

DUNGEONS & DRAGONS®

Basic Game Adventure

Order of the Griffon Part IV



Modified version of adventure from the TurboGrafx16 game Order of the Griffon

The adventurers were commissioned by Lord Korrgan to investigate strange rumors of vampires, lycanthropes, and undead roaming the lands. At the conclusion of Part III the adventurers have Zirchev's Staff of Life, Petra's Chalice and Halav's Shield. The PCs have been sent to Radlebb Keep to face the terror of Koriszegy Keep.

CREDITS

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PART IV

How to play this module

NOTE: The PCs do not have to defeat Koriszegy (although very hard, still possible) to finish the adventure.

Due to the high level of Koriszegy, the PCs can be given as much or as little help as needed, NPCs previously encountered have been provided at the end of the module for additional support.

1. If they completed Parts I / II / III, the PCs should have the staff of Zirchev, Shield of Halav and Chalice of Petra. They are enroute to Radlebb Keep to confront the vampire Koriszegy.

OR

2. If the PCs did not complete Part I / II / III (or you just want to start the adventure at this point), Kier will have retrieved the artifacts and will be seeking adventurers to leave from Radlebb to Koriszegy Keep.

The PCs are contacted or hear about (depending on their backgrounds) adventurers needed at Radlebb Keep. The PCs arrive at the keep and if they ask around will be told adventurers are needed and should inquire with Kier, Knight of the Griffon by the barracks. I recommend GAZ 1 the Grand Duchy of Karameikos for additional information on Karameikos but it is not required.

Kier, Knight, Order of the Griffon

Traladaran, Fighter 5, Neutral

STR 18 INT 9 WIS 8 DEX 10 CON 17 CHA 10

Weapon Masteries: Long sword (skilled), spear, Dagger

General Skills: Reading/Writing, Religion (Church of Karameikos), Riding

Languages: Thyatian, Taladaran (native),

Notes: Kier was recently inducted into the Order of the Griffon. His first mission is to lead a group of adventurers into Koriszegy Keep and destroy tainted artifacts to prevent them from falling into Koriszegy's hands. Kier will take any reasonable precautions or advice, but will not allow anyone to keep or give away the gemstone artifacts.

His equipment consists of: chainmail, shield, longsword +1, silver dagger and 2 potions of healing 1d6 (Kier will have the shield of Halav unless the PCs have it from the previous parts of the adventure).

If the PCs completed Part II, then use the clues they uncovered in Kelvin, if starting at Part IV Kier has the following information:

- There is a hidden tunnel north of Koriszegy keep that can grant unobserved access to the Keep.
- The staff of Zirchev, the chalice of Petra and the shield of Halav together will destroy the death gems.

The final clue is a forgotten myth associated with the song of Halav “The Vampire’s song”.

“Four stones are the key, a ruby, an onyx, the death gem (obsidian) and the diamond that binds them. Each will find new life in death. Each will serve without mind or soul”

Radlebb Keep: (also see the Radlebb Keep & Radlebb Village descriptions at vaults of pandius.com)

Kier and the PCs will have a day to prepare for the journey to Koriszegy Keep. They can requisition any normal items/weapons but Kier will advise against overloading with too many unnecessary things (the garrison quartermaster will not honor obvious requests for frivolous or greedy amounts of equipment). Chanda the garrison chaplain and Kerwin the village priest will give each PC 2 healing potions (1d6) and a flask of holy water (3 uses, 1d8 DMG to undead), gifts from the Churches of Karamaikos and Traladara.

When leaving Radlebb Keep, the PCs will be stopped by Valos mounted on a donkey. Valos will offer to accompany the PCs to the edge of Koriszegy Keep and will offer to setup camp and wait with any pack animals until they return. He is no longer wearing his usual rags, but a coarse robe and cowl. Valos seems strangely focused and the PCs are free to accept or decline his assistance.

Valos, Traladaran, Beggar, Magic User 4, Neutral

STR 8 INT 17 WIS 8 DEX 10 CON 16 CHA 10

Weapon Masteries: Dagger (skilled), Staff

General Skills: Reading/Writing, Knowledge of Philosophy, Weather Prediction, Danger Sense, Begging

Languages: Traladaran (native), Thyatian, Elven (Callari Dialect)

Notes: No one is sure just how old Valos is or how long he has been in the village but he appears ancient. He walks with a crutch as part of his left leg is missing and has scarred burns over most of his body. His white hair and beard is in patches, much as his clothing. He will use some spellcraft to impress villagers and travelers for a few coppers, especially during any festive occasion. He has the uncanny (often eerie) ability of drifting into a trance and giving prophetic sounding statements. Valos is often a forgetful and absentminded spellcaster. **Spells:** *Light, Charm Person, Magic Missile, Protection from Evil, Ventriloquism, Levitate, Phantasmal Force*

Radlebbb Woods:

The PCs are free to choose whichever route they wish to Koriszegy keep but Kier will recommend they don’t take longer than necessary to get there. If the PCs approach within approximately 8 miles of Koriszegy Keep they will notice numerous trees and stone markers with a large X placed on them facing away from Koriszegy Keep. These have been placed over the years by the local Traladarans and are understood to indicate a cursed area. On the North and Northeast approaches there are many skulls and bones hanging from trees or from stakes placed in the ground. The humanoid tribes in the area have placed them as their warning signs.

Marcus the werewolf pack leader (from Part I) will meet the party before they get within 8 miles of Koriszegy Keep. Marcus will ask what they are doing and if they mention they are seeking a tunnel north of Koriszegy Keep, Marcus will tell them of a hole in the earth that may be the tunnel they seek. If the PCs did not kill any of the werewolves in Part I (or will offer payment for information) Marcus will lead PCs the long way around the perimeter of the Keep and get the PCs to the tunnel entrance (but only during the daytime). Marcus will not enter or accompany the PCs further into the Keep.

Radlebb Woods Wandering Monster Table d10

- | | |
|---|--|
| 1) 1d6+1 Skeletons (rusty short sword) | 2) 1d6 Zombies (rusty short sword) |
| 3) 1d8 Wolves | 4) 1d4 Dire Wolves |
| 5) 1d6 Iron Ring slavers (mace & short bow) | 6) 1d8 Goblins (spear & sling) |
| 7) 1d4+1 Bugbear slavers (club) | 8) Actaeon** |
| 9) 1d4 Escaped Prisoners* | 10) 2 Ghouls (after dark; during day no encounter) |

* The prisoners will have information (but no gear or weapons) they will have no desire to accompany the PCs but will be intent on getting to the nearest settlement. They may be escapees from Koriszegy Keep and will mention that the Keep is a place of death and despair.

** Sent by Zirchev, only attacks PCs if attacked, will offer to guide party to the edge of the keep domain. If the PCs accept, ignore all further random encounters. Actaeon will leave after escort is complete.

Koriszegy Keep: REMINDER: Undead around the keep cannot be turned by any cleric/paladin. Although holy water will still damage them, as will magic weapons specifically made to combat undead.

There are patrols lead by a wight with 1d4 ghouls crisscrossing the area around Koriszegy Keep; their patrol routes take them approximately 6-7 miles from the keep. They will attempt to intercept anyone observed and bring them to Koriszegy. The keep is garrisoned by approximately 3 dozen skeletons and zombies.

If the PCs approach Koriszegy Keep past the 8 mile markers without being guided by Marcus or actively trying to avoid detection, they will be met by a wight leading 1d4 ghouls (if meeting during the daytime, the ghouls will be at -2 to all attacks); if the PCs present themselves as Iron Ring members, with "prisoners", the wight will escort them to the keep. If the PCs do not have "prisoners" the wight and ghouls will attack, attempting to capture them using the paralyze attack of the ghouls.

The closer the PCs get to the keep the less foliage there is as if blight has been sent over the land. There are undead sentries manning the walls of the keep (75% per turn intruders within 1 mile of the keep will be spotted). There is no foliage or any kind of ground cover within 1 mile of the keep itself.

The keep is surrounded by a curtain wall and crude moat. However both are in severe disrepair and are crossable with little effort; the moat by the many collapses

allowing only minimal deterrence and the curtain wall by the large broken down sections.

All Iron Ring patrols and their captives will be escorted to the keep interior and placed by the chimney. The prisoners will be watched by 12 skeletons with clubs, any attempt to leave will be met with force by the skeletons (the skeletons will attempt to knockout anyone attempting resistance or escape). The undead will not search any of the prisoners after arrival, provided no weapons are blatantly displayed. The Iron Ring patrol will then be escorted back to the edge of the curtain wall and left to leave.

The skeletons and zombies on the Keep wall have been instructed to alert if anyone approaches the keep unescorted (7 turns to signal any nearby wight of intruders), but will not pay attention to the keep interior. The 12 skeletons guarding the prisoners will not attempt to kill any prisoners and will not seek assistance if they are being bested in combat. The skeletal guards will also not chase any prisoner past the keep interior; however there are an additional 6 zombies and 10 skeletons patrolling the open space between the curtain wall/moat and the keep proper. Anyone entering unescorted will be attacked, the undead will attempt to force anyone found back to the keep, but they have no orders to subdue instead of kill.

Currently being held as prisoners are 1d4 slaves and the following NPCs:

Hana, Traladaran, Fighter 1, Neutral

STR 14 INT 11 WIS 9 DEX 10 CON 12 CHA 10

Weapon Masteries: Spear, Dagger

General Skills: Reading/Writing, Riding

Languages: Thyatian, Traladaran (native),

Notes: Hana is the wife of Rurik and was sent as tribute to Koriszegy. She has no equipment/weapons but will fight to protect herself and her daughter Anja. If released and returned to Radlebb, she will reunite with Rurik and he will turn in Hawk and any other known Iron Ring spies. Anja her daughter, is always with Hana and cannot fight.

Jiskoth O' Shell Halfling 3, Neutral *from Mystara Netmag*

STR 11 INT 17 WIS 11 DEX 11 CON 15 CHA 10

Weapon Masteries: Cutlass (skilled), Dagger

General Skills: Reading/Writing, Sailing, Navigation

Languages: Thyatian, Traladaran, Elven,

Notes: Jiskoth is a wanderer from Minrothad. After a particularly boring childhood, he fell in with a bad crowd and ended up on the docks of Harbortown. Jiskoth was a former member of the famous Dragontears krew of pirates, but left to wander the known world. He stole the captain's signet ring and used it several times to ply favors from those who owe them to the Drangontears. Unfortunately the captain of his old ship got word of the use of his ring and eventually tracked down and ambushed Jiskoth; later selling him into slavery to recoup the money owed. Jiskoth has no equipment/weapons but will fight if armed. He will give a part of his 3700 gp (kept with a money lender in Specularum) as reward for rescuing him....and also for help tracking down his former captain.

Koriszegy Village and Cemetery:

Outside the curtain wall is the cemetery and the husk of the village. Rubble is all that remains of the once proud buildings. There is no sound of insects and no animals abound in the ruins. Dead silence is the only thing inhabiting this place. There are three cellars that are still accessible but only one contains the functional hidden tunnel into the crypt. No cellar has anything of value, having been stripped or rotted away long ago. A cursory look around the ruins will reveal each of the gaping holes where the trapdoors were, but the PCs will have to devise a way to get down (10' drop to the cellar floor) and back up (40% chance when entering the cellar that it will be the one with the tunnel).

All the graves in the cemetery are dug up and still open, except one. The single intact grave belongs to Koriszegy's daughter Adela, protected by an "honor guard" of 3 skeletons. Her remains have decayed to nothing but her silver necklace with locket is still intact (40 gp value). The skeletons will only attack if a PC approaches the grave closer than 15 ft. or if they are attacked by ranged weapons.

If the players approach the grave within 20 ft. or closer, the ghost of Adela Koriszegy will appear. She will not attack but will beg the PCs to destroy her father and end his suffering. She will tell the PCs of the hidden entrances to the keep and the location of the hidden crypt. She will stay visible and answer questions for 5 rounds unless attacked or disrespected by the PCs. She will offer to distract her father if the PCs can get him to her graveside. If the PCs dig up and/or defile her grave in any way, she will no longer appear or aide the party.

** If Koriszegy sees Adela's necklace on or in the possession of anyone he will fly into an unbridled rage and attempt to destroy that person without concern for anything else until he has the necklace; Koriszegy will also react similarly to any interlopers if he discovers the grave dug up and defiled.

Further east from the old village is a ravine where Koriszegy's army is staging. They are nearly 300 strong, mostly skeletons with zombies and a few wights acting as officers. The army has no orders to engage intruders, but anyone approaching too close will have a wight leading 1d10 skeletons in pursuit.

Secret Tunnel:

Roughly one mile north of Koriszegy Keep is the brush covered entrance to a small roughly 3 x 2 hole. At one time this was an underwater river channel, later worked into a full tunnel which could be walked nearly upright in; however the last time someone was able to walk through upright was about a century ago. The journey to the keep will take several hours to complete using this route.

The "tunnel" is filled by silt and muck, with pools of water in some spots. The only way through now must be crawled through on hands and knees and shared with the

leeches and water bugs. The smell of rot and standing water is overwhelming. Measures should be taken by the PCs to protect any items/rations that can be ruined by water damage.

The first third of the tunnel is inhabited by four giant leeches which will attack after the first few PCs crawl by disturbing them.

Leech, Giant (4) AC 7; HD 6; MV 90'; AT #1bite DMG 1d6 ML 10

The leeches are drawn to the noise and movement of the PCs moving through the tunnel. Due to the cramped crawlspace only short swords, daggers, fists and spells can be effectively used in the tunnel; although a PC crawling behind a party member attacked could use a staff/rod/two handed weapon to attack for half damage to assist.

A few hundred feet before the exit to the crypts, there are two skeletons mired in the muck which cannot attack, but they will grab and hold the first PC to crawl over them. The skeletons will attempt to pull anyone grabbed face down into the muck and suffocate them (STR / DEX check to keep from being pulled into the silt) causing 1d4 DMG every round a character is pulled into the muck. The skeleton arms can take up to 4 DMG before being destroyed. Each skeleton has one ring on one of its bony fingers. A Ring of Storing with 3 spells (Protection from Evil 10", Haste, Invisibility 10" radius and a ring of spell turning). The tunnel comes out into a small clear pool of water.

Koriszegy Crypt:

The crypt is built underneath the first level of Koriszegy's Keep. It has three entrances, one from the collapsed tunnel, a second secret entrance from the old cellars in the village and the sealed entrance from the keep cellar (Koriszegy can still enter via gaseous form).

The crypt houses four generations of the Koriszegy family. The hallways are clear but dusty, while the separate crypt chambers are locked. Koriszegy rarely if ever visits this area and will not enter the crypt unless he is alerted to the presence of intruders.

Once the PCs enter the central hallway they see the ghost of Lady Koriszegy. She will greet the PCs and introduce herself. If attacked or disrespected, she will disappear and inform Koriszegy the PCs are in the crypts. She will give the PCs the following information on the crypts.

- The north is where the first of our name came to claim the old Taymoran fort where our keep now stands.

- To the west his son went to hold our lands from the encroachment of Halag.
- The east woods were wild and untamed when our great-grandfather brought them under our rule.
- The southern march, where my husband's father expanded and civilized.
- About her husband she will only say, "*he has ruled long enough*".

All the doors are locked and can be either picked, forced open or magically bypassed; however if forced open during the night, there is a 30% Koriszegy will be alerted to the PCs presence by the noise.

North Crypt: The first Lord Koriszegy was entombed in the stone casket here, although the remains decayed to dust long ago. The casket lid can be pried open with a combined STR of 50. Koriszegy placed a vampire thrall in this casket and forgot about him. The vampire is mad with hunger. If the PCs open the casket during the day, they will have one round before the vampire awakens. If at night they will hear the vampire scratching at the inside of the casket. The vampire is at half strength (3 HD) and so starved will not use any powers, only attacking the first person it sees.

Inside with the vampire is a pouch of Decoy Dust in a small leather pouch.

DECOY DUST: This dust forms the shape of a snakelike monster. It appears to attack creatures in the area of effect, but it is merely a decoy and cannot actually damage anyone. It may draw their attention and attacks until they realize it to be harmless. However, if any creature tries to use a bite attack against the snakelike dust, it automatically hits and the creature must then make a saving throw vs. death ray or die in one round, choked by the dust! Claw and weapon attacks merely pass through the dust, appearing to damage the decoy but not actually affecting it. The decoy dust lasts for one turn.

A statue with all identifying marks worn off is against the north wall. The statue arms are held out as if holding something. The Staff of Zirchev will glow slightly if brought within 10 ft of the statue. If placed in the open hands of the statue a large fist sized diamond will appear in the casket. There is nothing else of value in the room.

West Crypt: the son of the first lord Koriszegy was laid to rest in this stone casket. The casket lid can be pried open with a combined STR of 50. There are only scant remains of a skeleton alongside a leather quiver containing 7 arrows +1. A statue with all identifying marks worn off is against the west wall. The statue arms are held out as if grasping something between them. The Chalice of Petra will glow slightly if brought within 10 ft of the statue. If placed in the open hands of the statue a large Ruby will appear in the casket. There is nothing else of value in the room.

East Crypt: Koriszegy's Great-Grandfather was interred in the casket here. The casket lid can be pried open with a combined STR of 50. There is only a skeleton inside, all clothing has rotted away, but a leather scroll of Enchant Weapon remains (any weapon this spell is cast on will affect any creature invulnerable to normal weapons for 5 rounds, without any bonus to hit or damage).

A statue with all identifying marks worn off is against the east wall. The statue's left arm is held out with the forearm across the body. The Shield of Halav will glow slightly if brought within 10 ft of the statue. If placed on the arm of the statue a large Onyx will appear in the casket. There is nothing else of value in the room.

South Crypt: Koriszegy's Father is within the stone casket here. The casket lid can be pried open with a combined STR of 50. A skeleton wearing bronze plate mail and a two-handed sword +1, +2 vs Undead are inside. A statue with all identifying marks worn off and the head missing is against the south wall. The statue arms are held out as if holding something. If the sword is placed in the open hands of the statue a spherical piece of obsidian will appear in the casket. There is nothing else of value in the room.

Sealed Door: This large bronze door leads to the keep cellar and will only open if the Staff of Zirchev is carried within 15 ft of the door. There is a small fist sized gap in the masonry near the top which can allow PCs to view into the cellar provided they have a way to light the other side.

The Four Stones: all detect as magic and appear to have a dull barely visible light in the center. The binding stone is a fist sized diamond with 3 odd flat sided facets; each other stone has one flat sided facet. When any of the other stones is placed on a facet, it will connect as if magnetized and cannot be released until all the remaining stones are placed on the diamond. None of the stones will function until after all have been connected to the binding stone. Once bound, each stone can be released and its magical power will be known to anyone who holds the stone. The stones must be bound every 24 hours in order to use any powers.

Diamond (Binding Stone): Remove Curse as spell. Utilizing the stone, Koriszegy will be allowed to leave past the 8 mile limit around his keep for 24 hrs, but each use will cause the stones to decay slightly (5% cumulative per use).

Ruby (Life Stone): if held against a dead body within 24 hrs after death, will raise dead same as spell.

Onyx (Shadow Stone): Animate dead as spell.

Obsidian (Death Stone): Functions as death spell (normal saving throw).

**any sentient living creature that uses or holds the stones after they have been bound will take a -4 to CHR and must make a saving throw vs spells (every 24 hrs) or become increasingly paranoid about anyone asking about or wanting the stones for any reason. Failing the saving throw prevents the one holding the stone from willingly releasing it. The stones can only be bound by a living being.

***any bound stone placed within the chalice of Petra when the Traladaran artifacts are combined will be turned into dust.

Koriszegy Keep Cellar (directly below the keep)

The keep cellar is bare without any furniture; during the day there will be 2d4 ghouls present in the south room. A side alcove on the north side of the main chamber with the entrance apparently caved in houses the coffin Koriszegy uses; he accesses it using gaseous form. Koriszegy will be sleeping during the day unless he is aware of the PCs presence, in which case he will be keeping an eye on their activities. It will take 2-4 hours of work to clear the debris and gain access to the chamber; the noise of clearing the debris will alert the ghouls in the next room. The sealed door to the family crypts is on the east side of the central chamber.

In the northeast corner there is a shaft where the well connects the chamber to the surface. The pool at the bottom is 30 ft deep. A large chain extends to the upper keep which is how the ghouls climb back and forth.

Treasure present in the back of the coffin chamber: potion of heroism, scroll protection from magic, 400 CP, 500 GP, 200 PP, Bag of holding, Ring of water walking, wand of magic detection. The Koriszegy family signet ring is also among the treasure, worth 20 GP, but if sold to the right collector as an infamous item of Karamaikos, value could be up to 200 GP.

Ending:

Depending on how the adventure plays out will determine the ending.

- If the PCs take Adela up on her offer to help she can distract Koriszegy long enough for the PCs to get initiative and/or will prevent him from casting spells during the fight.
- If the PCs were able to sneak into the keep without alerting Koriszegy, they may try to flee after destroying the stones.
- If Koriszegy is aware of and has been observing the PCs then he will attempt to confront them after they get the stones. Koriszegy may attempt to take a hostage(s) from the PCs to trade for or simply offer not to kill them all in exchange for the stones.
- If the PCs are outside, Koriszegy could surround them with his undead army and simply demand everything from the PCs. Alternatively if Koriszegy knows the escape route they are using he could surround it and wait for the PCs to exit the tunnel.
- Koriszegy could kill one or two of the PCs (or their companions) and then have them activate the stones in order to raise their friends back to life; thereby allowing Koriszegy to then take the activated stones by force.

How to play Koriszegy:

Koriszegy is a very powerful opponent but he will not kill the PCs outright.

- He is mildly insane from his many years of isolation and will stick to his normal schedule if he does not know the PCs have arrived.
- He does not see the party as a threat and will enjoy toying with them.
- Koriszegy will not directly engage the PCs until after they have recovered all the gems in the crypt (which require the artifacts that he is unable to wield). He will be reluctant to kill all the PCs at once unless he has all the gems.
- Koriszegy legitimately believes he is the savior of the Traladaran people, destined to unite the land; he does not know the artifacts can destroy the gemstones.

Koriszegy has a set schedule that he will keep provided he has not been alerted to the party's presence.

- After sunset 1 hour – arises from coffin, checks his personal treasure and memorizes spells from his spell book.
- First 2 hours – enters the keep, welcomes new additions to his lands, feeds on prisoner(s), reanimates corpse(s), will only kill up to two victims every night to extend his food supply and entertainment.
- Second 2 hours – He will research on any demi-human as an undead form and/or will expend 1d6 spells “repairing / improving” the keep.
- Third 2 hours – visits his daughter's undisturbed grave, will have a long conversation with her in his mind,
- Fourth 2 hours- Wanders around his domain inspecting his lands, checking on the welfare of his “vassals”. Returns to his coffin within 30 minutes of sunrise.

If the PCs are known to be inside the keep, Koriszegy will follow their movements typically in gaseous form or invisible. Koriszegy will monitor the PCs day or night if they are in the tunnels underneath the keep; he will have a -2 to attack / defense during the day however and will not be able to memorize new spells if he is watching the PCs instead of sleeping.

Koriszegy may appear and use his gaze to charm a PC or companion (save vs spells -2) or cast ESP and Telekinesis in order to keep them on the right track to get the gems for him if they seem stuck.

Koriszegy, Traladaran, Vampire*, Magic User 17, Chaotic

AC 2; MU17; HD 10; MV 120'/ 180" fly; AT #1; DMG 1d10; ML 11

Weapon Masteries: Dagger (skilled), Staff

General Skills: Reading/Writing, Knowledge of Philosophy, Weather Prediction, Danger Sense, Traladaran History

Languages: Traladaran (Archaic dialect), Elven

Notes: Koriszegy was the last in a line of ambitious nobles. He realized that without a strong unified Traladara, the land would never be more than squabbling warlords and petty kingdoms. Koriszegy also realized the other nobles would never accept his rule partly due to the stigma mages carried and the fractious nature of Traladaran politics. However he believed if he could extend his life, then slowly he could expand his domain until the other nobles would have no choice but to ally or become absorbed, thereby saving the Traladaran people. The dark deal he struck provided him with immortality, the ability to control many vassals, and a kingdom like no other in Traladara, just as he wished for....

Koriszegy cannot be turned by any cleric/paladin while in his keep or the surrounding 8 mile area and is unaffected by Sleep/Hold/Charm spells. He can only be harmed by magic weapons. He can take the form of a Dire Wolf, Bat, and Gaseous form at will (change takes 1 round); regenerates 3 hp if wounded. At 0 hp turns gaseous and flees to his coffin. Koriszegy is still affected by garlic and cannot cross running water (there is no "naturally" occurring running water in Koriszegy Keep). Koriszegy will not go past the 8 mile limit from his keep.

Unlike other vampires Koriszegy will not summon any rats, bats or dire wolves as he detests living creatures. If he believes he is going to be defeated by the PCs he will summon any nearby undead servants to come to his aid.

Spells:

1st – Charm Person, Detect Magic, Magic Missile, Read Languages, Read Magic, Sleep

2nd – Detect Invisible, ESP, Invisibility, Web x2

3rd - Fireball, Lightning Bolt, Haste x2

4th – Confusion, Remove Curse, Wizard Eye x2

5th – Animate Dead x2, Telekinesis, Wall of Stone

6th – Anti-Magic Shell, Wall of Iron, Weather Control

7th - Reverse Gravity, Lore

If the PCs manage to infiltrate the keep without being detected, find Koriszegy's coffin without alerting him and find him asleep in the coffin they will automatically have initiative after opening the lid. Should they stake Koriszegy (even if with the Staff of Zirchev), then the following occurs.

"Koriszegy looks at you and struggles to sit up. Before he can move, you raise the staff of Zirchev high over your head and thrust it through his chest piercing his heart, Koriszegy lets out a final hideous scream as he turns to ashes."

With the death of Koriszegy the undead guarding the keep will become leaderless and will only attack if the PCs approach. The ghouls and wights will flee for darker areas if it is daytime. The undead army will disperse in random directions. Any surviving prisoners can be freed and will flee the keep.

If the PCs fail to destroy the gems and keep them out of Koriszegy's hands, Koriszegy will overrun the Radlebb garrison and terrorize LuIn. All trade and travel to western Karamaikos will end. After nearly a fortnight, the binding stone will decay and become useless, forcing Koriszegy to withdraw. The Black Eagle will then move in and seize LuIn, informing the Duke that only a Von Hendricks can safeguard the west.

Return to Radlebb: Upon their return the PCs will be hailed as heroes for braving the dangers of the keep. General Draconius will give the PCs an armed escort back to the Duke's fortress in Specularum where they will be rewarded with an additional land grant of 50 acres each. The Churches will request the artifacts of Halav, Petra and Zirchev back as they are holy relics of the people and the PCs can decide which church to assist (if any) although the duke will request as a personal favor that the PCs return the relics; The duke will award all eligible PCs court lordships. The duke and his family will keep an eye on the PCs for fast track to their own full dominions in the near future.

Available NPCs:

Tor Iron Gut, Dwarf 5, Neutral

STR 18 INT 10 WIS 9 DEX 8 CON 18 CHA 10

Weapon Masteries: Battle Axe (skilled), War Hammer

General Skills: Heavy Drinking, Reading/Writing, Survival

Languages: Dwarven (native), Thyatian, Traladaran

Tor grew up in Highforge in the Stronghollow clan, but didn't have the craftsman's heart his family needed and he hit the road. He spent the next decade drinking and adventuring (but mainly drinking). He is a decent enough fighter and traveling companion but will head to the nearest tavern once the adventure is complete to celebrate. While traveling through Radlebb he started working at the brewery to get a few royals to travel on. He enjoys working at the brewery providing quality assurance for each barrel during the day and cracking heads of trouble makers in the taverns by night.

Mical, Halfling 3, Neutral

STR 17 INT 9 WIS 11 DEX 17 CON 18 CHA 11

Weapon Masteries: Shortsword (skilled), Sling (skilled), Dagger

General Skills: Endurance, Bravery, Reading/Writing

Languages: Hin (native), Thyatian

Notes: Often mistaken for a strong, but short young human, Mical left the shires to find his way in the world with his brother Trintner. While Mical is strong as an ox, he often makes rash decisions which have gotten him and his brother into trouble. He and Trintner have fallen on hard times as adventuring is often a sporadically funded endeavor. Mical carries short sword, sling (10 slingstones) and chainmail with shield.

Trintner, Halfling 3, Neutral

STR 13 INT 11 WIS 9 DEX 18 CON 18 CHA 12

Weapon Masteries: Shortsword (skilled), Sling (skilled), Dagger

General Skills: Endurance, Bravery, Reading/Writing

Languages: Hin (native), Traladaran, Thyatian

Notes: Trintner thinks he is the brains of the operation but has realized he and Mical are in over their heads. Trintner plans to tell Mical they need to head home to the Shires but hasn't had the heart to tell his brother they have essentially failed as adventurers. Trintner uses a short sword, sling (15 sling stones) and leather armor.

Gharalain, Callari Elf 1, Lawful *(from the Mystara netmag)*

STR 14 INT 12 WIS 16 DEX 18 CON 8 CHR 11

Weapon Masteries: Longbow (skilled), Short sword (skilled)

General Skills: Survival (Forest), Tracking, Hunting, Persuasion

Languages: Elven (Callari dialect), Thyatian, Traladaran

Notes: Gharalain is a new adventurer and wants to live up to the legend of her older brothers, the twins Esselian and Fresnian. She carries Chainmail; Shortsword +1, 124 gp, Bag of Holding and 120' of Climbing Rope (will hold twice normal weight)

Spells: Light, Hold Portal

Larissa, Callarii, Elf 2 Neutral

STR 17 INT 18 WIS 10 DEX 15 CON 16 CHA 10

Weapon Masteries: Long sword (skilled), Longbow (skilled)

General Skills: Tracking, Reading/Writing, Riding, Knowledge of the Radlebb Woods

Languages: Elvish (Callarii Dialect), Thyatian, Traladaran, Orc, Goblin

Spells: Light, Magic Missile

Lhaeros, Callarii, Elf 2 Neutral

STR 13 INT 18 WIS 11 DEX 18 CON 12 CHA 11

Weapon Masteries: Long sword (skilled), Longbow (skilled)

General Skills: Tracking, Reading/Writing, Riding, Knowledge of the Radlebb Woods

Languages: Elvish (Callarii Dialect), Thyatian, Traladaran, Orc, Goblin

Spells: Sleep, Magic Missile

Eamon, Callarii, Elf 2 Neutral

STR 17 INT 17 WIS 11 DEX 17 CON 10 CHA 11

Weapon Masteries: Long sword (skilled), Longbow (skilled)

General Skills: Reading/Writing, Riding, Knowledge of the Radlebb Woods

Languages: Elvish (Callarii Dialect), Thyatian, Traladaran, Orc, Goblin

Spells: Protection from Evil, Magic Missile

Notes: Larissa, Lhaeros and Eamon have been sent by their clan to investigate the larger than “normal” groups of undead moving around the forest. Larissa is the designated leader and will speak for the group. If the PCs are heading into the woods the elves will offer to accompany them (safety in numbers). All three carry elven longswords and longbows, Larissa carries her family Elven longsword +1, they each have a quiver of 18 arrows with 5 being silver arrows. They wear leather armor. They are primarily a scouting party and unless the PCs accompany them, they will not engage in direct combat except to defend themselves.

Aarion Commenus, Thief 4, Chaotic

STR 10 INT 12 WIS 9 DEX 17 CON 10 CHA 15

Weapon Masteries: Dagger (skilled)

General Skills: Stealth, Cheating, Storytelling

Languages: Thyatian, Traladaran

Aarion is the son of a Thyatian soldier and Traladaran woman. He was raised by his mother when his father’s legion was recalled to Thyatis. He spent his youth as a cutpurse in Kelvin and when he came of age left to make his way in the world.

Aarion possesses elven boots, an elven cloak, dagger and 30gp.

Artifacts:

Shield of Halav (Minor Artifact) The Shield was created by Halav to protect a champion of his people. It is a shield +3 and grants any bearer the following:

- +3 to all saving throws
- 3x per day, heals 1d6 hit points to the bearer or designated companion
- 3x per day may activate a light spell, illuminating wherever the shield faces.

It is a rather simple looking circular bronze shield with a slight circle indentation on the front. It is clearly well made and shows very little sign of wear or age. Halav's makers mark is embossed on the bottom of the shield.

Staff of Life (Minor Artifact): the staff was created by Zirchev and allows a magic user to cast clerical spells. It is only usable by mages. Any mage holding the staff will instantly be aware of its abilities. Any spell cast will drain one equivalent level spell able to be used that day by the mage holding the staff. If the mage is not capable of casting the appropriate equivalent level spell or is out of spells the staff may still be used, however the difference in spell level will be deducted from the casters INT and CON until the next full moon. The staff also generates a 50' field that mindless undead creatures cannot enter.

1st level: Cure Light Wounds

2nd level: Bless

3rd level: Cure Disease

4th level: Cure Serious Wounds

5th level: Raise Dead

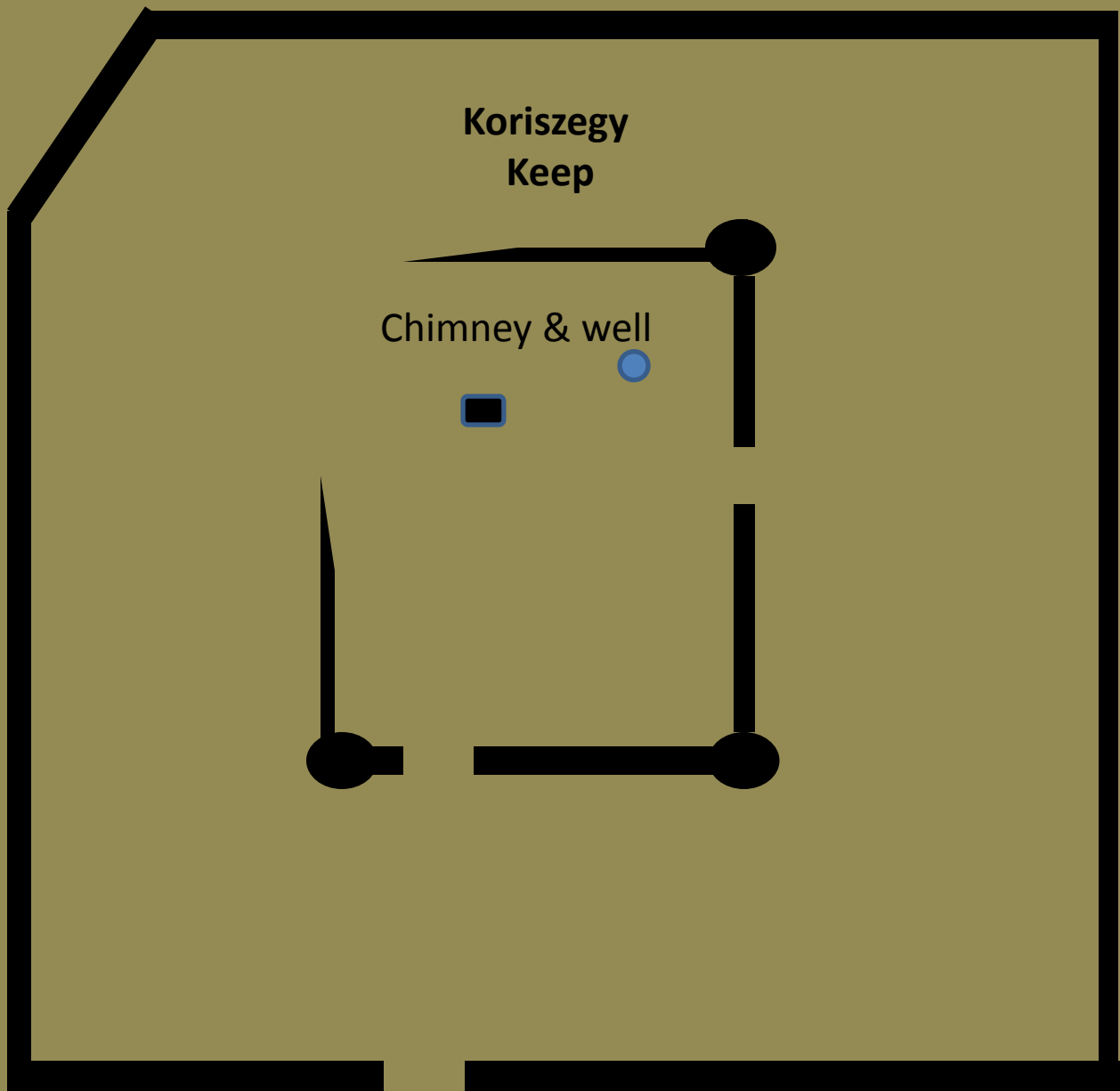
e.g. a 1st level mage with one 1st level spell slot uses the staff to cast Cure Light Wounds, then Raise Dead; the mage would expend his spell for the day and have 5 INT and 5 CON deducted from his stats until the next full moon. If he only cast Raise Dead, then you reduce 1 point from either INT or CON loss, either 4/5 or 5/4. The staff will not allow the user to cast below their stats; attempting will knock the user unconscious and the spell will fail.

Chalice of Petra (Minor Artifact) The Chalice was created by Petra to assist a champion of the Traldar. Any liquid poured into the chalice turns crystal clear.

Drinking the liquid provides the following benefits:

- Effect same as a Bless spell for one day
- Heals 1d6 hit points
- Cures any poison.

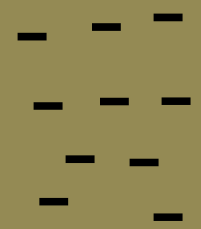
The chalice is larger than normal and well-made, although simple looking. There is a cylindrical aperture in the inside of the bottom the cup. The cup produces enough liquid for 3 people three times a day. Any evil individual (or monster) who drinks from the cup will suffer 1d6 damage per drink as poison.



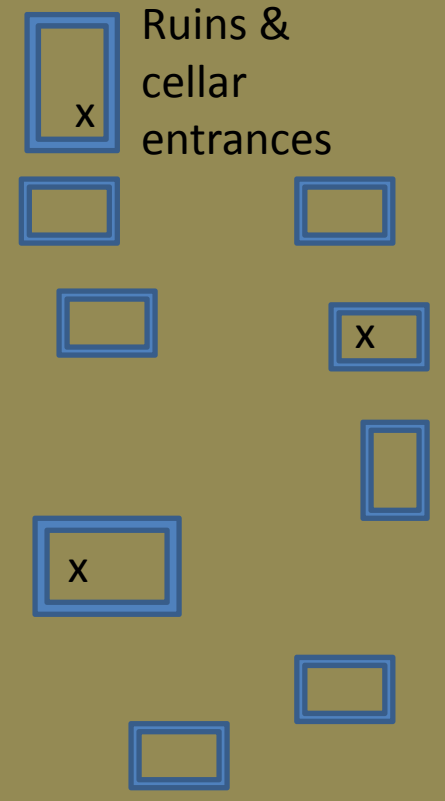
Koriszegy
Keep

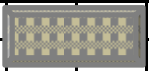
Chimney & well

Cemetery



Village
Ruins &
cellar
entrances





Rubble filled archway

passageway
leading to well
upper keep

To Koriszegy Crypt level 1

Ghouls

