

# MONSTER SUMMARY TABLE

This table presents vital statistics for some of the monsters featured in this adventure.  
Refer to the various A&D® MONSTROUS COMPENDIUM volumes or this module for more detailed information.

Name	AC	HD/hp	THACO	#AT	Dmg	MV	Remarks
Banshee, see Groaning spirit							
Black puddings, modified (2)	-1	10/68	11	1	3d8	12,Fl12	dissolves metal, immunities
Brown mold, see Mold							
Eyestalks (2)	1	9/70	11	1	6d4 or 2d10	12	immunities
Fire elemental	2	16/120	5	1	3d8	12	fire, +2 weapon to hit, immunities
Flying glass skeletons, see Skeletons							
Ghost bats (3)	1	10/65	11	1	3d8	Fl24	screech, +1 weapons to hit, undead immunities
Giant slug, see Slug							
Golem, glass (4)	3	14/85	7	2 or 1	2d8/2d8	6	+1 weapons to hit, spell immunities, explodes
Gray ochre ooze	8	7/50	15	1	1d10+2	4	corrodes metal, ooze immunities
Gray squirrels, modified	6	7+2/51	13	3	2d4/2d8/2d6	15	+1 THACO
Groaning spirit	0	7/50	13	1	1d8	15	wail, <i>fear</i> , immunities
Heart spiders (3)	7	2/14	19	1	1d4	6,18 on web	3d8 poison
Ivory hydra hands (2)	1	12/8	9	12	1d10 per head	9	
Juju zombie	6	3+12/32	15	1 or 1	3d4 4d10 smash	9,Crwl3	<i>necklace of missiles</i> , +1 weapon to hit, immunities
Killer mimic	7	10/74	11	1	3d4	3	glue, acid immunity
Leech, giant	9	4/30	17	1	1d4	3,Sw3	drains 4hp/round
Lichling corpse, animated	3	20/150	5	3	2d10/2d10/4d6		See Chap. 4
Lichling	1	2+2/15	19	1	1d6	3,Fl24	See p. 64
Lichling servitor	2	6/45	15	2	2d6+1d6	12	+1 weapons to hit, undead immunities
Living web	9	6/45	15	1	1d4	6	absorbs electricity, divides at edged blows, immunities
Lurker above	6	10/70	10	1	1d6	Fl9(B)	constriction, surprise penalty
Marine scraggs, modified (8)	2	6+12/60	13	1	1d4/1d4/1d8+8	3,Sw12	3hp regen, undead immunities, not turned
Megalocentipede, young (6)	7	2hp	20	1	Nil	15	1d6 poison
Megalocentipede, adult	5	3/21	17	1	1d3	18	poison
Mold, brown	9	N/A	17	N/A	special	6	absorbs heat, spell immunities
Muck men (8)	8	5/39	15	1	special	3	+1 weapons to hit, muck-throwing, suffocation
Piercers (8)	3	4/30	17	1	4d6	1	one attack, acid, surprise
Purple worm	6	15/110	5	1/1	2d12/2d4	9	poison, swallow whole
Shadows (4)	7	3+3/20	17	1	1d4+1	12	Strength drain, undead immunities, 90% undetectable
Skeletons, flying glass (6)	3	7/55	13	1	1d10	12,Fl15	explode, undead immunities
Slug, giant	8	12/93	9	1	1d12	6	4d8 acid spit, no harm from blunt weapons
Spectres (2)	2	7+3/55	13	1	1d8	15,Fl30	energy drain, +1 weapons to hit, undead immunities
Spiders, see heart spiders							
Strangleweed	6	4/30	17	1	special	Nil	crushes
Tube worm	4	9+3/70	11	1	2d4	6	lunging
Umber hulks (4)	2	8+8/60	11	3	3d4/3d4/1d10	6,Burrow 1d6	confusion, surprise bonus
Wraiths (2)	4	5+3/41	15	1	1d6	12,Fl24	energy drain, undead immunities
Zombie dragon turtle	0	14/100	7	3	2d6/2d6/4d8	3,Sw9	breath, undead immunities, not turned

## Villagers

**Typical villager** (0-level fighter): AC 10; MV 12; hp 4; THACO 20; #AT 1; Dmg 1d4 (dagger); AL LN.

Use "Typical" statistics for laborers and other ordinary citizens.

**Exceptional villager** (1st-level fighter): AC 8 (leather armor); MV 12; hp 9; #AT 1; Dmg 1d6 (short sword); AL LN.

Use "Exceptional" statistics for merchants, middle class citizens, and low-level officials.

**Elite villager** (4th-level fighter): AC 5 (chain mail); MV 12; hp 30; THACO 17; Dmg 1d8 (long sword); AL LN.

The "Elite" statistics are for higher-level officials, bodyguards, and other noteworthy folk.

# Advanced Dungeons & Dragons<sup>®</sup> 2<sup>nd</sup> Edition



## Nightmare Keep

Official Game Adventure

by Rick Swan

Sample file

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# FORGOTTEN REALMS<sup>®</sup>

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# Introduction



Welcome to *Nightmare Keep*, one of the most demanding adventures your players will ever experience. The challenges awaiting within these pages are intended for only the most skilled, courageous, and resourceful heroes of the Forgotten Realms. Novices are advised to turn back now.

**The following information is for the DM only.** Familiarize yourself with the entire module before beginning play.

## PLAYER CHARACTERS

The adventure is designed for about four to six player characters (PCs) of level 18-20, with a total of about 80-90 levels for the entire party. The party should contain a balance of classes, with warriors and wizards as optimum choices. Ideally, most PCs should have magical armor, a magical weapon, and fairly powerful magical items.

## SETTING

The adventure is set in a remote mountainous region of the Forgotten Realms, informally known as the Veilstone Peaks. On the boxed campaign set's maps, the Veilstone Peaks region is northwest of Cormyr, about 50 miles west of the Farsea Marshes. Though useful, the campaign set is not necessary for play.

### Maps and Playing Aids

The cover panel of the module cover shows the Veilstone Peaks region; the numbered areas are detailed in the Prologue and Chapter 1. All other maps, including those pertaining to Wolover's Keep and the vast labyrinth beneath (where the bulk of the adventure takes place), are included on the enclosed color mapsheet.

The inside panels of the module

cover contain reference material, including the Sensory Phenomena and Physical Encounter Tables (explained in Chapter 3) and a summary of statistics for most of the monsters in the adventure. After the PCs complete Chapter 1 and the Veilstone Peaks map is no longer needed, unfold the module cover and use it as a referee screen, giving easy access to the material inside.

## RUNNING THE ADVENTURE

### Organization

The adventure begins with the events in the Prologue, where the PCs learn of a supernatural threat that apparently originates in Wolover's Keep, a centuries-old castle in the desolate Veilstone Peaks.

The four chapters following the Prologue contain the bulk of the ad-

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venture's events and encounters. The PCs most likely experience the chapters in order. Chapter 1 details the party's investigations of the Veilstone Peaks communities and Wolover Keep. Chapters 2-4 describe the labyrinth beneath the keep, with its many traps and minions.

Each chapter begins with an overview providing background information, including physical descriptions, playing notes, and other pertinent information. To help you track the party's progress, each overview details the chapter's major goals and discoveries.

Boxed text should be paraphrased or read directly to the players.

## Time

Keep track of the passage of time on a piece of scrap paper. Since much of the adventure takes place underground, it may be difficult for the PCs to keep track of days and nights. Though it's seldom important to know the precise hour of the day, you should know when a day has passed for the purpose of recovering lost hit points, relearning spells, and so on.

## Game Balance

Judging this adventure can be challenging, since it is meant for an exceptionally formidable group of player characters. Here are some tips for keeping high-level PCs under control:

- If the party is having too easy a time, you may increase (1) the frequency of Sensory Phenomena and Physical Encounters, (2) the number of monsters, and (3) the lethality of traps.
- Only allow Intelligence checks where indicated in the text. Otherwise, make the players rely on their own ingenuity to solve puzzles and make decisions.
- Be prudent when adjudicating high-level spells. In particular, pay attention to *wish* spells, avoiding

any result that significantly unbalances the game. (See *The Complete Wizard's Manual* for tips on judging *wishes*). Also, be conservative regarding the quality of information revealed by divination spells. It's possible, for instance, that the most likely response to *commune* is "I don't know."

## DM's BACKGROUND

In centuries past, a female wizard named Icelia held a position as one of the Witches of Rashemen, a group of powerful spellcasters who functioned as the true leaders of their land. Though the Witches wielded considerable power in Rashemen, Icelia's ambitions extended far beyond the bounds of her homeland; she longed for nothing less than domination of the entire world. When her colleagues learned of Icelia's schemes, they expelled her from the ranks of the Witches and exiled her from Rashemen. Undeterred, Icelia abandoned her mortal existence and consummated her lust for power by becoming a lich.

Icelia knew that other liches before her had tried and failed to establish enduring kingdoms, and she was determined not to repeat their mistakes. Icelia concluded that the ineptitude and cowardice of these would-be conquerors' minions led to their downfall. If Icelia's dreams of conquest were to bear fruit, she would need the support of an army far more formidable than the ineffectual hordes commanded by those who came before her.

As Icelia searched for a suitable location to establish a base, she stumbled upon a keep in the desolate region of the Veilstone Peaks. The keep belonged to Amry Wolover, a wizard of impressive talent who was engaged in agricultural experiments meant to benefit the poor farmers of the surrounding villages. Icelia mur-

dered Wolover, assimilated his knowledge, then constructed an elaborate stronghold beneath the mountains where she would create an army of minions from the flesh of her own body.

Years passed, and Icelia evolved into a demilich of staggering power. She eventually transformed her original body into an immense incubating husk to spawn her minions: a multitude of insectile "lichlings" that she would some day lead on a conquest of the world of the living. She also retrieved the spirit of Zhorach, a loyal aide from her days as a Witch of Rashemen, and reincarnated him as a ghost. Zhorach now serves as the guardian of her skull, which is disguised as a spectral vessel drifting endlessly on a lake deep in her stronghold.

Like all developing creatures, the lichlings need nourishment to grow. But instead of organic food alone, the supernatural lichlings also require a diet of emotions. Specifically, they feed on the fear generated by living victims, along with the emotional trauma of victims suffering physical damage; the lichlings transform this fear and trauma into nourishing energy.

To generate that fear, Icelia devised a deadly labyrinth filled with lethal traps and vicious minions. Lured by promises of great fortune, treasure hunters entered the labyrinth and met ghastly fates. The enchanted walls and surfaces of the labyrinth absorbed the fear and trauma generated by the doomed intruders, magically dispersing the negative emotions throughout the stronghold to nourish the hungry lichlings.

For centuries, Icelia has been spawning infant lichlings and luring a steady supply of human intruders into the keep to feed them. The lichlings continue to thrive and grow, and soon they will mature. When that time arrives, Icelia's dreams of conquest seem almost certain to come true.

# Introduction

## SPECIAL UNDERWATER RULES

Some encounters in this adventure may occur underwater. The following rules adapted from the *Player's Handbook* and the *Dungeon Master's Guide*, may prove helpful. (For more detail, see the "Underwater Combat" section of Chapter 9 in the *DMG*.)

**Drowning:** The base amount of time a character can hold his or her breath, in rounds, is equal to  $\frac{1}{3}$  of the

Constitution score, rounded up. This assumes that the character had the chance to take a deep breath before submerging. If the character did not have the chance to take a deep breath, the base time is cut in half (rounded up). Regardless of any applicable penalties, any character can hold his or her breath for at least one round.

When the base time expires, a submerged character must make a Constitution check once per round, with each check after the first taking a cumulative +2 penalty to the roll (for

instance, there is a +2 penalty for the second round, a +4 penalty for the third round, and so on). A character who fails a check has drowned.

**Fighting in water:** Submerged surface dwellers suffer a -4 penalty to their attacks. This penalty is cut in half if the character has a proficiency in Swimming. A character not immersed in water who tries hit an immersed opponent also suffers a -4 attack penalty.

These penalties don't apply to creatures native to an aquatic environment.

