any years ago, while fighting a horde of Skeletons, you came across a map detailing an underground lair - the name 'Shantil' written across the top. Neither the name nor the dungeon was familiar to you, but you have kept the map ever since. At times you thought about getting rid of it, but the room marked 'treasure' has always sparked your interest. During your wanderings in the service of the Emperor, you asked the people that you met if they knew of this hidden lair, you showed portions of the map to some, asked about 'Shantil' to others. Always the response had been negative.

Today, while sitting at the local inn of a small village, you mention the name of 'Shantil' to the barkeep. Expecting the usual negative response, you are quite surprised when he begins sputtering and making signs to ward off evil. He refuses to talk about the name and threatens to throw you out of his inn should you continue to bring up the subject.

Intrigued by his reaction, you sit down at a corner table and discuss among your companions what your next step should be. Your talk is soon interrupted by an elderly man standing by your table. He looks around to make sure no one else at the inn is paying him any attention, and then says, "You want information on Shantil? I know plenty about him. I will tell you all you need to know."

You look at his shifty nature and disheveled appearance and know that he must be up to something…

"Why?" one of you asks.

"Gold," is his simple reply. "Ten gold coins and all my information will be yours."

[Game Master: Wait until one of the Heroes decides to pay the old man, and then be sure to deduct 10 Gold Coins from the player's inventory.]

You pay the man his money and motion for him to sit down.

"When I was younger," the man begins, "I occasionally did some work for a magician that lived about a day's journey from here. This magician was a powerful Necromancer, Shantil was his name. Most of the people here-abouts were afraid of him, but I carried supplies to him a couple of times a year and he always treated me alright. He had dug his home out of the rock in a hillside, in the middle of a forest…"

You interrupt his narrative to show him your map. "Is this his home?" you ask.

The man looks at the map, then responds. "Yah, that's it. Anyway, one day I was delivering supplies to him. I opened up the doorway, just like he showed me and drove the wagon into his home. Usually when I arrived, Shantil was there to greet me, like he knew somehow when I was there. That time, though - no one. I probed around a little, didn't really know what else to do and I wanted to get paid. Well, I had come to the stairs down to the lower level. Never had gone down there before and wasn't sure I wanted to now. Ain't too smart to get a Necromancer mad at you, if you know what I mean. Anyway, I had just decided that maybe I would call out to Shantil first, when up the stairs came the sound of a battle. Swords clashing, armour rattling, that sort of thing. Then came a roar like I had never heard before. Didn't sound like an animal and the evil contained in that roar nearly drove me mad. I didn't waste any more time in there. Ran back to my wagon and drove out. Closed the door behind me and have never been back since. You couldn't pay me enough to ever return, not after what I heard."

You talk to the man well into the night, getting directions to Shantil's home and the location of the secret switch to open the door. After he leaves, your group talk long about what you might encounter in the Necromancer's lair, but put the old man's fears down as superstition. The next morning you purchase supplies and make preparations to begin your hike to the location of the lair, eager to explore and discover the wealth contained within.

Mentor
“You use the method of opening the secret door that the old man from the village gave you. The door opens, and you step into a long, narrow hall.”

NOTES:

A The bookshelf on the north side of the room is rigged with a dart trap. If a Hero searches for treasure before the trap is disarmed, he will lose 1 Body Point. The northern bookshelf also contains the Spell Scroll: Sleep.

B This is the exit from the Quest.

Wandering Monster in this Quest: Skeleton
“You descend the stairs to the next level of the lair. As you step off the staircase, you hear a low, guttural chanting off in the distance.”

NOTES:

A. This is the entrance to the Quest.

B. The cupboard has a poisonous gas trap in it. If a Hero searches for treasure in this room before the trap is disarmed, each Hero in the room will lose 1 Body Point. Inside the cupboard is a Potion of Healing. This potion will restore either 2 Body Points or 2 Mind Points.

C. The bookshelf contains the Spell Scroll: Heal Body.

D. When a Hero enters this room, place Shantil in the location marked and read:

"A monster similar in form to a Zombie, yet with an intelligent look in its eyes, stands before you, chanting. As you enter the room, the creature looks up at you, startled, and stops chanting. 'Fools! it shouts, 'You dare disrupt the castings of Shantil?' You are startled that the creature before you is the great Necromancer Shantil. He sees your expression, and grins broadly. 'Surprised to find me here, eh? Well, you shall know of my fate as you meet your doom, for your life energy shall help me defeat my nemesis, Braun Vog Baug. Many years ago, I attempted to draw a great daemon from another realm into my service. I admit that my spell casting was off that day, for the daemon, one Braun Vog Baug, was not contained by my spells as thoroughly as I had hoped. While trapped in my casting chambers, he was free to disobey my commands, even to the point of attempting to kill me. Long did we battle, when finally, my physical body weakened to the point of death, I cast one last spell. I was able to escape death, my body transformed into a Liche. My fate and Braun Vog Baug's are interwoven, though. Neither can escape this place until the other is dead. And so he and I have fought these many years to gain control of the other. Now I thank you for the life force you shall give me, for it will help me overcome my nemesis. Farewell, fools.' With that he waves his hand, and four Skeletons appear before you, ready to attack.”

Wandering Monster in this Quest: Zombie
Shantil can cast the following spells: Drain Spirit, Drain Body (which he may cast twice), Summon Undead, Strengthen Undead and Escape. Shantil’s stats are as follows:

<table>
<thead>
<tr>
<th>Movement</th>
<th>Attack</th>
<th>Defense</th>
<th>Body</th>
<th>Mind</th>
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</thead>
<tbody>
<tr>
<td>6</td>
<td>4</td>
<td>4</td>
<td>7</td>
<td>8</td>
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</tbody>
</table>

Shantil is a Fearsome Monster; anytime a Hero starts their turn in the same room as Shantil, or enters a room with Shantil, they must make a ‘Fear’ roll at the start of their turn. The Hero rolls 1 Red Die and on a roll of 5 or 6, they have become afraid and must move as far as possible from Shantil, even if it means leaving the room. The Hero may not make any attacks that turn, even against another monster, but may still defend. If a Hero enters a room with a Fearsome Monster during their movement turn, they must make a Fear roll immediately. The fear only lasts one turn, but the Hero must make a fear roll every turn they are in the same room as a Fearsome Monster.

Use Shantil’s Escape spell wisely. Shantil should do as much damage to the Heroes as possible, and then cast the Escape spell when he is down to one Body Point. When he casts Escape, he is transported away. He will reappear in Quest 3. Do not let the Heroes kill Shantil here. If he gets down to 0 Body Points, you may want to give him a potion of Healing to give him a Body Point so that he can cast his Escape Spell. When Shantil finally casts his Escape spell, read:

“Shantil has a strange look in his eye; one of fear. He realises that you are much stronger than he thought and now he has two powerful enemies to overcome. He casts a spell and as he begins to disappear he shouts, ‘I shall let Braun Vog Baug deal with you. We shall see how strong you are then!’ ”

This is the exit from the Quest.

Wandering Monster in this Quest: Zombie
“You descend the stairs to the next level of the lair. As you step off the staircase, you hear a low, guttural chanting off in the distance.”

**NOTES:**

A. Do NOT place Shantil in the room until Braun Vog Baug has been destroyed. When the first Hero opens the door, read: "Inside the room you see a fearsome apparition that can only be Braun Vog Baug. He is battling with two Skeletons and quickly dispatches them." The Gargoyle icon marks the place of the demon, Braun Vog Baug. He is able to cast the Chaos Spell: **Firestorm** two separate times, instead of attacking. Braun Vog Baug also has a special regeneration ability. At the beginning of each of his turns, Braun Vog Baun will regenerate 1 lost Body Point. His stats are as follows:

<table>
<thead>
<tr>
<th>Movement</th>
<th>Attack</th>
<th>Defend</th>
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<th>Mind</th>
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<tbody>
<tr>
<td>8</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>5</td>
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</tbody>
</table>

When Braun Vog Baug has been destroyed, read: "A sudden shimmering fills the room and Shantil appears before you. ‘Thank you, my friends, for destroying Braun Vog Baug. You have my heartfelt appreciation. I am afraid, though, that I still need your life force to restore my body to its original form.’ With that, he once again attacks.” Shantil has the same stats as in the previous Quest, only this time, he does not know the **Escape** Spell.

B. The chest in the upper right hand corner of the room contains 1000 Gold Coins. The chest in the lower left corner contains 2 Artifacts - Vest of Missile Protection and Blast Blade. The last chest, in the lower middle part of the room, contains 2 Artifacts - Necklace of Glittering and Flame Fury. See the matching Artifact cards for details.

After all the treasure has been found, read: “You have destroyed Shantil and discovered the secret treasure room. Long have you dreamed of this day; ever since you discovered the map you have thought of the great riches that the room would contain. Whether the treasure and Artifacts were worth the pain and sacrifice that you went through to get them is questionable. You wearily exit Shantil’s lair and begin hiking back to the village, knowing that a mug of ale is waiting for you there.”
Necklace of Glittering

The wearer of this necklace may use it six times to cast a ray of glittering light into the eyes of one enemy. That enemy is blinded and may not attack or move and rolls $\frac{1}{2}$ its normal Defend dice (round up). Each turn the blinded enemy rolls 1d6. On a roll of 6, the effects of the blindness wear off and the victim regains its normal stats.

Vest of Missile Protection

This vest gives the wearer an extra Combat Die in defense against any missile attack.

It may not be worn with metal armor.

Blast Blade

This magical dagger allows the wielder to cast the spell Fireball ten times. Once all of the spells are used up, the blade becomes a normal dagger.

The wielder may also use this weapon to make a melee attack for 1 Combat Die of damage.

Remember, once thrown the dagger is lost forever.

Flamefury

This magical longsword allows the wielder to cast the spell Ball of Flame. Each time the spell is cast, the sword drains the wielder of 1 Body Point to power the spell.
Strengthen Undead

The caster throws grave dust into the air and whispers the incantation. All Undead creatures, including the caster (if he is Undead) gain 1 extra Combat Die while Attacking and Defending and 1 Additional Body Point.

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Drain Spirit

The caster and the victim should each roll 2d6. Add these numbers to the roller’s current Mind Points. If the caster’s number is higher, he drains 2 Mind Points from the victim and adds them to his own. The Mind Points are temporary and are not regained when healed. If the spell causes the victim’s Mind Points to reach zero, he is in shock and cannot move until healed.

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Drain Body

The caster and the victim should each roll 2d6. Add these numbers to the roller’s current Mind Points. If the caster’s number is higher, he drains 2 Body Points from the victim and adds them to his own. The Body Points are temporary and are not regained when healed. If the spell causes the victim’s Body Points to reach zero, he is in shock and cannot move. If not healed in 2 turns, he dies and is turned into a Zombie, under Zargon’s control.

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