light you can see the future."

"Telulu took the pendant, put around her neck and suddenly she saw in the future, her life full of love, many children and happiness with Xeross. She immediately understood that Xeross

loved her beyond imagination and accepted to marry him.

"Unfortunately, Anagan was not the kind of person who accepts a defeat nicely, and he planned his revenge. During the preparations for the wedding, he went to Telulu's house and poured her some flower wine he made to celebrate her wedding. She drank it without knowing it was actually a love potion and fell to Anagan's spell. The same night, Anagan called Xeross to his tower, and here Xeross found Anagan and Telulu in bed together. His heart broke in one thousand clusters at that sight, and he started crying blood tears. At his sight, Telulu's heart was free from the spell, but it was too late.

"Xeross, humiliated and devastated, called upon a terrible curse on Telulu, who betrayed him, and the curse poured out of the pendant, where his heartbeat and tears were stored. Like a poison, the curse transformed Telulu in a terrible monster, who immediately killed Xeross. Anagan ran, calling for help, in the town, but the monster chased for him, the shiny heart-shaped jewel encased in its chest. People came out of their houses, but they were too scared to help the sorcerer. The monster reached for Anagan close to a well, and he used his magic and strength to throw the creature into it. Unfortunately, the monster grabbed his arm while falling, and the two of them disappeared in the darkness.

"Since then, the well was closed to prevent the monster coming back in the town. Every now and then, in full moon, people say they can hear the heartbroken cry of Telulu from the well, but it is a trap: when brave men try to go in to save her, they never return.

"Now that you know this story, my time has passed. Use what I told you wisely, and may you put an end to this sad story."

SEARCH FOR THE HEART

A second interesting thing in this room is the corpse, now just a skeleton, that lies in the round pond, under the water. It is not possible to see it from the room, so someone will have to dive in the pond to find it. This is the skeleton of Anagan the sorcerer, whose spirit tells the story. He died and was abandoned in the water. He is still wearing his magic ring: a ring of spell storing. It can store up to 3 spells and actually contains:

Levitate.

Haste

Ice storm

The ring was the only thing he was wearing when he died.

The round pond is about 4 m deep, and the skeleton is at the bottom. The overflow water stream is barely 30 cm deep.

ZONE 2

The water flows from the round pond, above, into a big pool, 4,5 m wide and very long. On the two sides of the pool two stone pavements run from north to south, interrupted only by two small bridges that cross a small waterway going east and west from the pool.

In this area there are 2 cave toads: they hide under the water and, when the characters get close to the bridges, they jump out getting the surprise with a roll of 1-3 on 1d6. The cave toads (AC 2, HD 3+1*, HP 17, 16, Mov 18 (6), Att 1 bite + stare, D bite: 1d6, stare: paralysis, ST: F3, MI 7, AM N, XP 75 each). Cave toads look like giant toads as big as a hound, with a turtle-like shell on the back and beak-like mouths.

Their eyes glaze of a faint light with an hypnotic effect: whoever looks straight into them needs to save vs. paralysis or be paralyzed for 2d4 rounds. All characters must save in the first round of encounter, but if they succeed they can try not to cross the

toads' stare in the next rounds. If they do, they will suffer a -1 roll to hit them and, if a character rolls a natural 1, he will cross their stare and will be forced to another save.

Under the west bridge, where the two toads live, there is the corpse of an adventurer they killed. The corpse is under water and the PCs need to dive in to find it. The dead adventurer still has his equipment, which may be very useful for the characters. It has:

A long sword

A shield

A magic plate mail +1

A crossbow

6 magic quarrels +2

A bag with a small emerald (500 Dc) and 14 gold ducates.

The waterway, east, ends up into the wall. West, it goes on through two heavy gates and then to the outside. There are two levers, in zone 6 and 16, to open the two gates. If the characters find these levers and activate them, one by one the two gates open. Swimming in the waterway, they can reach out of the dungeon through a dangerous route. See the chapter "through the waterway" for a full description of the encounter they may undergo.

ZONE 3

This small room seems completely empty.

This room is empty.

ZONE 4

In this room there is only the old and shrivelled body of a person, missing half of the left arm, with mummified skin wrapped around the bones. In the centre of its chest there is a hole with a heart shape. It has a dagger in the remaining hand and on the floor just besides it there is the remains of a saddlebag.

This dead person is actually a zombie (AC 8, HD 2, HP 13, Mov 27 (9), Att 1 dagger, D 1d4, ST F1, MI 12, AM C, XP 20). If someone gets closer than 1,5 m to it, it will attack, gaining the surprise with a roll of 1-4 on 1d6. When it happens, a voice can be heard whispering: "Give it back to me! I want my heart back!"

If the characters destroy the zombie, the creature crumbles on the floor.

The dagger the zombie is carrying is a silver one. In the saddlebag, the characters may find a small pouch with one platinum crown, 8 gold ducates and 11 silver sovereigns, two torches, a rope that can still be used and a scroll with 3 spells:

Magic missile (3 missiles)

Shield

Water breathing

ZONE 5

This small room seems completely empty.

If the characters search this room, they can find on the floor, covered in dirt, a rusty metal box containing the remains of a broken vial of some kind of potion. It takes a normal search roll to find it.

ZONE 6

Note that this room can only be reached by jumping the waterway or swimming in it to the other side.

This small room only contains a rusty lever in the south wall.

The lever is rusty and old and to operate it a strength of 16 or higher is required. If nobody has enough strength, two characters may pull it together. When the lever is pulled, the first of the two water gates in zone 2 west is lifted. Unfortunately, an oil beetle (AC 4, HD 2*, HP 9, Mov 36 (12), Att 1 bite + spit, D 1d6 + painful

SEARCH FOR THE HEART

blisters, ST F1, MI 8, AM N, XP 25) made its nest in the wall where the lever is and, disturbed by the characters it will come out and attack them.

ZONE 7

In this big room there is water pouring from the ceiling in heavy drops. In the centre of the room, there are the remains of a skeleton that has been completely destroyed, with most of the bones broken. In the south-east corner there are some ripped rugs, probably remains of some old clothes, a shield cracked in two halves, a chainmail ripped in pieces, a sword that has been bent as if crushed by someone with an inhuman strength, and a hand axe which is, indeed, still whole.

All of the things on the floor are just rubbish except the axe which is a magic hand axe +1.

ZONE 8

In this room, a lonely figure stands: it looks like an elf, with very pale skin and thin, with black hollow eyes. Its clothes are reduced to scraps of rugs and his legs are missing, leaving it floating in mid-air with its bowels dangling from the open belly. On its chest, clearly visible, a heart-shaped hole. The creature moves closer to you when you walk in, whispering: "My heart... It's too cold. It burns like fire!" Then, it raises a hand as to try and touch you.

This creature is a dangerous wight (AC 5, HD 3, HP , Mov 27 (9), Att 1 touch, D energy drain, ST F3, MI 12, AM C, XP 50), an undead that can drain people's life with the bare touch. It is the remains of one of the damned who wore the heart of Telulu in the past. Wights can only be hurt by silver or magical weapons and by magic.

ZONE 9

This big hall's floor looks covered in stained blood. There are many bones scattered around, mostly broken, and human. The walls, also splashed in old blood, have some ancient wall murals on. They depict dwarves digging mines, building fortresses and exchanging gems and gold with wizards. There seems to be nothing else in here.

This room is actually empty.

ZONE 10

In this room, opposite the entrance, there is a small pedestal, about 50 cm from the floor, where a strange sphere lies. It is made of a substance that resembles water, and gives out a pale white light.

On the wall behind the pedestal, an inscription in stone in a foreign language stands.

This item is a magic device created by the dwarves who once used to live here. It takes its energy from the stream of water flowing through these halls, and cannot be taken out of here. If the pedestal is damaged trying to take it out, its magic will be lost forever. At the touch, the sphere has the consistency of water and is cold.

The inscription on the wall actually explains how to use the device, but it's written in dwarven language of Rockhome. It reads:

This is the eye of the past. Ask to see memories that the waves of time have cancelled. However, only once per full moon can the past be unveiled.

Then, further down, there is one single word:

Kenarrath

That means: *Wake up* in dwarven language. By pronouncing the word while touching the eye, a character awakens its power and can see an event in the past, or a group of events. If a character asks where the heart of

Telulu is, he or she will see in the sphere Telulu changing into a monster, then falling in the well with Anagan. The images fade, then reappear: the monster is slain by a hero, who changes in a new monster. Again the scene changes and repeats with the hero slaying the monster and becoming a new one, three, four, five, six times in total. Then, the vision ends.

If the character wants to know about the past of this place, it will show a group of dwarves living here, getting in and out from the waterway and being friends of men. Then, a war, dwarves being hunted down and leaving this place forever. Later on, a monster crushes down through the well and starts killing people who step in.

Except for this magic item, there is nothing else in the room.

ZONE 11

As soon as the light floods this room, a swarm of bats takes in the air, scared.

The bats in the room are 8 2nd level bats (level 2, AC 7, HD 1d4, HP 1, 1, 2, 2, 3, 3, 3, 4 Mov 54 / 18, Att 1 bite, D 1, ST NM, ML 6, AL N, XP 2 each) and seven 2nd level bats (level 2, AC 7, HD 1, HP 2, 3, 3, 5, 6, 6, 7, Mov 54 / 18, Att 1 bite, D 1d2, ST NM, ML 7, AL N, XP 5 each). At each round, they must make a morale check or they will fly away through the well. There is nothing else in this room.

ZONE 12

This small room seems completely empty.

This room is empty.

ZONE 13

This small room seems completely empty.

SEARCH FOR THE HEART

In fact, this room is not empty: a zombie is hiding in a corner near the entrance, up on the wall, holding on the stones. When the characters enter the room, it will jump down on them, trying to kill at least one. When the zombie (AC 8, HD 2, HP 10, Mov 27 (9), Att 1 claws, D 1d6, ST F1, MI 12, AM C, XP 20) attacks, the characters can hear a disembodied voice say: "You traitor! I lost my heart because of you!"

Except for the zombie, there is nothing else in here.

ZONE 14

The door that opens into this room is hidden in the wall. It's not hard to guess that there must be a secret passage in the corridor, though. When the characters manage to get in, read as follows.

This small round room has only one door from which you got in. As soon as you walk in, the door slams closed again behind you and the room starts moving with a rumble. When the room stops, from the floor in the centre of the room a small pillar emerged and you can see some writing in a foreign language on it.

This room is the anteroom to the treasure chamber of the dwarves. The room rotates on itself 180° whenever there are any creatures in. The small pillar provides instructions on how to operate it. The writing is in dwarven language of Rockhome and is made of a short text and three runes.

Runes of power command the fate of all the living. Chose your fate.

The three runes are:



Fehu (means: herd and refers to wealth and richness, that used to be counted in animals one had.)



Raidu (means: travel and is related to safe travel towards home)



Mannar (means: man and symbolizes the wisdom of the ancestors)

By pushing one of the runes, the characters will activate the rotation. If Fehu is activated, the room will rotate aligning itself with the door to zone 15, the treasure chamber.

If Mannar is activated, the room rotates aligning with the door to zone 16, where the second control lever for the water gates is.

If Raidu is activated, the room goes back to its original position, granting a safe exit and the small pillar goes back disappearing in the ground and to activate it again all of the characters must get out of the room, close the door and open it again.

ZONE 15

This room is empty but for some silver coins on the floor and a sword hanging from the wall: it has a black bronze blade, ruby red stones in the handle which is black itself and shines of a reddish light.

The coins on the floor are from Rockhome and are in total 32 silver pieces. The characters may exchange them for glantrian currency at the cost of 3 sovereigns and 2 pennies in any money exchange office.

The sword on the wall is a powerful weapon, but it has a dark power that the last owner did not want to use, so when they left the fortress he abandoned it here. The sword is Khadril the Black Blade (fully described at the end of this adventure). It works as a magic sword +1 but, when the owner feeds her with some of his own blood,

it becomes much more deadly and dangerous. Unfortunately, this creates a magic tie between the sword and the owner: most of its owners ended up dying in combat.

ZONE 16

This small room only contains a rusty lever in the south wall.

The lever is rusty and old and to operate it a strength of 16 or higher is required. If nobody has enough strength, two characters may pull it together. When the lever is pulled, the second of the two water gates in zone 2 west is lifted.

Moreover, the floor of this room is a mosaic that exactly depicts the map of this dungeon. The characters need to succeed in a detection check to notice it, as it is quite dusty and they will need to clean the floor to see it properly.

ZONE 17

In this room there are 4 human figures standing, with weapons and armors on: they are three skeletons and a more fleshy creature that looks like an undead as well. They are wearing leather vests and helms and carry different weapons. The one with some flesh on has a hole in its chest in a heart shape. You can hear a voice coming from it, saying: "the heart of burning ice... I lost my heart for it. I want it back!"

The creatures come for you with their weapons.

The creatures are a zombie (AC 6, HD 2, HP 14, Mov 27 (9), Att 1 sword, D 1d8, ST F1, MI 12, AM C, XP 20) and three skeletons (AC 5, HD 1, HP 3, 4, 7, Mov 18 (6), Att 1 weapon, D short sword: 1d6, mace: 1d6, dagger: 1d4, ST F1, MI 12, AM C, XP 10 each) have a better AC than usual thanks to the leather vests. If they kill the undead, the characters can take them and use them

SEARCH FOR THE HEART

as leather armors. The skeletons were adventurers whose hearts have been eaten by the zombie and now they are his slaves.

ZONE 18

This small room seems completely empty.

This room is empty.

ZONE 19

In this area there is a strange plant growing between the stones, close to the waterway: it has purple leaves, thick woody roots and three small blossom of a blackish color. Except for this plant, there is nothing interesting.

The plant is a rare *Laubelia of the caves*, a plant which blossoms can be juiced to get a liquid that helps to heal wounds. A character with *Herbalism* skill can recognize it and collect the flowers. Any character with *healing* skill could then use them as if having a healer's bag. Each blossom can be used only once to heal one character.

ZONE 20

In this room there is a small pile of rocks over the remains of a skeleton, as if someone tried to make a small shrine to bury them. Except for this, the room seems empty.

The room is actually empty, except for the remains of the dead person.

THE HEARTLESS BEAST

The heartless beast is the beast that is born whenever a living creature wears the heart of Telulu: the heart of the creature is immediately burned and substituted by the jewel, full only of resentment, tears and hate. If a character wears the heart of Telulu, he or she will turn into a new beast in just one round and will attack the other ones.

The beast is made of pinkish flesh, is about 3 m tall and has long claws on the hands, a monstrous face and reddish eyes. On its chest the ruby of the heart shines and its voice is a terrible shriek.

When attacking, the beast only uses its claws and makes 2 attacks per round, each one producing 1d8+1 damages. The beast can be harmed by any weaon, but is quite stubborn: it has 6 HD+ the levels or HD of the creature that has been transformed, and saves as a fighter same level as its HD.

When the heartless beast is killed, it turns into its original form, but the body will now be shrivelled and look like an old mummy. The jewel will roll away and where the heart used to be there will be a heart-shaped hole. The creature will then turn into an undead with a number of HD equal to the creature's HD or lvel in 1d4 days.

The creature is immune to charm, sleep and any mind control or effect, like confusion. It can see in the dark as well.

When first encountered, the beast has these stats:

Heartless beast stats

AC	5
HD	8
HP	47
Mov	36 (12)
Att	2 claws
D	1d8+1 each
ST	F8
MI	12
AM	C
XP	650

THE HEART OF TELULU

THE LEGEND OF TELULU

Once upon a time a beautiful girl used to live in this time. Her name was Telulu and the people was saying that never a beauty matching her one lived on the earth.

Two men in the town were trying to get her as a wife: one was Anagan, a powerful and handsome sorcerer, and the other one was Xeross, a shy and good-hearted alchemist.

To decide which one she would marry, Telulu asked both of them to make her a gift. The one that would be able to touch her heart she would marry. Telulu gave them 3 years time to come with the best possible gift.

When the 3 years expired, Anagan gave to Telulu his own portrait. "This way - he said - you will always have me by your side." Telulu was happy for the present, then went to Xeross.

Xeross gave her a jewel, a heart-shaped ruby pendant he made himself. "This is infused with my teardrops and heartbeat. - Xeross said. - I traveled to the mountain tops to find the never-melting ice that is in its heart. Through its light you can see the future."

Telulu took the pendant, put around her neck and suddenly she saw in the future, her life full of love, many children and happiness with Xeross. She immediately understood that Xeross loved her beyond imagination and accepted to marry him.

Unfortunately, Anagan was not the kind of person who accepts a defeat nicely, and he planned his revenge. During the preparations for the wedding, he went to Telulu's house and poured her some flower wine he made to celebrate her wedding. She drank it without knowing it was actually a love potion and fell to Anagan's spell. The same night, Anagan called Xeross to his tower, and here Xeross found Anagan and Telulu in bed together. His



heart broke in one thousand clusters at that sight, and he started crying blood tears. At his sight, Telulu's heart was free from the spell, but it was too late.

Xeross, humiliated and devastated, called upon a terrible curse on Telulu, who betrayed him, and the course poured out of the pendant, where his heartbeat and tears were stored. Like a poison, the curse transformed Telulu in a terrible monster, who immediately killed Xeross. Anagan ran, calling for help, in the town, but the monster chased for him, the shiny heart-shaped jewel encased in its chest. People came out of their houses, but they were too scared to help the sorcerer. The monster reached for Anagan close to a well, and he used his magic and strength to throw the creature into it. Unfortunately, the monster grabbed his

arm while falling, and the two of them disappeared in the darkness.

Since then, the well was closed to prevent the monster coming back in the town. Every now and then, in full moon, people say they can hear the heartbroken cry of Telulu from the well, but it is a trap: when brave men try to go in to save her, they never return.

THE CURSE

OF THE PENDANT

After transforming Telulu in a monster, the pendant's curse did not end. The curse has four effects.

First: whoever touches it must save vs. spells every round or be transformed in a monster like Telulu was. The transformation takes one round only and at the end, the pendant will be encased in the victim's body like

THE HEART OF TELULU

it was for Telulu. The victim will never be able to die if it is not killed and will try and lure more victims into its lair. This effect may be avoided by handling the pendant from the chain or keeping it in a container, such as a bag or a box. When a person becomes a monster, his clothes rip apart, his equipment falls on the ground and he or she is not able to use any item or spell anymore.

Second: whoever gets too close to the pendant (less than 1,5 m) when it is not on a monster's body and may see it, must save vs. spells once per hour. If the save fails, the victim wants to wear the pendant and will do his or her best to get a chance to do it.

Third: Whoever became a monster and then was killed immediately becomes an undead, so much his or her corrupted soul is tied to the pendant. The undead type will depend on the level of the victim, matching more or less the HD of the undead.

Fourth: If the curse is cancelled, the stone in the pendant cracks and a drop of dark blood spills out, then burns and disappears.. When it happens, the first three powers of the pendant are cancelled and it can now be used once more to see the future. However, nobody will be ever able to see his or her own future in the medallion, since the curse took place.

The curse of the pendant was caused by a triple act of betrayal: Anagan using dark magic to trap Telulu, Telulu falling to the spell and sleeping with Anagan, and Xeross cursing and condemning his true love for despair. This powerful feeling is the core of the curse and can only be cancelled by a powerful love action: only if someone gives his life for another person and his blood is spilled on the pendant, the curse will be removed.

Another way to remove the curse is, obviously, to find a cleric to cast *Dispel evil* or a 25th level (or higher) magic-user who may cast *Remove curse*. The same spell cast by a lower-level magic-user will not produce any effect.

The pendant can be destroyed, like many powerful cursed items, just by magic and just in some powerful eternal source of magic. In this case, the never melting ice at its heart can only be destroyed by throwing it in the *eternal fire*, the world shield that flows under the ground of Mystara.

WHAT HAPPENS NEXT

If the characters bring back the jewel without cancelling its curse, the magistrate will rule that it was not their task to get rid of the curse, but just to get the jewel from the monster. The new owners will have to decide what to do with a completely useless and potentially deadly thing like that. But this will not be the last time the characters will see this item: it may happen that some sorcerer steals it, or an alchemist decides to study it, and causes a big trouble. The characters may be called to fix it, or the new owner could hire the characters to complete a quest in order to have a powerful magic-user to cancel the curse for him. Or again, someone could decide the thing is too dangerous and ask the characters to throw the item in the fire of a volcano, hoping it will destroy it.

As always, what happens next is left to the Master, to how he decides to develop the campaign and the role he wants to give to this powerful cursed item in it.

KHADRIL THE BLACK BLADE

Khadril is an ancient sword made by a dwarf turned into a nosferatu. He infused the magic sword with his own blood and gave it part of his evil. Now the sword is an evil item due to bring death in the world.

Following track of its owners, dwarf after dwarf they died slain after murdering hundreds of people. Unfortunately, Khadril's history is only known by dwarves and in Glantri noone can tell it. If any research is done, it must be in Darokin, Rockhome or somewhere else where dwarves still live.

Kadril has its own personality and is an intelligent sword, but of a very particular kind: it does not speak to its owner nor it uses telepathy: it speaks through his owner's dreams.

When Khadril is first found, it can be identified as magic and as a common magic sword +1. After three days, though, the owner of the sword will have a dream where the sword shines

in the dark and he hears a voice saying: "Feed me... Feed me with your blood and I will make you invincible!"

In fact, when Khadril is fed the blood of its owner, the sword becomes a +4 sword and, whenever the owner slains an enemy, Khadril's power makes him or her restore 2d6 HP. This power only lasts for 2 turns and is activated when the owner uses Khadril to cut through his own flesh, taking 1d8+1 damage himself.

Unfortunately, Khadril is a powerful entity and, taking the blod of its owner, it creates a mind lace with him or her, that gets stronger with the time. If Khadril is not used to kill something for three days, it will haunt its owner's dreams asking for blood. If the owner ignores it, after 1 week Khadril will try to take control of its owner while he or she is asleep.

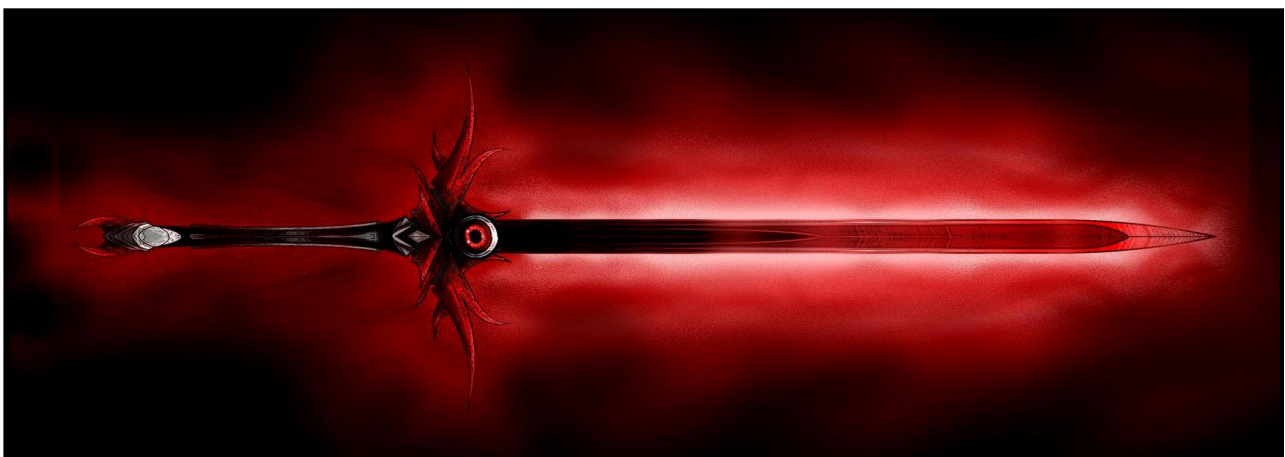
For every time the owner has given Khadril his or her blood, there is a 5% chance that the control is successful, up

to a maximum of 95%. If it happens, the owner will go and murder someone while asleep, his or her body controlled by the blood-thirsty blade. The blade does not really care if its owner is seen, but will try to be as stealthy as possible.

After three night murders, if the owner is lawful, becomes Neutral. If neutral, after seven murders becomes chaotic.

If the owner tries to get rid of Khadril anyhow, the sword will resist, trying to control him or her completely: it has a chance of success of 2% per every time Khadril drank the owner's blood, up to 98%. If successful, Khadril is now in total control of the owner and will not stop murdering until the owner is killed himself and a new owner will come.

It is easy to see how comes Khadril's owners were all murders and have been murdered themselves, after all. This sword is powerful, but only calls for death.



THE PRISONERS

If the Master wants, in jail the characters may meet Bas, a Flaem thief, and Corinna, a Thyatian sorceress, both jailed like them, and both condemned to death by green slime. If the characters accept, these 2 NPCs may join their group, help them in the adventure and, if at the end of the adventure they are still alive, become *followers* of some of them. In the following paragraphs, the two of them are described in detail.

At the end of the adventure, Bas and Corinna expect a share of the loot, if there is any, but their XP are counted separately.

BAS THE THIEF

Level 2 thief

Str: 10

Int: 13

Wis: 9

Dex: 16

Con: 9

Cha: 11

HP: 7

Bas is a young thief who stole a ring from a merchant, re-selling it for 500 Dc. He was caught and came out that the ring was worth more than 5.000 Dc. For the Glantrian law, a thief is cut a finger for every 100 Dc worth of what he stole and, if no fingers are left, death penalty applies. Thus, Bas was condemned to death.

Bas is not the fighter type, but will be happy to save his own life, even if risking through a very dangerous adventure. If someone shows a little care for his life, Bas will ask to become a follower of that character, even if it is not a thief.

CORINNA THE SORCERESS

Level 2 magic-user

Str: 11

Int: 16

Wis: 8

Dex: 11

Con: 13

Cha: 13

HP: 9

Corinna is an apprentice sorceress who happened to find a magic gem: she thought it was worth money and sold it to a jeweller, but it came out it was a delayed fireball and the shop and the jeweller were blown up within seconds after the sale. She would like to call for the Judgement of Rad herself, but being alone she prefers to join the characters, to have more chances to survive.

Corinna memorizes the following spells, that she can use:

Read magic

Light

Sleep

Mirror image

If she makes it out of this situation, she will ask to become a follower to the highest level magic-user in the group.

The Judgement of Rad

Is a non-official adventure for

Dungeons & Dragons

This adventure has been developed only for private use
and is not to be commercialized.

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Emanuele Betti