

# RLF1 Allhallowmas Eve

Robert Fisher

## Introduction

This is an adventure for use with the 1981 D&D Basic/Expert rules. It could easily be adapted to other editions of D&D or AD&D. It is designed for 3 to 5 characters of 2nd to 4th level. Again, a DM could adapt it to parties of different numbers or levels.

This adventure is based on a Halloween special I ran. The week of Halloween, I explained to the players that, in honor of that day, we would be taking a break from the current campaign to explore another event in the lives of their characters. I let them know that I wasn't concerned with continuity with the campaign. Even though these events would have to take place at another time in the PCs' lives, we'd use the PCs as they were at that moment. Perhaps these are events from an alternate time line. Perhaps they are only a dream. Whatever the case, XP and possibly treasure gained in this adventure would be retained when we returned to the regularly scheduled campaign.

If a PC died in this adventure, it would have only been for the remainder of this adventure. (I didn't tell the players that up front, though.)

For some situations not explicitly covered in the D&D B/X rules, I have sometimes given suggestions. I suppose it goes without saying, but feel free to ignore these and adjudicate the situation as you see fit.

There is a bit of railroading and some other questionable aspects to the design. But hey, it was fun for my group.

Note that this document is designed to fit either US letter or A4 size paper. (Width is equal to A4; height is equal to US letter.)

## Adapting this adventure

I've decided to present this adventure in a style similar to how I used it. To adapt it to your campaign, you may wish to ignore most of the following setup including the unending night. Perhaps,

instead, the PCs are hired to find and rescue a missing person. Or perhaps an NPC they know well disappears, prompting them to investigate.

## The setup

... or "All aboard the railroad to the dungeon!"

It is the night before Halloween. The PCs are traveling through a forest. With them is an NPC henchman, Náin the Dwarf (AC 5, HD 2, hp 15, MV 60' (20'), #AT 1, D 1d8, Save D: 2, ML 8, AL Lawful). Náin wears chain mail and wields a battle axe. Náin prefers rear guard duty.

(In my campaign, the analogue to Náin was actually a PC whose player couldn't make the game that night. He presented a perfect target for my plans.)

As we begin, it is time for the PCs to camp for the night. After the PCs have setup their camp and declared their watches for the night. You'll want to pretend to roll for wandering monster. There will be none, however.

The PC with the last watch will be alarmed when dawn does not come as expected. Indeed, dawn never comes. The full moon hangs frozen in the sky, never setting. An observant PC with knowledge of astrology<sup>1</sup> may have noticed that the moon ceased in its course around midnight. The fixed stars are likewise now truly fixed; not tracing their customary arc across the skies.

If the PCs start traveling, they will never seem to reach the edge of the forest. The terrain always seems unfamiliar.

At some point, the PCs will hear noises in the underbrush. Something is moving about them, but they never catch sight of it. It will nab Náin the moment it gets a chance and carry him off. It moves at supernatural (plot device) speed, and the PCs will not be able to keep up.

Following in the direction it was traveling will lead them to the cemetery.

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<sup>1</sup>This is a medieval world. There is no distinction between astronomy and astrology.

## The cemetery

In a clearing stands an old cemetery. The grounds are covered in weeds; the mausoleums are covered in vines; and the tombstones stand at various angles. The moonlight makes the stone of the monuments seem to glow. It is eerily quiet. The sound of the crickets in the forest seems to become muffled as one crosses into the area. Several large (though mundane) black birds perch in various places.

There are about a hundred gravestones scattered about the place. Dominating the scene, however, are four mausoleums. There is one mausoleum in each of the cardinal directions. Their entrances all face the center of the cemetery.

To move one of the doors of a mausoleum, requires a total of 30 points of Strength. (e.g. Two characters with 15 or better Strength each, or three characters with 10 or better Strength each.) Moving a door will cause a tremendous sound of stone scrapping against stone to fill the air, shattering the normal silence of the cemetery.

**North mausoleum:** This mausoleum consists of a cube of stone with caryatids at the corners and topped by a dome. The door of this mausoleum is partially open. It is wide enough that a person can squeeze in.

If the PCs examine the doorway, there are no signs that the door has been moved recently. It has probably been standing open for months if not years. Inside lurks a giant crab spider (AC 7, HD 2\*, hp 13, MV 120' (40'), #AT 1, D 1d8 + poison, Save F: 1, ML 7, AL Neutral).

**South mausoleum:** This mausoleum is a very plain, clean design. It lacks gargoyles or other representative carvings bearing only flutes and similar simple designs. The doors of this mausoleum are shut tight. If the PCs examine them, there is no sign that they have been opened since they were initially sealed. Inside there is nothing but two sarcophagi holding the remains of a man and woman.

**East mausoleum:** This mausoleum is quite baroque. It has a dozen gargoyles. Every surface boasts carvings and designs. There seems hardly an uninterrupted straight line upon it except for the doorway. The doors of this mausoleum are completely missing. PCs examining the doorway can tell that they've been gone for many years.

Inside, there is a sarcophagus. It is empty, and its lid lies broken on the floor.

**West mausoleum:** This mausoleum is in the style of a Greek temple. A shallow pitched roof. A frieze containing relief sculptures of mythical figures. Ionic columns. One of its double doors is still in place. The other is missing. Its remains appear to litter the floor within.

Inside, a stone sarcophagus rises from the center of the stone floor. Its lid is gone without a trace.

There are 4 ghouls here (AC 6, HD 2\*, hp 13, 10, 15, 11, MV 90' (30'), #AT 2 claws/1 bite, D 1d3 + special, Save F: 2, ML 9, AL Chaotic). They attack anyone entering the mausoleum.

A crude shaft has been cut through the bottom of the sarcophagus into the ground. It is roughly 3 feet in diameter. The passage descends about 24 feet before emptying into dungeon area 1. It is then another 6 feet to the floor below. Because it is so narrow, the PCs can descend it relatively safely even without a rope.

## The dungeon

The entire dungeon, except where noted, is hewn directly from rock. (The walls aren't *really* perfectly straight, all meeting at right angles, as the map depicts. It's just a rough approximation.) It is entirely dark. The ceilings of the corridors are generally 5 feet in height, while the rooms are 6 feet. The corridors are only 3 feet wide. Anyone in a corridor using a weapon that must be swung will be at -2 to hit.

1. The shaft from the west mausoleum above empties into this room.

2. Huddled in the center of this room are 6 ghouls (AC 6, HD 2\*, hp 13, 11, 14, 10, 15, 9, MV 90' (30'), #AT 2 claws/1 bite, D 1d3 + special, Save F: 2, ML 9, AL Chaotic). They are feeding on the remains of a creature. The remains are too mutilated to identify.

3. A 12 foot long pit stretches the entire width of the corridor. It is filled with a black liquid. The surface of the liquid is about 6 inches lower than the floor of the corridor. It is only another 6 inches deep. Despite its color, it is merely water.

4. Centered on the far wall of this room is an ancient throne. Sitting in it is a spectre (AC 2, HD 6\*\*, hp 27, MV 150' (50'), #AT 1, D 1d8 + 2 level

drain, Save F: 6, ML 11, AL **Lawful**). This spectre is unusual in that it is lawful. It will not attack unless attacked first.

The spectre is the ghost of Lord Rhuanarth. This is his tomb. He will speak to the PCs if they speak to him. His speech is distant and distracted, however.

In life, Rhuanarth was a good ruler, but a great number of his subjects were slaughtered by raiding humanoids while he was serving his liege in war in another country. When he returned and learned of the tragedy that had befallen his people in his absence, he committed suicide. His spirit has not found rest since. All this, the spectre can relate to the PCs.

An evil spirit was drawn to the tomb, and it took possession of Rhuanarth's body. It fashioned ghoulish servants for itself. On nights such as the Eve of Allhallowmas, when the boundary between worlds is thin, its power grows quite strong so that it can effect events such as those of this endless night.

The spectre can speak in only general terms about an evil spirit that has entered the tomb. It can tell of its enhanced power during times such as this. It can also speak in vague terms about a talisman somewhere in the tomb which may be useful in defeating this evil. It cannot explain the workings of area 9, give directions to specific areas, or identify the evil creature as a wight.

**5.** A 12 foot long pit stretches the entire width of the corridor. It is filled with a black liquid. The surface of the liquid is about 6 inches lower than the floor of the corridor. It is about **15 feet deep**. Despite its color, it is merely water.

Unencumbered characters carrying less than 400 coins of weight and not wearing metal armor can swim across. Characters wearing metal armor or encumbered by 400 coins or more of weight, must roll their Strength score or less on 1d20 each round to keep their head above water. Characters can hold their breath for a number of rounds equal to their Constitution score. Once a character runs out of breath, they must make a save against poison/death ray each round or drown. Swimming speed is half the character's encounter speed.

**6.** The corridor abruptly ends in a masonry wall. The mortar is fairly loose. The wall can easily be breached. A hole all the way through may be made in 10 minutes time. A hole large enough for a PC will take about 30 minutes.

**7.** The two squares of corridor here are covered in yellow mold (AC n/a, HD 2, hp 8, 10, MV 0, #AT spores, D 1d6 + special, Save F: 2, ML n/a, AL Neutral).

**8.** This room is filled with various treasures and personal accouterments. Among the many mundane items can be found: A fine, though archaic, set of aristocratic clothing worth 50 gp. A fur cloak worth 300 gp with a brooch worth 1,000 gp. A statuette of a local deity worth 500 gp. A small box containing 50 gp worth of incense. A scepter worth 1,000 gp. An amethyst worth 100 gp. And a bejeweled chalice worth 1,000 gp. On the wall hangs a tapestry bearing the coat of arms of Lord Rhuanarth worth 10 gp.

Among the other treasures can be found a talisman that will detect as magical. This talisman will protect the bearer from the energy drain ability of undead.

There is also a mace +1, +3 against undead.

There is wooden dowel about an inch in diameter and a foot long. Grooves have been circumscribed about the first six inches at irregular intervals. (This is the key to area 9.)

**9.** This room is more carefully hewn from the rock than the rest of the dungeon. The walls, ceiling, and floor are all quite flat, square, and true. When the floor of this room bears 100 or more pounds of weight, the ceiling will begin to descend at the rate of one foot per minute. It will crush and kill any character that does not get out in time.

It is left to the individual DM to determine whether any object or collection of objects the PCs might try can be used to brace the ceiling up, or whether the objects are broken and crushed.

When the weight on the floor returns to less than 100 pounds, the ceiling will begin to ascend to its original position at the same rate.

An examination of the floor will reveal that it is, like the ceiling, a separate piece of stone. A thin crack separates it from the walls.

In the northeast corner of the room, there is a one inch diameter hole in the floor. The dowel from area 8 fits into it as a key. The floor will then descend at the same rate as the ceiling. It will descend about 8 feet before stopping, revealing the passageway to area 10.

When the key is removed, the floor and ceiling will begin to return to their original positions. Within the corridor leading to area 10, there is another keyhole that operates this area in the same

fashion.

**10.** The walls of this room are covered with myriad evil sigils and signs painted with some phosphorescent pigment. From the center of the floor rises a stone altar. A robed humanoid figure stands before the altar, its back to the corridor. It seems to be in the midst of a ritual. It also appears that a figure is lying on the altar.

The figure on the altar is Náin. He is in a trance and will not move until the wight is slain.

The robed figure is a wight (AC 5, HD 3\*, hp 17, MV 90' (30'), #AT 1, D energy drain, Save F: 3, ML 12, AL Chaotic). As the PCs approach, it will turn to face them. It appears to be a walking corpse which bears a striking resemblance to the spectre from area 4. As it gazes upon the PCs, a monstrous snarl crosses its face. It emits an unearthly hiss as it casts aside its robe and attacks.

This is the evil spirit that the spectre spoke of. While it is no ordinary wight, the bulk of its power currently is bound up in the unending night and the ritual it was performing. So at this moment, it is effectively a typical wight.

The wight wears a crown worth 1,500 gp and a signet ring worth 500 gp. Upon the altar also lies a duplicate of the key for area 9.

When the wight is killed or destroyed, the corpse falls limply to the ground as a black apparition is emitted from its mouth and nostrils. This evil spirit (AC 2, HD 1, hp 8, MV 120' (40'), #AT 1, D energy drain, Save F: 3, ML n/a, AL Chaotic) can only be harmed by spells or magic weapons. The talisman will protect the bearer from its energy drain ability. It will flee towards area 9 where it will slip through the minute crack between the ceiling block and the wall to escape. It will then precede to leave the dungeon.

Once the wight is killed or destroyed, the PCs will be greeted by dawn when they exit the mausoleum.

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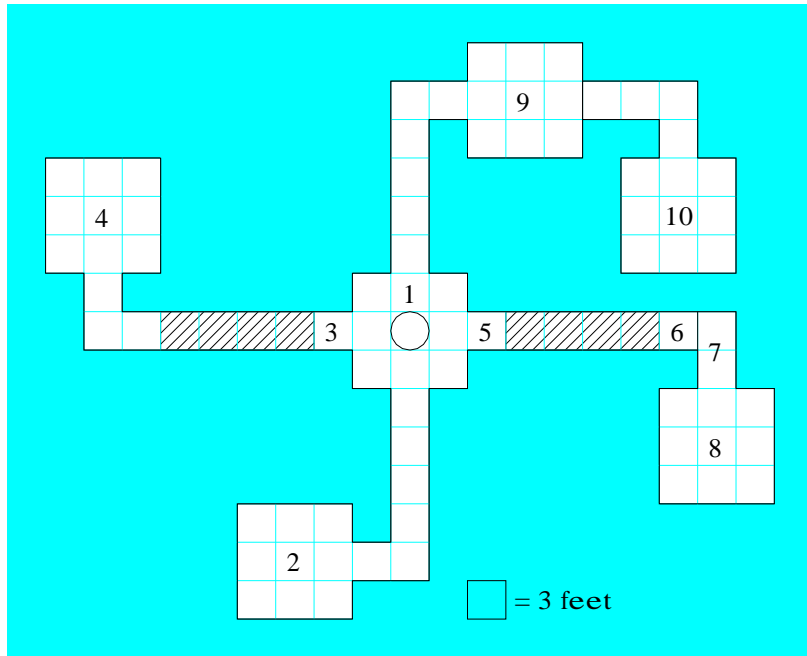


Figure 1: dungeon map

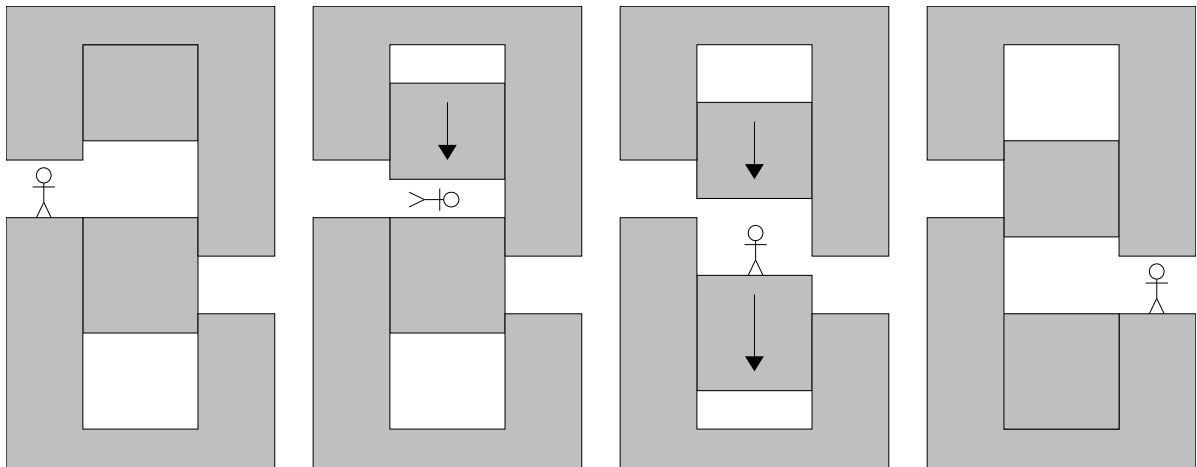


Figure 2: area 9 detail