

Bones of the Mountain

An adventure site for characters averaging 5th level, for the Swords and Wizardry system, by Jakob McFarland.

Overview: Every full moon, seven wights rise from their icy slumber, ride down from the Black Mountain, in dark cloaks, on giant wolves, and reave the valleys for young woman to sacrifice to their evil goddess. Their leader wields a glowing red-silver sword and wears a brilliant diamond-studded crown.

A mad Sherpa raves: the black riders dwell in a dark fortress that looms on the cliff face of the Black Mountain. He has seen it. He can guide you there for a hundred gold coins.

Draugr: Frozen undead soldiers. They shall be statted as zombies with 3HD. They have perfunctory tactical intelligence and are equipped with spears, shields, and crossbows with ten bolts. They are readily commanded by wights.

Witchfire: Magical cold green fire which harms undead in addition to living creatures. Steel weapons stuck into witchfire will 'catch flame', shedding 10' light and dealing +1 magic damage for 1d6 turns.

Encounters

1	A freezing gust of wind deals 2 damage and extinguishes all light sources (including magic)
2	8d6 Draugr (area 10)
3	4d6 Draugr commanded by a Wight (area 18).
4	4d6 Worgs (area 6)
5	2d6 Giant Spiders (Medium) (area 5)
6	Ser Morwick and Egwere (area 9) searching for the lost sword Bloodrime .

1. Snowfield: A biting wind howls across a bleak white snowfield. Far above, a black fortress looms on the cliff face like a brooding hawk. It takes six turns to cross the snowfield and reach the base of area 2.

2. Ascent: A narrow stair is cut into the cliff face, rising to 100' above the ground. Characters and animals must make a Dexterity check (with a +4 bonus) or slip and fall over the edge. The stairs lead to a gate of iron-bound black oak. It is ajar but frozen stuck. Open doors check or 1 turn of noisy ice-picking to break it open.

3. Antechamber: Snow has blown into the room and blankets the floor. Frozen corpses, slashed and mangled, lie in the snow. Fourteen suits of black armor stand against the walls, with closed helms and grasping down-thrust swords.

When the party enters, two of them animate and move with a metal shriek! (But it is only the wind rustling them.)

4. Storage Room: Empty shelves line the walls and a huge stack of corded firewood lies in the back corner. Giant snow spiders hide in the wood pile. A hidden button is set into the bottom of one shelf. If pressed, the whole shelf segment swings open as a secret door.

Giant Spiders (Medium) (7): HD 2+2; AC 6[13]; Atk bite (1d6 + lethal poison); Move 18; Save 16; Morale 8; AL N; CL 5 (XP 240); Special: lethal poison (save or die, +1 saving throw), surprise prey (5-in-6 chance).

5. Cellar: Steps descend into a frigid cellar. Shelves of old bottles full of musty vinegar. There is a shallow well full of dark murky water, and a well shaft (20' tall) in the ceiling above it. Dredging the well finds a tin bucket, a wine bottle, broken glass, and a sapphire necklace (500 gp). The bottle is actually a rare vintage, labeled "Château des Graves," and acts as a Potion of Undead Control.

6. Worg Den: A craggy cave, filled with gnawed bones and the reek of wet fur. Worgs sleep on frosty polar-bear pelts. A trapdoor is concealed by the pelts. Each worg wears a spiked titanium collar (100 gp).

Worgs (14): HD 4; AC 6[13]; Atk bite (1d6+1); Move 18; Save 13; Morale 9; AL C; XP 120; Special: none.

7. Forge: Blackened gloves, tools, and half finished weapons lie on a workbench. An enchanted hearth burns with cold green **witchfire**. A switch hidden in the fire open a secret door in the south wall.

8. Lower Gallery: Faded red tapestries flutter in the wind. The trapdoor triggers on 1-in-3 and swings closed automatically. Below the trapdoor is a 20' icy slide into an iron cage bolted to the castle wall (80' above the ground). The cage contains a half-eaten frost-bitten corpse (wearing a jade wedding necklace worth 200 gp), and a hibernating ghoul which awakens in 2 rounds.

Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3 + paralysis), bite (1d4); Move 9; Save 16; Morale 9; AL C; CL 3 (XP 60); Special: immunities (charm and sleep), paralyzing touch (3d6 turns, save avoids).

9. Council Room: Grand and gloomy two-story chamber; everything is lightly dusted in snow. A large round table and seven high-back chairs stand in the center. A great fireplace, flanked by **tapestries** depicting an ancient war, burns with low pallid fire. Two cloaked figures brood before the fire in turned chairs.

- The northern **tapestry** conceals a door.

The two figures are werewolves searching for the lost sword **Bloodrime**. They are friendly, slow to trust, but devious and covetous.

- Ser Morwick is a rough black-knight, quick to anger. Items: a gold signet ring (250 gp), platemail, a +1 sword, provisions.
- Egwere is a cold and clever ranger, and the loyal sister of Ser Morwick. Items: a gold signet ring (250 gp), a +1 longbow, thirty arrows, 50' rope, provisions.

On the upper level, seven portraits of black-robed sorcerers hang around the gallery, each with a cruel sneer and closed eyes. On the balcony, a colorful mediation carpet overlooks the blinding white snowfield below.

Werewolves (2): HD 4+4; AC 3[16]; Atk bite (1d6+1) or sword (1d8+2) or bow (1d8 + 2); Move 12; Save 13; Morale 8; AL C; CL 5 (XP 240); Special: +1 or better magic or silver weapons to hit, lycanthropy.

10. Shrine: The walls are covered in pitch black **curtains**, except the eastern wall, which is fully carved with a huge scene: Ymir, god of the frozen north, wages war, and a beautiful pale maiden rides among dead soldiers, raising them from death. Before the wall is an obsidian offering bowl, filled with dark **blood**, and a stained silver dagger (250 gp), on a reed mat. Twelve draugr genuflect towards the shrine. Twelve more draugr patrol the upper gallery with readied crossbows.

The **curtains** conceal two doors. If anyone drinks the **blood**: roll 1d3, decrease a random attribute score by [result] x 2, and gain the innate ability to cast a random spell of level [result] 1/day. There are three doses of blood.

Draugr (24): HD 3; AC 7[12]; Atk spear/crossbow (1d8); Move 6; Save 16; Morale 12; AL C; CL/XP 2/30; Special: immune to sleep and charm.

11. Prison: Moldy bedding. Twelve young women are manacled to the cave wall. Captives are kept here until the wights kill them in area 10 as a blood sacrifice. They are overwhelmed, despondant, and terrified. 100 gp (and a lot of good will) is rewarded per rescued captive.

12. Sky Burials: Hawk-picked bones and corpses litter the ledge. An evil presence dwells here; corpses left here overnight will rise as draugr. Women killed in area 10 are left here to become draugr and bolster the wights undead army. There are 2d6 hawks here picking at the cadavers.

13. Great Hall: A high vaulted chamber: suits of armor, tattered tapestries, a grand **fireplace**. All is cloaked in thick sticky cobwebs. The **corpse** of a giant spider lies on a long black table.

The back of the **fireplace** is a secret door which can be pushed open. The spider **corpse** is an illusion. The real giant spider lurks in the webs above, waiting to drop on its prey. At half health, it flees to a random area.

Giant Spider (Larger): HD 4+2; AC 4[15]; Atk bite (1d6+2 + lethal poison); Move 4; Save 13; Morale 8; Special: lethal poison (save or die), webs (save to avoid becoming stuck).

14. Icy Kitchen: Dark and frozen over. The icy floor is sloped towards the northern alcove, which contains an open well (30' drop to floor/pool in area 5). Walking across the floor: Dexterity check, or slip and slide down the well.

15. Secret Study: Shelves of dusty jars and expired ingredients. Ancient papers are strewn on a writing desk with a skull engraved into the centerpiece.

If the skull is pressed, it opens a secret drawer. Opening (or breaking open) the drawer triggers a poison gas trap, anyone within 10' must save or be petrified. A secret switch disarms the trap. The drawer contains ten ivory pens (100 gp each), a map to another *adventure site*, and a pair of gold-rimmed spectacles (Wand of Clairvoyance, 2 charges)

16. Gloomy Library: Floor to ceiling shelves are laden with stone scroll rods, each carved with strange inscrutable constellations. In the north wall are ornate black-iron doors, etched with two beckoning skeletons dressed in togas.

17. Trick Stairs: The dark stone walls are carved with leering skulls. If anyone ascends this steep staircase, the steps snap into a steep icy slope, dropping characters back to the bottom. Ascending with your eyes closed negates this trick.

18. Tomb: A gloomy ice-blackened chamber. Freezing mist rolls across the floor. In the center is a fire pit (5' deep, 20' wide) burning with cold green **witchfire**.

Seven black-armored corpses sit on seven obsidian thrones. Each corpse clutches a star-iron lantern (500 gp) lit with dim **witchfire**. The corpse opposing the entrance grasps a glowing red-silver longsword (**Bloodrime**) on his knees and wears a diamond-studded crown (4000 gp). They stare with blank ice-white eyes at the fire pit. Sometimes, just in the corner of your eye, they are staring directly at you.

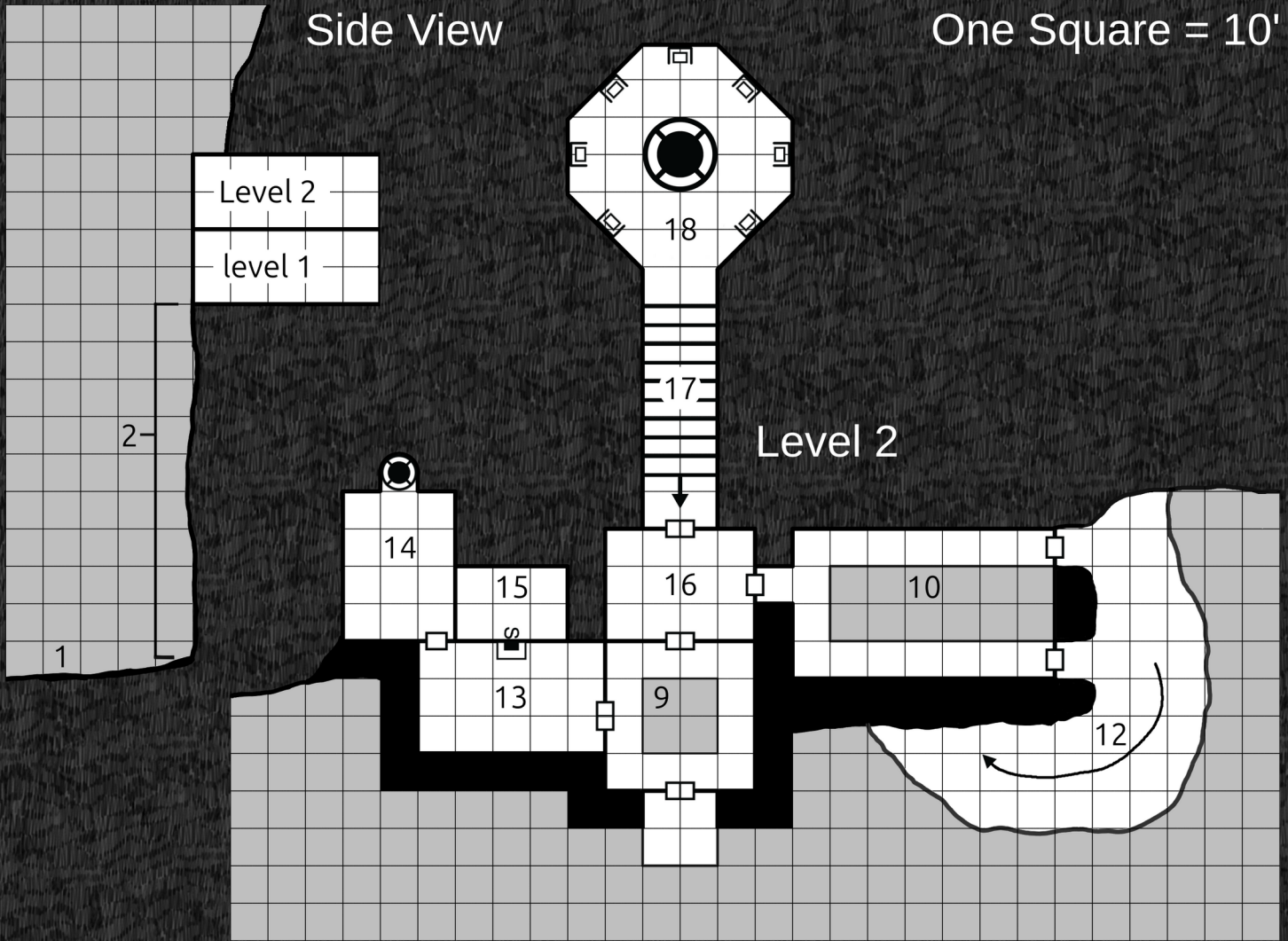
The corpses are wights. If the tomb is entered, or they are damaged, all the wights awaken and attack.

Wights (7): HD 3; AC 5[14]; Atk claw (1hp + level drain); Move 9; Save 14; Morale 12; AL C; CL/XP 6/400; Special: +1 or better magic or silver weapons to hit, level drain (1 level with hit).

Bloodrime: A +2 sentient greatsword with Int 10 and Ego 4. She can speak and has the personality of a wolf or winter storm. She desires to hunt and kill. The blade glows red-silver, shedding 5' of dim light. When in hand, the wielder can smell blood like a wolf and never slip on ice. It functions as a Wand of Cold with 1 charge per day.

Side View

One Square = 10'



Level 1

